



GRADE 10

Applications of Digital Literacy

SD34 Abbotsford

Students will demonstrate the ability to efficiently and effectively navigate the digital technologies required to accomplish specific goals and tasks related to the design thinking process. Primarily, the goal of digital literacy is to enable students to select the correct digital tool, at the right time, for the right purpose, while behaving ethically and responsibly. This course has been developed to foster good digital citizenship in students while engaging in the design thinking process.

Credits: 4

Approval Date: May 2018

Hours: 120

Trax Code: YCAIS

GOALS AND RATIONALE

Goals associated with this course: Understand and develop good design thinking skills helps students to become more Independent School learners Develop good digital citizenship is critical in today's world Experience and utilize a variety of digital tools to access and present information in a clear and efficient way Understand and manage one's digital footprint is important in today's world It is the goal of this course for students to exercise good digital citizenship while experiencing and working with the design thinking cycle.

BIG IDEAS

Design thinking models can be used in a variety of contexts to solve a variety of problems; Building personal networks for learning can aid in the sharing, collaborating & contributing in an inquiry; Understanding your digital footprint & increasing your social networking literacy are essential elements working in a digital world; It is important to protect & respect the intellectual property rights of yourself & others; Select & utilize appropriate digital communication tools

ADDITIONAL INFORMATION

This course is design to compliment coursework in other subject areas; it will provide technological training and support while students explore an interdisciplinary design project. The intention is that this course will not be taught as a "one-off" course but will be part of an integrated model.