**Area of Learning: Applied Design, Skills, and Technologies — Tourism Grade 12**

**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 and analyze potential consumers, intended impact, and possible unintended consequences for a chosen tourism design opportunity * Identify criteria for success, identify **constraints**, and anticipate and address possible unintended negative consequences * Make decisions about premises and constraints that define the design opportunity   Ideating   * Take creative risks to generate ideas and enhance others’ ideas to create possibilities * Screen ideas against criteria and constraints, and prioritize them for prototyping * Critically evaluate how competing social, ethical, economic, and sustainability factors impact tourism locally, nationally, and globally * Collaborate with potential consumers throughout the design process   Prototyping   * Identify, critique, and use a variety of **sources of inspiration** and **information** * 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 across multiple **sectors** * **necessary components** for tourism development, including **market research strategies** * role of **disruptors** in a tourism economy * **emerging trends** in the tourism industry, such  as **leisure innovation** and **First Peoples tourism** * **role of labour** in sustaining tourism and hospitality operations and services locally and globally * entrepreneurship and small business development in hospitality and tourism * strategies for **tourism stakeholder** engagement and collaboration * **risk management in tourism and legislation** * event planning, coordination, and facilitation skills * cultural sensitivity and etiquette, including ethics  of **cultural appropriation** * hospitality and communication skills to **interact effectively** with local and international tourists * career options and opportunities in various  tourism sectors |

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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Testing   * Obtain and evaluate 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,  including how they or others might build on their concept * Critically evaluate their ability to work effectively, both individually and collaboratively   Applied Skills   * Evaluate and apply safety procedures for themselves, co-workers, and consumers in both physical  and digital environments * Identify and critically assess skills needed for design interests, and develop specific plans  to learn or refine them over time * Evaluate and 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 |  |