

CTE Woodworking

- PS 1 Demonstrate accurate measuring with standard construction tools.
- PS 2 Read and interpret blueprints and technical drawings.
- PS 3 Identify hand tools and demonstrate proper and safe use of hand tools.
- PS 4 Identify and demonstrate correct use of woodworking joinery.
- PS 5 Identify and demonstrate proper use of sanding/finishing techniques.
- PS 6 Demonstrate use of layout procedures while minimizing waste.
- PS 7 Safely set-up, operate portable and stationary power equipment.
- PS 8 Identify and model proper shop Personal Protective Equipment (PPE) safety skills and practices.
- PS 9 Identify, understand, and apply employability skills and workplace readiness skills as required by employers.
- PS 10 Calculate board footage and cost of materials using standard formulas.
- PS 11 Pass state mandated safety tests for all power equipment with 100% accuracy.
- PS 12 Model proper clean up practices by keeping area clean and free of hazards.
- PS 13 9-10.RST.4 Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 9–10 texts and topics.
- PS 14 9-10.RST.7 Translate quantitative or technical information expressed in words in a text into visual form (e.g., a table or chart) and translate information expressed visually or mathematically (e.g., in an equation) into words.
- PS 15 9-10.WHST.6 Use technology, including the Internet, to produce, publish, and update individual or shared writing products, taking advantage of technology's capacity to link to other information and to display information flexibly and dynamically.
- PS 16 9-10.WHST.8 Gather relevant information from multiple authoritative print and digital sources, using advanced searches effectively; assess the usefulness of each source in answering the research question; integrate information into the text selectively to maintain the flow of ideas, avoiding plagiarism and following a standard format for citation