

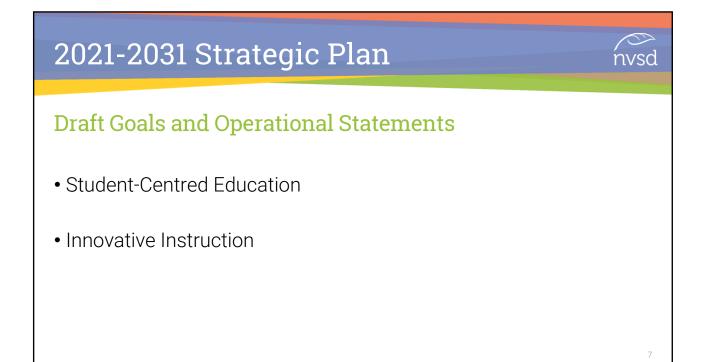


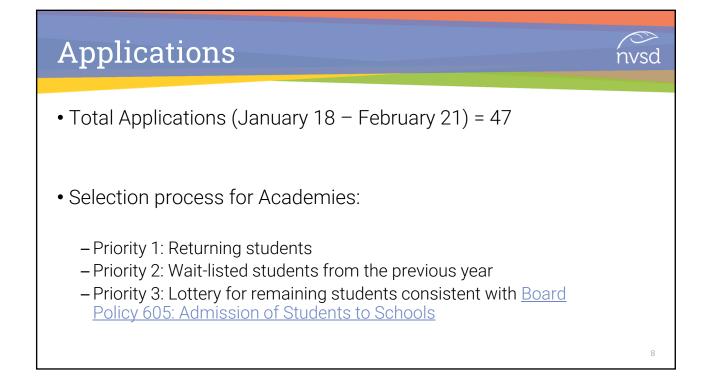
Rationale

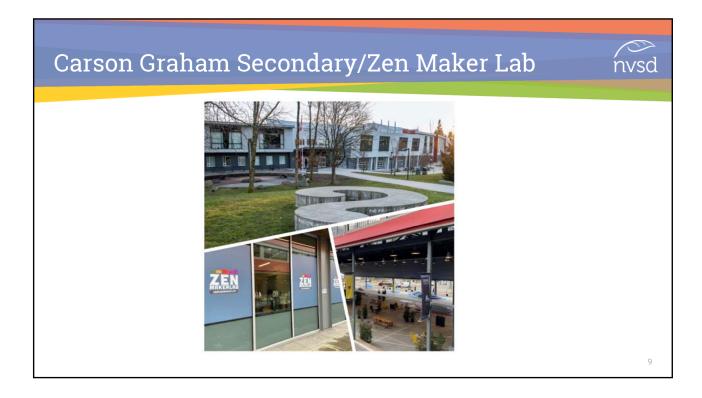
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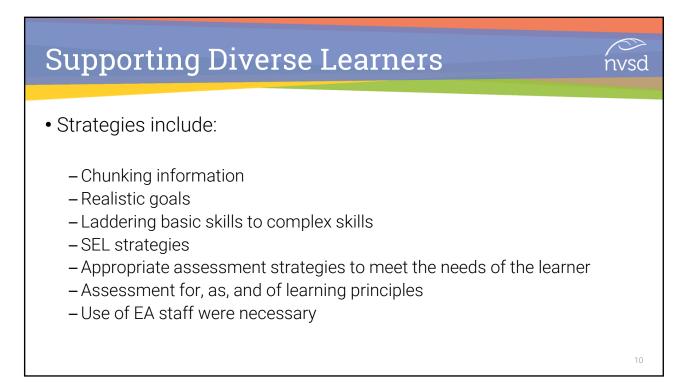
The proposal for this STEAM academy (Science, Technology, Engineering, Art, Mathematics) will provide learning opportunities which utilize cutting edge technology, collaboration, problem solving using math, science, and engineering principles.

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Ethical Technologies

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- Topics include:
 - The use of AI Technologies of Deep Fakes
 - Mass surveillance using applications, AI, and IOT
 - Social media's use of disinformation
 - Isaac Asimov's "Three Laws of Robotics"
 - Automation and Manual labour conflicts

Capilano University

- Financial Support
- Faculty/Instructional Support
 - Mentorship, connection to industry, transition to post-secondary, curriculum connections
- Facilities (Main Campus, Shipyards) & Equipment
 - Field days, experiential opportunities, access to industry level equipment

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Curric	ulun	n De	esign	& Delivery	y		nvs	
Electronics and Robotics	s 10							
Background Information * Change Grade * Download *				COLUMBIA BC's Curriculum		English Erançais		
Core Competencies				Home Curriculum • Competencies • Clas	ssroom assessment Provincial a	ssessments •		
Communication 🔻	Thinking Personal and Social			Home / Curriculum / Applied Design. Skills and Tech	Home / Surriculum / Applied Design Skills and Technologies			
Big Ideas								
User needs and interests drive the design process.	Social, ethical, and sustainability considerations impact design. Complex tasks require the sequencing of SABS.			Robotics 12 externant Information Change Grade -			Download -	
Curricular Competency	Elaborations +	Content	Elaborations +	Core Competencies	Thinking •	Pers	ional and Social 🔻	
Students are expected to be able to do the following:		Students are expected to know the following: design opportunities		Big Ideas	Thinking	, reis		
Robotics 11			Download •	Design for the life cycle includes consideration of social and <u>environmental</u> impacts:	Personal design interests requi evaluation and refinement of s		mologies can be adapted for becific purposes.	
ore Competencies				Curricular Competency	Elaborations +	Content	Elaborations +	
Communication •	Thinking -	Pe	rsonal and Social 🕶	Students are expected to be able to do the following:	Students are expected to be able to do the following:		Students are expected to know the following:	
Big Ideas				Applied Design	Applied Design SS			
Design for the life cycle includes consideration of social and <u>environmental</u> evaluation and refinement of skills.			chnologies can be adapted for specific purposes.	observation to understand design opport	Understanding context • Engage in a period of <u>user-centred research</u> and <u>empathetic</u> <u>chservation</u> to understand design opportunities Defining		robotic technologies in industry, research, and education syntax language related to robotics flow charts, hierarchy charts, and data sheets	
Curricular Competency	Elaborations +	Content	Elaborations +					
Students are expected to be able to do the following:	EMOORADORS +	Students are expected to						

