**Area of Learning: Applied Design, Skills, and Technologies —
Interpersonal and Family Relationships Grade 11**

**BIG IDEAS**

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| Services and products can be designed through consultation and collaboration. |  | **Service design** interests require the evaluation and refinement of problem-solving 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 DesignUnderstanding context* Engage in **research** and **empathetic observation** to determine service design opportunities and barriers

Defining* Establish a point of view for a chosen service design opportunity
* Identify context and requirements and wishes of people involved
* Identify criteria for success, intended **valued impact**, **constraints**, and possible unintended negative consequences

Ideating* Take creative risks in generating ideas and add to others’ ideas in ways that enhance them
* Screen ideas against criteria and constraints
* Analyze potential **competing factors** to meet individual, family, and community needs for preferred futures
* Identify, prioritize, and apply **sources of inspiration** and **information**,and include people involved when possible

Prototyping* Develop a product and/or **service plan** that includes key stages and resources
* Evaluate strategies for effective use and possible individual, familial, and community **impacts**
 | *Students are expected to know the following:** **service design opportunities** for individuals and families across their lifespan
* factors involved in **interpersonal relationships**, including **types**, roles, and functions
* **nature of committed relationships**, including the **influences of community and culture**
* **factors involved in ending relationships**
* componentsof **healthy relationships** and how to thrive and reciprocate in a variety of interpersonal relationships
* indicators of unsafe relationships and actions to ensure safety of self and others
* interpersonal relationship **communication styles and strategies**
* cultural sensitivity and etiquette, including ethics of **cultural appropriation**
* problem-solving models
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Testing* Identify and access **sources of feedback**
* Consult with people involved to gather constructive suggestions for improvement
* Use consultation data and feedback to make appropriate changes
* Identify and use **appropriate strategies**
* Use **project management processes** throughout when working individually or collaboratively

Sharing* **Share** progress to increase opportunities for feedback and collaboration
* Decide on how and with whom to share or promote **product or service** and strategies
* Critically assess the success of their product or service plan and explain how the ideas contribute to the individual, family, community, or environment
* Critically reflect on their processes and ability to work effectively, both individually and collaboratively, including their ability to share and maintain an efficient co-operative workspace

Applied Skills* Apply precautionary, safe, and supportive interpersonal strategies and communications, both face-to-face and digital
* Identify and assess the skills needed, individually or collaboratively, in relation to projects, and develop plans to refine them over time
* Critically reflect on cultural sensitivity and etiquette skills, and develop specific plans to learn or refine them over time
* Apply audience-appropriate **interviewing and consultation etiquette**

Applied Technologies* Explore existing, new, and emerging tools and **technologies** and evaluate suitability for design interests
* Evaluate impacts, including unintended negative consequences, of choices made about technology use
* Analyze the role technologies play in societal change and interpersonal communications
* Examine how cultural beliefs, values, and ethical positions affect the development and use of technologies
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