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

**BIG IDEAS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Vehicle operation, service, and maintenance include consideration of **social and environmental impacts**. |  | Personal service and maintenance interests require the evaluation and refinement of skills. |  | Tools and **technologies** can be adapted for specific purposes.  |

**Learning Standards**

|  |  |
| --- | --- |
| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*Applied DesignUnderstanding context* Interpret circumstances of or factors in a particular automotive situation or challenge

Defining* Identify potential issues and troubleshoot
* Identify requirements, intended impacts, and possible unintended negative consequences of service
* Determine whether activity is collaborative or self-directed

Ideating* Generate ideas to create a range of possibilities and add to others’ ideas in ways that create additional possibilities
* Critically analyze how competing social, ethical, and sustainability considerations impact creation and development of solutions
* Choose an idea to pursue and maintain an open mind about other potentially viable ideas

Prototyping* Identify and apply a variety of sources of information to develop a plan that includes key stages and resources
* Analyze the **design for the life cycle** and evaluate its **impacts**
* Consider a variety of materials for effective use and their potential for reuse, recycling, and biodegradability
* Make changes to tools, materials, and procedures as needed
 | *Students are expected to know the following:** simple automotive repair and maintenance
* social, legal, and ethical responsibilities associated with vehicle operation
* use of technical information and manuals for the purpose of **diagnostics** and repair
* **fundamental automotive tools and equipment**
* **lifting equipment** and **procedures**
* chassis and body
* enginediagnosticsupport systems
* emerging and alternative energy sources used to power automotive vehicles
* fundamentals of engine operation
* **vehicle systems**
* **vehicle safety systems**
* design for the life cycle
 |

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

**Learning Standards (continued)**

|  |  |
| --- | --- |
| **Curricular Competencies** | **Content** |
| Testing* Identify and communicate with sources of feedback
* Develop an **appropriate test**, conduct the test, and collect and compile data
* Apply information based on feedback and testing results to make necessary changes

Making* Identify appropriate tools, technologies, materials, processes, and time needed
* Carry out updated plan, incorporating feedback from self and others and from testing results
* Use materials in ways that minimize waste

Sharing* Decide how and with whom to **share** their processes, to solicit and generate feedback
* Share final plans, products and processes to evaluate their success
* Critically reflect on plans, products and processes, and identify new goals
* Identify and analyze new possibilities for plans, products and processes, including how they or others might build on them

Applied Skills* Apply safety procedures for themselves, co-workers, and operators in both physical and digital environments
* Individually or collaboratively identify and assess skills needed for automotive service plans, products and processes
* Develop competency and proficiency in skills at various levels involving manual dexterity, mechanics, and maintenance
* Develop specific plans to learn or refine identified skills over time

Applied Technologies* Explore existing, new, and emerging tools, technologies, and systems to evaluate suitability for automotive maintenance and repair interests
* Evaluate impacts, including unintended negative consequences, of choices made about technology use
* Examine the role that advancing technologies play in automotive contexts
 |  |