

Technology and Engineering Syllabus

Instructor - Dan Van Hoose

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Classroom Rules

1. Be courteous and respectful to all adults and students.
2. Be prepared and on time.
3. Follow all directions for all activities.
4. Students may not use I- pods or cell phones in class.
5. No food or drink is allowed in the classroom.

Each day of class is worth 5 participation points. Students may lose points by not following directions and rules in class, not being prepared for class, and not being on task all period. If a student is absent it is the student's responsibility to check in with the teacher for any missed work or information that they may have missed. Students that miss class will need to come in the morning at 7:05 and work for fifteen minutes for each day missed to receive the daily points. They have two days to do this from returning to school for each day absent. Failure to do so results in a zero for the day or days of the absence.

- Student's points will be from daily points, quizzes, tests, and projects.
- All students will be required to pass a safety test to use any of the power tools in the shop.
- Each student is required to have pencil, paper, and their planner each day in class.
- Students will not be allowed to leave class without their planner.
- Students are required to pay a fee of \$20.00.** Please pay as soon as possible.

-Students are required to do five projects throughout the semester.

Class Operation

Students will research a project and apply their ideas in the assembly room. Students will use mechanical drafting skills in order to make plans for these projects.

-Each student must have a daily journal- That states the learning target each day as well as where you are at on your assignment and your daily goal. Daily points are calculated from this journal.

-Some of the various projects we will be doing are propeller vehicles, electric cars, alternative energies, wood working projects, mirror etching, compressed air cars, and rocketry.

The following items are our district Tech and Engineering learning essentials. These are met through the various activities and projects that students may choose and class instruction throughout the quarter.

Essential #1. Know your math skills and apply them.

Essential # 2. Students will be able to read and follow directions in order to write about their projects.

Essential # 3. Solve real world problems by using the creative design process.

Essential # 4. Students will know a tool's name and the proper and safe use of that tool.

Essential # 5. Develop skills for future employment.

Essential #6. Learn about career opportunities.

Essential # 7. Learn to conserve materials in a world of limited resources.