Course offerings in technology education

Greenwich High School

2022-2023

Greenwich High School

Please direct any questions, comments, or concerns to;
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Why Enroll in Technology Education at GHS?

All classes are hands on.

Project based classes teach great team-building characteristics and 21st Century Skills.

Technology Education students learn how to be creative problem solvers.

Graphics courses count towards Fine Arts requirement.

Classes within the Technology Education Department

Design Technology

Design & Build

Intro to Design A+B

Construction Technology

Architecture

"Course Snidbits"

Design A+B (1/2-1 Credit)

Beginning class that introduces students to tools, machines, design, and hands on problem solving.

Design Build (1 Credit)

Advanced design class with larger more in depth projects but still open to 9th graders.

Construction Technology (1 Credit)

If you are interested in construction or home repair you will love this interactive class that has students construct a home right inside of the classroom.

Architecture (1 Credit)

Ever dream of designing your own home? In architecture you will and more. Design, Draw, and Model your new home through the use of the latest CAD software used in industry today will bring your design to life.

Transportation/ Engineering Technology

Transportation Technology

Engineering Technology

"Course Snidbits"

Transportation Technology (1 Credit)

If you like cars, boats, trains, and Planes Transportation Technology is the course for you. This course examines the way in which goods and people are moved from one place to another. Sample Project: students are given a raw egg and rocket kit, they must launch the egg a minimum of 200 feet in the air and bring it safely back to earth.

Engineering Technology (1/2-1 Credit)

One of our most popular classes that examines the current methods used by today's Engineers. Projects include Computer Aided Design, Bridge Building, 3D Printing and more.

Communications

Introduction to Graphics Tech

Graphic Communications

3D Imaging/Virtual Reality

"Course Snidbits"

Introduction to Graphic Communications (1/2 Credit)

If you'd like to explore Photoshop and learn to create content like the pros, this is the class for you. We will use Photoshop, 3D printing, ArcGis and a variety of cloud-based platforms to create content that will wow!

Graphic Communications (1 Credit)

A full credit version of Intro to Graphics that includes further exploration of Photoshop, 3DS Max, 3D printing and Sketchup.

3-D Computer Graphics (1 Credit)

Students will explore topics in 3DS Max, Sketchup, Unity and TinkerCad. This class serves as an introduction to 3D systems where students can choose what area interests them the most (gaming, simulation, 3D printing, etc.)