

WGSD Curriculum  
Industrial Technology Department

**Course: Advanced Class- Architectural Drafting and CAD**

**Grade Level: 10-12**

**LG 12 Independent Project**

**High Priority Standards**

**International Technology Education Association** <http://www.iteaconnect.org/TAA/PDsF/xstnd.pdf>

**Standards for Technological Literacy : Understanding of Design**

Standard 8. Students will develop an understanding of the attributes of design.

Standard 9. Students will develop an understanding of engineering design.

Standard 10. Students will develop an understanding of the role of troubleshooting, research and development, invention and innovation, and experimentation in problem solving.

**Standards for Technological Literacy : Abilities for a Technological World**

Standard 11. Students will develop abilities to apply the design process.

<b>Learning Goal</b>	<b>Proficiency Scale</b>
<p>Students will be able to apply architectural drafting concepts and skills to a self-selected design problem.</p>	<p>Level 4: Student demonstrates an in-depth inference or advanced application or innovates with the learning goal.</p> <p>Level 3: Student demonstrates mastery with the learning goal as evidenced by:</p> <ul style="list-style-type: none"> <li>• Developing an engineering problem and creating a design to solve it.</li> <li>• Creating a solution to a design problem.</li> <li>• Applying the attributes of design and skills of engineering to solve a problem.</li> </ul> <p>Level 2: Student demonstrates he/she is nearing proficiency by:</p> <ul style="list-style-type: none"> <li>• Recognizing and recalling specific vocabulary, such as: elevation, sketch, plot plan, profile view, plan view, model, presentation, masters parameters, materials, structure.</li> <li>• Performing processes such as:               <ul style="list-style-type: none"> <li>○ Creating a solution to a design problem.</li> </ul> </li> </ul>

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	Level 1: Student demonstrates a limited understanding or skill with the learning goal.
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**Learning Targets**

**Students know how to:**

- Brainstorm and record solutions.
- Share, discuss and choose the best solution.
- Complete development work.
- Build a prototype.
- Test and redesign.