

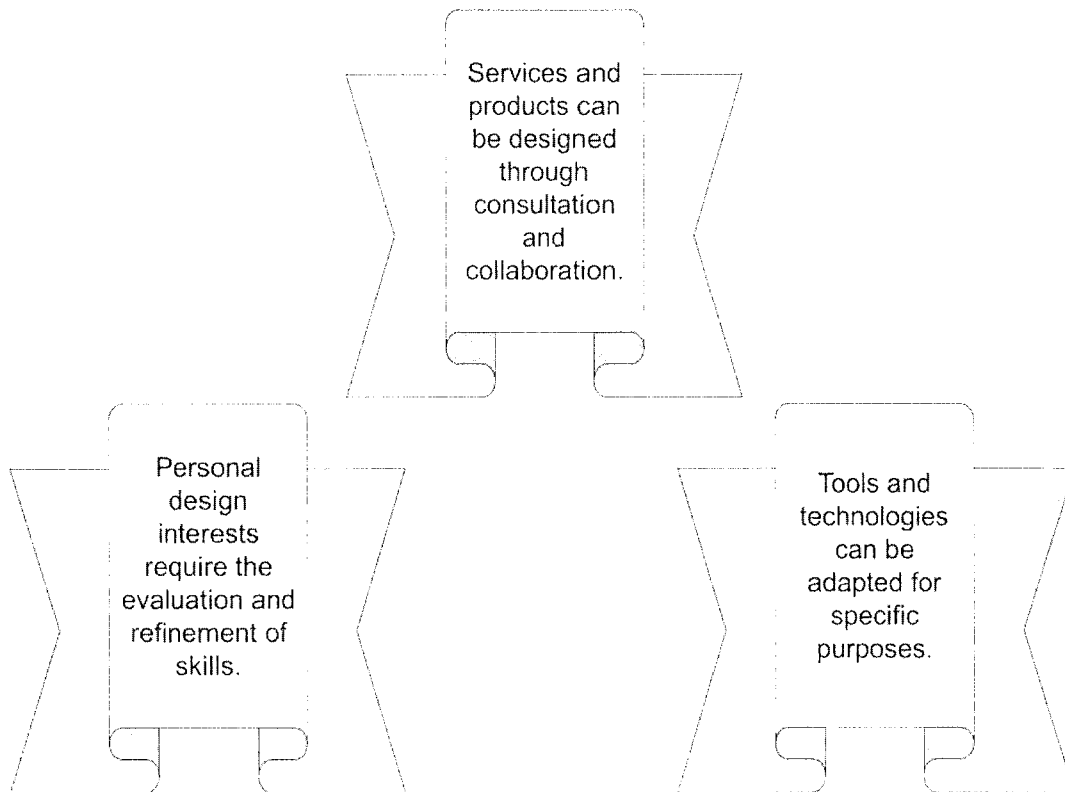
Classic Foods 11/12

The ability to design, make, acquire, and apply skills and technologies is important in the world today and key in the education of citizens for the future.

Classic Foods course is an experiential, hands-on program of learning through design and creation that includes skills and concepts from traditional and First Peoples practices. It fosters the development of the skills and knowledge that will support students in developing practical, creative, and innovative responses to everyday needs and challenges.

Students will need to inform me of any food allergies or eating habits (e.g. Vegetarianism) that will impact the foods they will consume or their safety in the classroom.

Big Ideas



Evaluation:

Will be based on the curricular competencies.

Applied design:

Theory

30%

*Understanding Context

*Defining

*Ideating

Practical:

50%

*Prototyping

*Testing

*Making

*Sharing

Applied Skills

And Technologies:

20%

*Safety(Food and Physical)

*Identify, assess and refine their skills and skill levels

*Impact of Technology

*Choose, adapt, and learn about appropriate tools

