

# Industrial Arts 9

Mr. Payne

**Students of Industrial Arts 9 will be expected to:**

- Develop safe work and environmental practices
- Work with a variety of technologies and technological systems
- Communicate and work as effective team members
- Develop ethical work habits and relationships
- Creatively seek practical solutions to a variety of problems
- Develop consumer and life skills
- Identify further educational and career opportunities

**Marks will be based upon the following three objectives.**

1. Drafting 20%
2. Woods/Projects 60%
3. Observable Basic Competencies 20%

## **GRADE NINE DRAFTING MODULE (20%)**

**The drafting section for this course is broken into several components.**

1. You will be required to draft a variety of geometric shapes using a drafting ruler and pencil.
2. You will draft a scale drawing of an existing piece of furniture in the classroom using a drafting ruler and a pencil.
3. Students will draft a piece of furniture from the school using a digital format. (google sketchup) subject to change

## **GEOMETRIC SHAPES**

Students are required to draw the following objects using the measurements provided. Students will be assessed on the accuracy and neatness. All measurements must be labeled properly in your drawings with an appropriate scale where necessary. You must successfully complete all required drawing before advancing.

Draw a cube with dimensions of  $W=3"$ ,  $L=3"$ ,  $H=3"$



Draw a triangular prism with an equilateral base of 3" and height/length of 8"



Draw a rectangular prism with a W=4" , H=2" , L=5"



### **SCALE DRAWINGS**

The students will draw to scale a piece of furniture in the classroom. All drawings will reflect an appropriate and accurate scale of the cabinet. Students will include all handles and openings along with all measurements and references for each component of the cabinet.

### **WOODS PROJECTS (60%) (Subject to change)**

1. **Cutting Board** project allows students to be as creative and inovative as they would like.
2. The **Handyman Challenge** or **Something from Nothing** project allows students to be creative, innovative, and dynamic while working in groups. (details of the project to follow)

### **Observable Basic Competencies (20%)**

#### **PERSONAL**

##### **The Learner:**

- Shows up to class with a positive attitude.
- demonstrates a high standard in attendance and punctuality.
- demonstrates learning skills. (Asks questions/engages in class activities)
- is goal oriented.
- considers risks.
- identifies and uses appropriate ethical behavior.
- works independently (where appropriate)

#### **INTERACTIVE**

##### **The Learner:**

- is trustworthy and honest in dealing with others
- recognizes and eliminates potential hazards
- recognizes/respects individual's diversity, differences, and rights
- is cooperative

- offers/accepts contributing ideas/suggestions/efforts
- works effectively as a team member (where appropriate)

### **TIME MANAGEMENT/ORGANIZATION**

#### **The Learner:**

- locates/uses multiple resources when needing assistance
- allows adequate time for set-up/close down procedures
- manages time effectively
- pays attention and is focused during class instruction
- follows established classroom routines
- comes to class prepared and ready to work

### **PROFESSIONALISM**

#### **The Learner:**

- takes initiative evaluation/adjusting work processes/product to meet appropriate standards
- responds to problems and accepts challenges by thinking critically and creatively
- use of appropriate technologies

### **WORKSTATION**

#### **The Learner:**

- follows safe procedures consistently
- maintains an organized, neat work station
- follows established health, safety, and security routines
- ensures safe/secure handling of tools and materials