* Identify needs and opportunities for designing, through exploration
* Generate ideas from their experiences and interests
* Add to others’ ideas
* Choose an idea to pursue
* Choose tools and materials
* Make a **product** using known procedures or through modelling of others
* Use trial and error to make changes, solve problems, or incorporate new ideas from self or others
* Decide on how and with whom to **share** their product
* Demonstrate their product, tell the story of designing and making their product, and explain how their product contributes to the individual, family, community, and/or environment
* Use personal preferences to evaluate the success of their design solutions
* Reflect on their ability to work effectively both as individuals and collaboratively in a group
* Use materials, tools, and technologies in a safe manner in both physical and digital environments
* Develop their skills and add new ones through play and collaborative work
* Explore the use of simple, available tools and **technologies** to extend their capabilities