

Technology Systems

Anoka Middle School for the Arts

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WELCOME!!!

TECHNOLOGY EDUCATION:

Technology Education's goal is to increase technological literacy and investigate emerging technologies. Through a variety of hands on activities, students will learn the processes to problem--solve, design, build products, and prosper within a technological society and future. Additionally, students will use cross--curricular STEM and reading skills.

STUDENT EXPECTATIONS:

- Be in your seat and ready to learn when the class bell rings.
- Keep your project supplies in the classroom at all times and always have a pencil in class every day.
- Please do not interrupt or disrupt our learning.
- Take care of your outside the class needs during class changes.
You will need your planner for a pass.
- Keep our classroom organized by cleaning up after yourself.
- Respect yourself and others at all times.
- Use only appropriate language.
- Cell phones or other electronic devices are not to be used or seen.
- Students who do not respect these expectations will be sent to the office and will not be allowed to return to class until an administrator and/or parent conference has been held.

SURVIVAL TOOLS:

- Pencils-- A pencil will be required for most of your assignments. Pens are not an option. Make sure to have your own pencil every day for this class.

GRADING POLICIES:

All grades will come from the activities we complete in class. Many projects will require the use of your design notebook, computer assignments, self--evaluations, and your final projects. All assignments will be graded using rubrics. Every project will be different, but the expectations will be clearly stated. It is very important to follow directions and meet all specifications on the assignments to receive full credit. It is your responsibility to use class time wisely and pay attention to directions. District Common Summative Assessments will be given after 1st and 2nd semester.

A	90-100	Projects/Safety Test	90%
B	80-89	CSA	10%
C	70-79		
D	60-69		
F	0-59		

ATTENDANCE, TARDYS, MAKEUPWORK:

- Much of the work is done during class time and it is very difficult, or impossible, to make up at home. In some cases, a student might need to come before school to make up the work missed during an absence.
- The student is responsible for requesting make--up work.
- Tardy Policy:
 - Any student that is not seated when the bell rings will be marked tardy. After a student's second tardy a parent will be notified. A student's third tardy will result in a call to an administrator so that after school detention may be assigned for said student.

COURSE UNITS:

1: Measurement

Learning the importance of precise, linear measurement. Students will need to know how to measure to the nearest 1/16" of an inch.

2: Design method & CAD Design

Students will learn the steps to successfully solve a variety of problems by following the design method.

Sketching, orthographic and isometric drawings, dimensioning, and 3D modeling computer software will be used to teach the importance of industry design.

3: Manufacturing

Students will learn how to operate and manufacture a product using computer software and a 3D Printer.

4: Graphic Design

Sketching, elements of design, and different media processes will be used to teach students the importance of visual language and communication.

5: Production

Students will learn how to operate and manufacture products using computer software and Dye Sublimation and Laser machines.

6: Traditional Wood Shop

Students will work in a lab environment, learning machine safety and wood manufacturing processes to build a clock and wind spinner.

