CONTROL TECHNOLOGY 9

Syllabus

Teacher: Mr. Davis

Time Frame:
* 2 Slots per 7 day cycle (1 hour classes)
* 50 hours (approx.)

Course Evaluation

Unit 1 - Big Ideas	20%
Unit 2 - Basic Skills	20%
Unit 3 - Design Activity	
* Daily Log	6%
* Design Portfolio (slides)	36%
* Solution (prototype)	18%

Course Description, Objectives and Outline

This module is derived from the third General Curriculum Outcome (History and Evolution of Technology). It has THREE units of Specific Curriculum Outcomes (SCOs). These are Big Ideas, Basic Skills and Design Activity.

Unit 1: Big Ideas is intended to introduce ideas, terminology and concepts related to production technology. Evaluation will focus primarily on student's understanding of this information. This unit does NOT have "design and make" activities. (SEP 15 – Topic 1, SEP 30 – Topic 2, OCT 15 – Topic 3, OCT 31 – Topic 4, NOV 15 - Topic 5, NOV 30 – Topic 6, DEC 15 – Topic 7)

Unit 2: Basic Skills is intended to introduce tools and basic tool skills related to production. Specifically, this will involve interpreting and using technical drawings, selecting materials for production and using simple tools and/or machines for the purposes of production. Evaluation will focus primarily on student's understanding of these tools and procedures, and, to some extent, on the development of basic skills. (JAN 15 – Isometric & Orthographic Drawing, JAN 31 – Visual Basic #1, FEB 15 – Visual Basic #2 & #3)

Unit 3: Design Activity will provide students with experience in designing and developing a product.. This is primarily a design team activity, but it is reasonable to expect individuals to maintain a portfolio, or be responsible for specific parts of the design team portfolio and communications product development and production. (FEB 15 – Topic 1, FEB 28 – Topic 2, MAR 15 – Topic 3, MAR 31 – Topic 4, APR 15 – Topic 5, APR 30 – Topic 6, MAY 15 – Topic 7, MAY 31 – Topic 8 & 9) **PRESENTATIONS DUE 1st CLASS IN JUNE**