

Teacher Name: Donna Slawson

Grade Level: 9-12

Class: Advanced Maker Space

2025-26 GVCS CURRICULUM MAP

Month	Standard/Learning Target	Program Materials/Resources	Vocabulary	Assessment	Writing
September (1–2 weeks) Project 1: Vinyl Name for Supply Cubbie	Standard 1: Engineering Design – Apply a design process to produce a finished product. Standard 2: Tools & Processes – Safely and effectively use vinyl cutting equipment. Standard 3: Computer & Information Literacy – Use software to generate and edit digital text designs.	<ul style="list-style-type: none">• Silhouette Cutter and accessories (vinyl, mats, blades, tools)• Silhouette Studio software• Transfer tape• Scrap vinyl for test cuts	Vector Font Weeding Transfer Tape Cut Settings Alignment	<ul style="list-style-type: none">• Test cut on scrap vinyl• Final cubbie vinyl name• Rubric: Design Process, Technical Skills, Safety & Care, Final Product• Reflection on vinyl application process	<ul style="list-style-type: none">• Short reflection: 'What did I learn about working with vinyl?'• Planning: font and size notes
September–October (2–3 weeks) Project 2: Card Design (Choice Project)	Standard 1: Engineering Design – Use systematic processes to design and refine. Standard 2: Tools & Processes – Safely and effectively use, maintain, and care for machines. Standard 3: Computer & Information Literacy – Use software to generate, manipulate, and share designs. Standard 5: Technology & Society – Explore how technology supports cultural and artistic expression.	<ul style="list-style-type: none">• Silhouette Cutter and accessories (mats, blades, tools)• Silhouette Studio software• Cardstock and approved materials• Sample practice designs (provided by teacher)• Digital projector/demo screen for instruction	Vector Trace Weld Cut Settings Registration Marks Design Process Iteration	<ul style="list-style-type: none">• Mini-project: Simple practice cut (Week 1)• Final Card Project (student choice, Week 3)• Project Rubric evaluating Design Process, Technical Skills, Safety & Care, Creativity & Expression• Reflection on learning process and troubleshooting	<ul style="list-style-type: none">• Design planning sheet (sketch and notes on materials)• Final reflection: What did you learn about design and technology?• Optional peer feedback comments
October (2 weeks) Project 3: Heat Transfer Vinyl (HTV) Tote or Shirt	Standard 1: Engineering Design – Apply the design process to produce a finished product. Standard 2: Tools & Processes – Safely and effectively use vinyl cutting and heat press equipment. Standard 3: Computer &	<ul style="list-style-type: none">• Silhouette Cutter and HTV materials• Silhouette Studio software• Heat press• Cotton tote bags or shirts• Scrap HTV for test cuts	Heat Transfer Vinyl (HTV) Mirror Design Weeding Layering Heat Press Safety	<ul style="list-style-type: none">• Test cut of HTV scrap• Completed HTV transfer project (tote or shirt)• Rubric: Design Process, Technical	<ul style="list-style-type: none">• Planning sheet: design sketch and color choices• Short reflection: 'What did I learn about HTV and heat pressing?'

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	Information Literacy – Use software to design, mirror, and layer graphics.			Skills, Safety & Care, Final Product <ul style="list-style-type: none">• Reflection on HTV transfer process	
Late October (1 week) Project 4: Sublimation Print or Button (Student Choice)	Standard 1: Engineering Design – Apply design process to produce customized products. Standard 2: Tools & Processes – Safely use sublimation printer and/or button maker. Standard 3: Computer & Information Literacy – Use templates and design software for sublimation or button creation. Standard 5: Technology & Society – Use technology for artistic and personal expression.	<ul style="list-style-type: none">• Sublimation printer and blanks (mugs, coasters, etc.)• Heat press for sublimation projects• Button maker with button supplies• Design software templates	Template Sublimation Transfer Paper Color Settings Button Assembly	<ul style="list-style-type: none">• Completed sublimated product OR button project• Rubric: Creativity & Design, Technical Accuracy, Safety & Care, Final Product• Peer feedback (optional)	<ul style="list-style-type: none">• Short reflection: 'Which process did I choose and why?'• Notes on design adjustments for sublimation or button size