**Area of Learning: Applied Design, Skills, and Technologies — Tourism Grade 11**

**BIG IDEAS**

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| Services and products can be designed through consultation and collaboration. |  | Personal design choices require the evaluation and refinement of skills. |  | Tools and **technologies** can influence communications and relationships. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*  Applied Design  Understanding context   * Engage in **consumer-centred research** and **empathetic observation**   Defining   * Establish a point of view for a chosen design opportunity * Identify potential consumers, intended impact, and possible unintended negative consequences for a chosen tourism design opportunity * Identify criteria for success, **constraints**, and possible unintended negative consequences   Ideating   * Identify gaps to explore in the tourism industry * Generate ideas and enhance others’ ideas to create possibilities * Critically analyze how competing social, ethical, and community factors  may impact design * Screen ideas against criteria and constraints, and prioritize them for prototyping * Collaborate with potential consumers throughout the design process when possible   Prototyping   * Identify and use a variety of **sources of inspiration** and **information** * Compare, select, and employ techniques that facilitate a given task or process * Develop a product plan and/or service plan that includes key stages and resources | *Students are expected to know the following:*   * design for tourism and hospitality services and products * **consumer types** * **factors that influence tourism** products and services and consumer choices * evolving **sectors** of the tourism industry in a **changing marketplace** * **economic influence** of tourism * **characteristics of services** as distinct from goods * **local factors** in the **evolution** of tourism over time * **agencies** that influence the development, management, and marketing of tourism products, services, and destinations * **marketing considerations** and strategies for industry management * marketing through evolving **industry technologies** * **First Peoples tourism** and the local/provincial market and economy * cultural sensitivity and etiquette, including ethics of **cultural appropriation** * hospitality and communication skills to **interact effectively** with local and international tourists |

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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Testing   * Identify and obtain critical feedback from multiple **sources**, both initially and over time * Based on feedback received and evaluated, make changes to product and/or service plan or processes as needed   Making   * Identify tools, technologies, materials, processes, and time needed for development  and implementation * Use **project management processes** when working individually or collaboratively  to coordinate processes * **Share** progress to increase opportunities for feedback, collaboration, and, if applicable, marketing   Sharing   * Decide on how and with whom to share or promote their **product or service**, their creativity,  and, if applicable, their **intellectual property** * Critically reflect on their design thinking and processes, and identify new design goals * Assess their ability to work effectively, both individually and collaboratively   Applied Skills   * Apply safety procedures for themselves, co-workers, and consumers in both physical  and digital environments * Identify and assess skills needed for design interests, and develop specific plans to learn  or refine them over time * Demonstrate the ability to apply a framework for problem solving   Applied Technologies   * Explore existing, new, and emerging tools, technologies, and systems and evaluate  their suitability for the task at hand * Evaluate impacts, including unintended negative consequences, of choices made  about technology use * Analyze the role and personal, interpersonal, social, and environmental impacts  of technologies in societal change * Examine how cultural beliefs, values, and ethical positions affect the development  and use of technologies | * event planning, coordination,  and facilitation skills * **interpersonal and public relations  skills** to promote products or services  and to interact with potential customers * career options in marketing and promotions |

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| **APPLIED DESIGN, SKILLS, AND TECHNOLOGIES – Tourism Big Ideas – Elaborations Grade 11** |
| * **technologies:** tools that extend human capabilities |

| **APPLIED DESIGN, SKILLS, AND TECHNOLOGIES – Tourism  Curricular Competencies – Elaborations Grade 11** |
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| * **consumer-centred research:** research done directly with potential consumers to understand how they do things and why, their physical  and emotional needs, how they think about the world, and what is meaningful to them * **empathetic observation:** aimed at understanding the values and beliefs of other cultures and the diverse motivations and needs of different people; may be informed by experiences of people involved; traditional cultural knowledge and approaches; First Peoples worldviews, perspectives, knowledge, and practices; places, including the land and its natural resources and analogous settings; experts and thought leaders * **constraints:** limiting factors, such as consumer requirements and wishes, expense, environmental impact, copyright * **sources of inspiration:** may include personal experiences; First Peoples perspectives and knowledge; the natural environment and places,  including the land, its natural resources, and analogous settings; people, including consumers, experts, and thought leaders * **information:** may include professionals; First Nations, Métis, or Inuit community experts; secondary sources; collective pools of knowledge  in communities and collaborative atmospheres both online and offline * **sources:** may include peers; consumers; First Nations, Métis, or Inuit community experts; other experts and professionals both online and offline * **project management processes:** setting goals, planning, organizing, constructing, monitoring, and leading during execution * **Share:** may include showing to others or use by others, giving away, or marketing and selling * **product or service:** for example, a physical product, process, system, service, activity, or environment * **intellectual property:** creations of the intellect such as works of art, inventions, discoveries, design ideas to which one has the legal rights  of ownership |

| **APPLIED DESIGN, SKILLS, AND TECHNOLOGIES – Tourism Content – Elaborations Grade 11** |
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| * **consumer types:** for example, excursionist, international tourist, domestic tourist, guest, visitor * **factors that influence tourism:** for example, target markets, explorer quotient (EQ), travel motivators, consumer decision-making processes * **sectors:** for example, travel services, transportation, accommodation, food and beverage, recreation and entertainment * **changing marketplace:** outbound tourism, inbound tourism; adapting to/mitigating disruptors * **economic influence:** for example, multiplier effect, relationship with other industries (e.g., forestry, fishing, mining) * **characteristics of services:** variability (heterogeneity), intangibility, perishability, simultaneity * **local factors:** for example, political, environmental, economic, social, technological * **evolution:** for example, ancient times, Grand Tours, organized travel, rail travel, steam boats, automobiles, air travel, jet age, mass tourism, technological shift, sustainability * **agencies:** local, regional, provincial, national, and international support organizations; for example, destination marketing organizations,  chambers of commerce, visitor information centres, economic development offices, industry associations, government departments and ministries, non-governmental organizations NGOs * **marketing considerations:** for example:   + for businesses, public service agencies, hospitality   + experiential tourism or sightseeing   + advertising, public relations/media, personal selling, direct marketing, sales promotion   + unique characteristics of Canadian and BC history, physical geography, arts * **industry technologies:** for example, point-of-sale (POS) systems, property management systems (PMS), customer relationship management (CRM) systems, social media, Internet, apps * **First Peoples tourism:** tourism businesses that are majority-owned and operated by First Nations, Métis, or Inuit and that demonstrate  a connection and responsibility to the local First Peoples community and traditional territory where the operation resides * **cultural appropriation:** using or sharing a cultural motif, theme, “voice,” image, knowledge, story, song, or drama without permission  or appropriate context or in a way that may misrepresent the real experience of the people from whose culture it is drawn * **interact effectively:** for example, welcoming discourse or body language; ways to communicate with people who may have limited local language skills/proficiency or diverse cultural heritages |