

WASHINGTON MIDDLE SCHOOL

TECH ARTS ENTERPRISES

(MARKETING)

Instructor: Brian Morris

Course Description:

In this class you will have the opportunity to start and run a small business using the resources and technology available in the Tech Arts lab and shop. Since this class is C.T.E . (Career and Technology Education) certified the emphasis will be on learning in the following areas:

- *career orientation
- *skills needed for entrepreneurial activities (small business owner)
- *characteristics of entrepreneurs and the people who work for them
- *benefits and challenges of a small business
- *how to create a business plan
- *communication skills both with peers and adults
- *working in a small business
- *leadership skills
- *marketing skills
- *producing a product and selling it to a select market
- *and others which will be added as we learn what it takes to run this class.

Since entrepreneurial skills are desired by both large and small employers, you will be able to transfer what you learn to a career in any type or size of organization.

Classroom Expectations:

Along with the above mentioned skills you will be learning the following skills, programs and hardware in order to design and build your product.

- * Learn to read a working drawing.
- * Learn to visualize objects and draw them from an idea using the following types of drawing techniques: Orthographic, Isometric, Oblique, and Perspective.
- * Learn and design with SketchUp, 3D modeling software. Learn and become proficient with Layout, Adobe Illustrator, Adobe Photoshop and Aspire.
- * Learn and use the Design Process.
- * Design a product that you will build or to be printed in the 3D printer.
- * Design a product that you can engrave using the Laser Engraver or CNC router.
- * Pass written safety tests (general and machine).
- * Demonstrate proper machine use to instructor.
- * Learn to figure project/product costs.

- * Work responsibly on individual and/or group projects in the shop and in the lab.
- * Respect and cooperate with other students, peers and colleagues.
- * Respect other students' projects/products, machines and tools.
- * Participate in all class activities with a positive attitude.
- * Be a productive member of your small business in whatever capacity is needed.

All students will be required to take all safety tests. Each student will be part of a small business (the number of businesses will be determined by the class) that will design and produce a product that can be sold to their peers in the class and other students in the school or community.

You will learn to use all technology available (including machinery and software) at WMS to participate in this class. This class is only 6th period so if production of a product needs more time it can run after school as needed.

Grading:

Grades will be based on student's individual effort and quality on assignments/projects, quizzes and class participation/behavior. Each of these will be assigned a point value and the total points earned at the end of the quarter will determine your grade. Each student will start with 100 participation/behavior points. These points can be lost by not cooperating or being off task in class. You cannot get these points back once they are lost.

Points are weighted in five areas:

- 40%--Assignments, Projects/Products
- 20%--Participation/Cooperation/Communication skills
- 10%--Behavior
- 20%--Computer Lab/Software Efficiency
- 10%--Tests/Quizzes

Classroom Rules

1. Follow directions the first time they are given.
2. Be in class and seated when the bell rings with materials ready to work (paper, pencil, assignments, plans). You need to be on time to work at a job and this is no different. First tardy will result in a warning from your employer (Mr. Morris). All following tardies will result in a clean-up job in the shop to be done during that class period.

3. Walk, don't run in the shop/computer lab.
4. Clean up all class/lab work before leaving. Instructor will dismiss the class. NOT the bell.
5. Ask permission before leaving classroom.
6. Follow all safety rules.

Classroom Consequences:

1. Warning.
2. Loss of points/assigned a clean-up job.
3. Detention - After or before school with instructor. One half hour.
4. Detention and call home.
5. Send to vice-principal and #4.

* Any student who is determined to be unsafe to either themselves or other persons will be removed from the class at the instructor's discretion.

This should be a fun and challenging class for you with value in learning real life skills. The class dynamics will directly influence what you get out of the class. With that in mind, we will be setting class guidelines that will hopefully insure that this is a positive experience for all students.

"What **you** get out of Tech Arts is directly proportional to what **you** put into it".

Mr. Morris 2010