

VEX: TECHNICAL DRAWING / COMMUNICATIONS TECHNOLOGY  
**Course Requirements**

To the Parents or Guardians of: \_\_\_\_\_

For this six week session of the VEX program, your child will be in the Technical Drawing Lab until **Friday, October 13\***. During that time, the students in this class will be working on the following activities: *\*tentative:subject to change*

**1:** keeping a (very short) **notebook** containing sections on *a) introductory concepts in Technology, b) Communications, c) Measuring, and d) Control Technologies*. This notebook will also contain all of their hand drawn and CAD drawings, their notes and homework for their Final Project, as well as this sheet and the two quizzes they took. The notebook will be collected (for credit) on the last day.  
*(up to 4 points)*

**2:** using **hand-drafting** tools to neatly and accurately complete simple technical drawings. *(up to 4 points each)*

**3:** working on the computer to complete **Computer Aided Drawing (CAD)** assignments. The prints of these drawings will be graded in the notebook.  
*(2 points for each drawing in their notebook)*

**4:** a **final project** *(see other side)* related to graphic design and encoding, due on the last day. *(up to 8 points) (-8 if nothing is handed in by the last day)*

**5: Other credit projects** which will be offered to those students who show an interest in experimenting with different or advanced communications challenges.

*(Activities will focus on these Academic Standards: Use of Technology, Communications and Artistic Expression)*

All work will receive a score based on the following rubric with “2” as the Standard grade.:

- 0**= not done/incomplete/major errors that need to be fixed.
- 1**= acceptable, but below standards (usually due to neatness)
- 2**= good work, what I expect from a Jr. High Student.
- 3**=above average work, minor errors
- 4**=perfect/no errors.

Assignments do not have *individual* due dates, but must be passed in by the last day unless other arrangements have been made. All work that is passed in by the final day will earn points towards the final grade. The average grade for a VEX class is usually around 36 points (this would equal a “C”)

Students in this class will work at their own pace and be challenged to work to the best of their abilities to complete as much high-quality work as possible. In this class we will work not only on developing beginning drawing skills, but on encouraging good work habits and accepting personal responsibility for the quality of the work they choose to hand in as well.

\_\_\_\_\_  
*Parent/Guardian Signature*

*This document can also be found at  
<http://www.mrsd.org/~MRHS/TechEd/Graphics/Kuhn/TD%20Vex%20Info.html>*

*see other side for Final Project Information*

VEX: TECHNICAL DRAWING / COMMUNICATIONS TECHNOLOGY  
**FINAL PROJECT**

Most drawings in this class are simple copying assignments that familiarize the student with basic tools and techniques. This assignment will challenge them to design a graphic containing technical information. (*technical information tells you how to do something*). They may use any skills they have to enhance the following project:

**Students will design a graphic that explains how to use an assigned code.** This assignment will be graded on: 1) accuracy of the information, 2) the quality of the design, 3) quality of the poster's construction and 4) following the specifications.

**Specifications:**

1: The graphic must be **no larger than 12" x 18"**. (*If it's a poster, keep it 1 sided*) (*no books, please*)

2: The graphic must **show how a code works**. (*This includes the symbols and the sounds or numbers they stand for*). Codes are assigned by a random lottery. Students picked numbers from the board. The numbers were arranged in order of the difficulty in finding or using the code

Your child chose the following code to work on \_\_\_\_\_

(*Check the one for your code*)

A **letter-substitution** code must have the complete alphabet and numbers (1-9 & 0) and show the symbol used to encode them.

A **foreign alphabet** must have the letters used in this alphabet in their proper order with the sounds they represent

A **foreign syllabary**, must have the symbols shown in an organized manner with the syllabic sounds they represent.

3: The graphic must include a **title** and an example of the code's use: the student must **write their name (first and last) using the code they have chosen** somewhere on the graphic. If they are using a foreign alphabet or syllabary, they must figure out how their name would be written by someone using this script.

4: The design must **include the SOURCE of their information**. Any texts, documents or Internet resources should be properly cited. (see Mr. Kuhn if you need help with this, or go to the VEX link on Mr. Kuhn's web page). [http://www.mrsd.org/~MRHS/TechEd/Graphics/Kuhn/Kuhn\\_G.html](http://www.mrsd.org/~MRHS/TechEd/Graphics/Kuhn/Kuhn_G.html)

**Research is the first step:** (*Check [www.omniglot.com](http://www.omniglot.com) for many of these codes*)

There will be three homework assignments which will take the student through the steps of designing a technical graphic.

See the other side of this paper for the scoring rubric used in this class. (*For this project, all scores will be doubled*). Students can improve their grade by a creative use of their materials, showing me that they have done extra work or learned something new. Extra work could include names of the letters from the foreign alphabets, a map of the region that uses the code, a paragraph or two explaining the history of the code, or illustrations of people who may have invented the code.

**Be sure any written work that adds to your graphic is your own work: COPYING OR JUST REWORDING OTHER PEOPLE'S TEXT IS PLAGIARISM. DO NOT SIMPLY COPY A CHART FROM ANOTHER SOURCE AND PASTE IT ON A PIECE OF PAPER. The goal of this project is NOT research: it is for the students to go through the design process to produce interesting, informative graphics containing technical information.**

(*This project addresses the Academic Standards for Use of Technology, Artistic Expression and Communications*)