

Science Technology Engineering and Math (STEM) - 7th 2014-2015

Course Description:

Technology course will utilize key elements of the "engineering by design" and STEM technologies. Students will participate in a challenging program that will foster life long learning and problem solving skills. The use of traditional tools and machinery, CAD, robotics, computer programs, Internet resources, and classroom instruction will create a well rounded experience.

Course Content:

Computer-Aided Design
Robotics
Graphic Design
Engineering
Technology and Society
Mathematic and Scientific Principles
Computer Programming (Game Design)
Modeling and Prototyping (Upon shipment of MakerBot 3D Printer)

Required Textbooks and/or Other Reading/Research Materials

There are no required textbooks for this course. Students will use the internet for any current information during research and exploratory units. The teacher will provide any further readings in handout form.

Course Requirements:

Students are expected to come to class with a positive attitude and all necessary materials. All assignments given are to be completed and submitted on the given due dates. If you are absent for any reason, it is your responsibility to see your teacher for missed work. Please refer to the policy in the student handbook for timelines to make up missed work and tests.

Grade Components/Assessments:

Grades will be based on a point system that will be converted into overall percentages (student's total earned points divided by the total possible points). Graded items may include weekly goals, assignments, projects, tests/quizzes, preparation, and participation.

Required Summer Reading/Assignments:

There are no required summer readings.