Washington Middle School
7th/8th Grade Tech Arts

Instructor: Brian Morris

Classroom Expectations:

  * Learn to read a working drawing.
  * Learn to visualize objects and draw them from an idea using the following types of
    drawing techniques: Orthographic, Isometric, Oblique, and Perspective.
  * Learn and design with SketchUp, 3D modeling software. Learn and become proficient
    with Layout, Adobe Illustrator, Adobe Photoshop and Aspire (CNC router) software .
  * Learn and use the Design Process.
  * Design a project that you will build or to be printed in the 3D printer. Students will also
    have the option of using the laser engraver or CNC router on their projects.
  * Pass written safety tests (general and machine).
  * Demonstrate proper machine use to instructor.
  * Learn to figure project costs.
  * Work responsibly on individual and/or group projects in the shop and in the lab.
  * Respect and cooperate with other students.
  * Respect other students projects, machines and tools.
  * Participate in all class activities with a positive attitude.

All students will be required to take all safety tests and then will choose a project of their
own design or from an existing plan to draw in SketchUp. Eighth graders (who had me for
Tech Arts last year) will be considered advanced students and will have the option of
designing their own project or choosing from a set of advanced plans. These plans will
then be drawn in SketchUp and then put into an orthographic view with Layout.

This year twice a week the Tech Arts class will be in the computer lab to learn and design
your projects using SketchUp 3D modeling software, Layout, Adobe Illustrator, Adobe
Photoshop and Aspire.

Grading:

Grades will be based on student's individual effort and quality on assignments/projects,
quizzes and class participation/behavior. Each of these will be assigned a point value and
the total points earned at the end of the quarter will determine your grade. Each student
will start with 100 participation/behavior points. These points can be lost by not cooperat-
ing or being off task in class. You cannot get these points back once they are lost.

Points are weighted in five areas:

40%--Assignments/Projects
10%--Participation
10%--Behavior
30%--Computer Lab/SketchUp Efficiency
10%--Tests/Quizzes

Students are expected to be working everyday (in Tech)- three days of not working will result in lowering students grade a half grade. Ex.- If a student earned a B grade but did not work for three days during the quarter she/he will receive a B- for their final grade.

Classroom Rules

1. Follow directions the first time they are given.
2. Be in class and seated when the bell rings. You get 3 tardies with no consequences for the quarter. All following tardies will result in a clean-up job in the shop to be done during that class period.
3. Walk, don't run in the shop/computer lab.
4. Clean up all class/lab work before leaving. Instructor will dismiss the class. NOT the bell.
5. Ask permission before leaving classroom.
6. Follow all safety rules.

Classroom Consequences:

1. Warning.
2. Loss of points/assigned a clean-up job.
3. Detention - After or before school with instructor. One half hour.
4. Detention and call home.
5. Send to vice-principal and #4.

* Any student who is determined to be unsafe to either themselves or other persons will be removed from the class at the instructor's discretion.

"What **you** get out of Tech Arts is directly proportional to what **you** put into it".

Mr. Morris 2010