

This activity-based class begins with work on a series of projects that each has a special design challenge. Students will make models and projects to overcome a specific problem or situation. How can we build a light, small bridge that will support several HUNDRED pounds? With the right design, we can! Computer design and drawing are a fun part of this class.

Description: This class and facility is set up to get students working on small but challenging projects using a variety of materials and tools. **Safety is our first goal** and a progressive license format will be used as students demonstrate safe use of the equipment. Our theme is **Craftsmanship**: students demonstrating strong reliability and craftsmanship will be permitted to apply for the Advanced Shop Class. This certification will allow additional privileges such as being a shop student assistant

Grading: Grading will be based on:

1. Note taking and writing in Shop Notebooks. (20 points per day)
2. Safety, Tool, and Equipment Tests. (Percentage grade multiplied times three (3) gives the points awarded for each test)
3. Completed Projects- An individual written point allotment will be set for each project.

In order to earn an "A" in shop a student will be required to have not less than 90% of full daily points, at least 90% of full points on common and core projects, and full points one at least on one Individual Project. 80 –89% earns a "B", 70 –79 % earns a "C", and so forth.

- Goals: Safety- knowledge, demonstration of knowledge, and Shop license
- Tools: hand and power tools- license for each piece of power equipment
- Measurement and Technical Drawing- A section of class will be devoted to measurement and technical drawing so students have good skills developed where they can create and design their own projects.
- Design Process- a simple but important analytical process that is essential planning and implementing any good project or design. This is a major focus in the Eng. Projects Class where the primary goal is to create a good design and then build a prototype.
  - Core Projects- we will work on several common class projects and a set minimum number of individual projects using a variety of tools and materials. The student is able, with careful planning, to earn an "A" in shop without incurring cash expense. Projects beyond this may require an additional shop fee paid in the office.
  - Individual Design Project- Students will use the Design Process taught in shop and encouraged to do a unique creation (original or non-original but significantly modified). Craftsmanship- this is our theme for the year.

**Homework will not be given generally** in that we are a project driven curriculum. Students are encouraged to study for tests at home. Absences may require make-up work. Students failing to participate in daily work may be asked to complete a home assignment.

A copy of the **Shop Safety Agreement signed by both student and parent must be on file** for a student to participate in class. Violations of the safety agreement may result in loss of license privileges or removal from class. Students are expected to have a clear and focused mind in shop always, to be polite, to be respectful, and to be responsible. Classroom disruptions will not be tolerated.

Students are expected to be on time, be prepared for class and to have a pencil in class.

