

Argyle Secondary School
Wood work 8 Course Outline
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<https://curriculum.gov.bc.ca/curriculum/adst/8#>

Course Description

The Woodwork / Carpentry and Joinery program at Argyle Secondary is focused upon having students engage and explore the skilled craft and field of Carpentry and Joinery. The goal of the Woodwork/ Carpentry and Joinery program is to impart respect, awareness, and theoretical knowledge of the various tools, materials and techniques specific to this subject. Active participation in the development of specific skill sets will enable students to gain confidence, understanding, and achieve success in the Carpentry and Joinery program.

BIG IDEAS

Design can be responsive to identified needs.

Complex tasks require the acquisition of additional skills.

Complex tasks may require multiple tools and technologies.

Curricular Competencies

Students are expected to be able to do the following:

Applied Design

Understanding context

Empathize with potential **users** to find issues and uncover needs and potential design opportunities

Defining

Choose a design opportunity

Identify key features or potential users and their requirements

Identify criteria for success and any **constraints**

Ideating

Generate potential ideas and add to others' ideas

Screen ideas against criteria and constraints

Evaluate personal, social, and environmental impacts and ethical considerations

Choose an idea to pursue

Prototyping

Identify and use **sources of information**

Develop a plan that identifies key stages and resources

Explore and test a variety of materials for effective use

Construct a first version of the **product** or a prototype, as appropriate, making changes to tools, materials, and procedures as needed

Record **iterations** of prototyping

Curricular Competencies

Testing

- Test the first version of the product or the prototype
- Gather peer and/or user and/or expert feedback and inspiration
- Make changes, troubleshoot, and test again

Making

- Identify and use appropriate tools, **technologies**, and materials for production
- Make a plan for production that includes key stages, and carry it out, making changes as needed
- Use materials in ways that minimize waste

Sharing

- Decide on how and with whom to **share** their product
- Demonstrate their product and describe their process, using appropriate terminology and providing reasons for their selected solution and modifications
- Evaluate their product against their criteria and explain how it contributes to the individual, family, community, and/or environment
- Reflect on their design thinking and processes, and evaluate their ability to work effectively both as individuals and collaboratively in a group, including their ability to share and maintain an efficient co-operative work space
- Identify new design issues

Applied Skills

- Demonstrate an awareness of precautionary and emergency safety procedures in both physical and digital environments
- Identify and evaluate the skills and skill levels needed, individually or as a group, in relation to a specific task, and develop them as needed

Curricular Competencies

Applied Technologies

- Select, and as needed learn about, appropriate tools and technologies to extend their capability to complete a task
- Identify the personal, social, and environmental impacts, including unintended negative consequences, of the choices they make about technology use
- Identify how the land, natural resources, and culture influence the development and use of tools and technologies

Assessment & Evaluation Breakdown

Through individual and class discussions students will have the opportunity to discuss their own progress and work daily.

Individual requirements for each assignment will be outlined at the beginning of each project, including the criteria for evaluation that is in the format of a rubric. You will be asked to hand in your projects and theory work during the term on specific dates. Marks will be deducted for late submissions (30%)

The following allocation will be used to calculate term marks:

Class Projects (practical)	60%
Theory work, quizzes and tests	20%
Classroom Participation; energy, focus, cooperation	20%

Resource Materials and Equipment Required

Students will be supplied with all materials and literature necessary for course participation. A respect for equipment and supplies within the classroom is demanded and will be diligently enforced.

Extra Help/ Tutorials

Students will be encouraged to use tutorial times provided for extra instruction and or practice and learning.

Expectations

It is imperative that students conduct themselves in a mature manor that reflects respect toward the class environment, members of the class and themselves.

It is expected that students:

- Attend each class and be on time
- Bring their personal supplies to each class
- Ensure projects are completed and submitted on time
- Ensure their notes and assignments are neat, organized, and up to date
- Respect the materials and equipment of the department
- Be respectful of other's personal space and equipment
- Use class time productively and safely
- Participate in classroom organization and clean-up on a continual bases
- Be open to new ideas, share your ideas and opinions while respecting those of others

Please refer to the Student Agenda for additional information pertaining to student conduct.