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Tech 1010

Cafeteria-style grading is a method of grading in which the selection of modules and courses is expanded beyond the number of required assignments, permitting students to be selective in what work they do. Though it has certain requirements, such as requiring at minimum one 10-point assignment per module, or submitting by specific deadlines, students have options for how they complete the course. In a normal class, students don't have a choice about which assignments to do, as all the assignments are required.

In Tech 1010, I mainly just want to pass the course, but I always strive towards getting an 'A' for my grade. As a nontraditional student, my professional background has been centered around technology, so I believe that I will feel comfortable with this course. In order to accomplish my desired grade, I need 353 points, but in order to assure that I achieve that, I feel it is better to aim for 100% or 375, in case I fall short.

Regarding the selection of assignments, I am currently in the animation & game development program at UVU, so some of the ones that seem most interesting to me are the following. The assignments I listed here total 509 points which equal about 44% more than the necessary points, but I would figure this gives me some significant leeway should I run into any trouble. I also like the idea of frontloading as much as I can, so that may affect what assignments I choose for my final decision as the semester progresses.

Assignment	Due Dates	Possible Points	Total Points of Preferred Assignments
Design/build: Model Bridge (Course objective 2)	Jan 24 by 11:59pm	12	509
Graphical: Winter ready dog door (Course objective 2)	Jan 24 by 11:59pm	20	
Design: Social Media Prototype (Course objective 3)	Jan 31 by 11:59pm	15	
Research: Computer/Networking Paper (Course objective 2)	Jan 31 by 11:59pm	15	
Terms of Agreement Quiz (required to unlock the rest of the course materials)	Jan 31 by 11:59pm	7	
Design/build: Solar Cooker (Course objective 2)	Feb 7 by 11:59pm	15	
Graphical: Photovoltaic Cells Informative Flier (Course objective 4)	Feb 7 by 11:59pm	15	
Research: Light Pollution (Course objective 1)	Feb 7 by 11:59pm	12	
Design/build: Predictive Analytics Model (Course objective 2)	Feb 14 by 11:59pm	15	
Graphical: Data Mining Plan (Course objective 1)	Feb 14 by 11:59pm	20	
Research: Big Data and Health (Course objective 4)	Feb 14 by 11:59pm	12	
Design/build: Virtual Reality Video (Course objective 4)	Feb 21 by 11:59pm	15	

Graphical: Virtual Reality Room (Course objective 2)	Feb 21 by 11:59pm	20	
Design/build: Prototype Robot (Course objective 1)	Feb 28 by 11:59pm	15	
Graphical: Consequence Reasoning (Course objective 3)	Feb 28 by 11:59pm	12	
Interactive: Artificial Intelligence Video (Course objective 2)	Feb 28 by 11:59pm	15	
Design: Simple Circuit (Course objective 2)	Mar 7 by 11:59pm	15	
Graphical: Blender (Course objective 3)	Mar 7 by 11:59pm	15	
Research: Six Sigma Green Belt (Course objective 4)	Mar 7 by 11:59pm	12	
Design/build: Informative Flyer/Handbill (Course objective 3)	Mar 21 by 11:59pm	12	
Graphical: Create Visual Diagram (Course objective 1)	Mar 21 by 11:59pm	12	
Research: Genetic Food Modification (Course objective 4)	Mar 21 by 11:59pm	15	
Design/build: Family Practice Poster (Course objective 4)	Mar 28 by 11:59pm	12	
Graphical: Peering Inside the Body (Course objective 2)	Mar 28 by 11:59pm	12	
Research: Medical Technology (Course objective 1)	Mar 28 by 11:59pm	15	
Design/build: Buckyball (Course objective 4)	Apr 4 by 11:59pm	15	
Graphical: Nanotechnology and Sports (Course objective 3)	Apr 4 by 11:59pm	12	
Research: Nanotechnology in Defense (Course objective 1)	Apr 4 by 11:59pm	12	
Interactive: Space Shuttle Challenger (Course objective 3)	Apr 11 by 11:59pm	12	
Research: NASA Missions (Course objective 1)	Apr 11 by 11:59pm	12	
Design/build: Golden Record (Course objective 3)	Apr 18 by 11:59pm	12	
Graphical: Brochure for Location Tracking (Course objective 4)	Apr 18 by 11:59pm	12	
Research: How GPS or GIS works (Course objective 2)	Apr 18 by 11:59pm	15	
Design/build: Prototype autonomous technology idea for military (Course objective 1) WEDNESDAY END	Apr 28 by 11:59pm	20	
Research: Application of Physics (Course objective 2) WEDNESDAY END	Apr 28 by 11:59pm	12	
Final presentation and report - THURSDAY END	May 6 by 11:59pm	20	