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

**BIG IDEAS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Design for the life cycle includes consideration  of social and **environmental** **impacts**. |  | Design choices 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 Design  Understanding context   * Engage in a period of **user-centered research** and **empathetic** **observation** * Participate in **reciprocal relationships** throughout the design and production process   Defining   * Establish a point of view for a chosen design opportunity * Identify potential users, intended impact, and possible unintended negative consequences * Make decisions about premises and **constraints** that define the design  and production   Ideating   * Generate ideas and add to others’ ideas to create possibilities, and prioritize them  for prototyping * Critically analyze how competing social, ethical, and sustainability considerations impact design solutions to meet global needs * Work with users throughout the design process   Prototyping   * Identify and apply **sources of inspiration** and **information** * Choose an appropriate form, scale, and level of detail for prototyping, and plan procedures for prototyping multiple ideas | *Students are expected to know the following:*   * design and production opportunities * **colour output** for image development in pre-  and post-production environments * **elements** and **principles** **of** **design** as communication tools * **design for the life cycle** * intellectual property use and its **ethical, moral,  and legal considerations**, including **cultural** **appropriation** * **work flow** management through production processes * concept development to enhance or change  the project * industry standard technologies * ethical sourcing of materials and implications and outcomes of their use * **limitations** of chosen materials * hierarchy and delegation of roles in production  team environment * **supply chain** constraints |

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

**Learning Standards (continued)**

|  |  |
| --- | --- |
| **Curricular Competencies** | **Content** |
| * Analyze the design for the life cycle and evaluate its **impacts** * Construct prototypes, making changes to tools, materials, and procedures as needed * Record **iterations** of prototyping   Testing   * Identify feedback most needed and possible **sources of feedback** * Develop an **appropriate test** of the prototype * Collect feedback to critically evaluate design and make changes to design processes  and production * Iterate the prototype or abandon the design idea   Making   * Identify appropriate tools, technologies, materials, processes, and time needed  for production * Use **project management processes** when working individually or collaboratively  to coordinate production   Sharing   * **Share** progress while creating to increase feedback, collaboration, and,  if applicable, marketing * Decide on how and with whom to share or promote product, creativity, and,  if applicable, **intellectual property** * Critically reflect on their design thinking and processes, and identify new design goals * Assess ability to work effectively both as individuals and collaboratively while implementing project management processes   Applied Skills   * Apply safety procedures for themselves, co-workers, and users in both physical  and digital environments * Identify and assess skills needed for design and production interests, and develop specific plans to learn or refine them over time * Develop competency and proficiency in task-specific skills involving manual dexterity and software processes | * materials organization, **sequencing**, and quality control measures * future career options in production and manufacturing * **interpersonal skills**, including ways to interact  with clients * financial planning, including economic impacts  of production * appropriate use of technology, including digital citizenship, etiquette, and literacy |

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

**Learning Standards (continued)**

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