

UNIVERSAL CONCEPTS or the “BIG IDEAS”
**& Generalizations – a broad, inclusive statement which serves as a principle
or rule**

CHANGE

- Our daily lives are affected by change
- Change can have a ripple effect OR change leads to change
- Change can be helpful and harmful
- Change can be natural or person-made
- Change is inevitable
- Change is constructive and destructive
- Change leads to progress and regress
- Change causes friction
- Change can be planned or spontaneous
- Change can occur in cycles
- All change leads to some form of transformation but all transformations are not permanent
- Some change is a result of passive actions or interactions
- Some change is systematic

ORDER

- Order organizes ideas and information
- Order serves a purpose

- Order can be natural or imposed
- Order and Chaos are Systems
- Order can be fixed or fluid, static or changeable
- There is order within Order
- The order of things provides information
- Order comes out of Chaos

STRUCTURE

- Structures are made of elements
- Structures serve or perform a purpose
- Structures follow function
- The materials used to create them define structures
- Structures reflect times
- Structures are natural or person-made
- Structures have parts that interrelate
- Parts of structures support and are supported by other parts
- Smaller structures may be combined to form larger structures
- A structure is no stronger than its weakest component part

POWER

- Power exerts different types of influences
- The use of power can have positive and/or negative consequences
- Power can be harnessed or contained or it can be random and Chaotic
- Power necessitates relinquishing or giving some thing up

- Power provides the opportunity for change or status quo.

SYSTEMS

- Systems are everywhere
- Systems are procedures
- Systems have Order
- Systems have parts that work together to perform a function
- Systems interact
- There are systems within systems
- Systems follow rules
- The Structure of a system is dependent on its function
- Systems work in Patterns
- Some systems are dominant, other systems are subordinate
- Systems are made of parts that work together
- Systems are interdependent
- Systems are natural or person-made
- A cycle is a system in which things happen regularly within a given time period

RELATIONSHIPS

- Relationships are everywhere
- Relationships can be helpful or harmful
- Relationships can be positive or negative
- Relationships can be natural or imposed
- Relationships can be correlations (cause and effect)
- Relationships can cause interdependence

- Relationships can cause the exchange of ideas and values
- Relationships are purposeful

PATTERNS

- Patterns are everywhere
- Patterns can be natural or person-made
- Patterns have segments that are repeated
- Patterns have symmetry
- Patterns can predict
- Patterns are subject to Change
- Patterns can be cycles, correlations (cause and effect), or trends