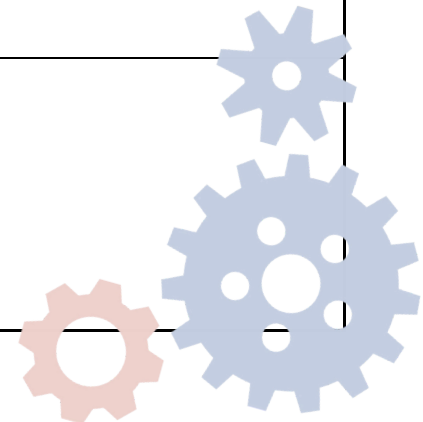


All Aspects of Industry Framework			
Course Name: Advanced Design Applications			
Describe how you incorporate all aspects of the industry in the indicated course/POS			
Industry Aspect	Explanation	What will be used to teach this aspect of industry?	Exemplars
1. Business Planning	Strategic Planning, Goals, Objectives, Form of Business Ownership	<p>Briefly describe: 1) Why/where is Business Planning important when employed in an area that is related to your Program of Study (POS)?</p> <p>Designs are developed depending on the stakeholders and their needs. In the course, students learn how to develop designs for the consumer's essential use. Students create plans to see how their construction and technologies will fit into a surrounding community environment as well as making decision with the consideration of external factors.</p>	<p>U1 Construction: LC 2, PreC U2 Energy & Power: LC 1, PreC U3 Transportation: LC 3, PreC, PriC U4 Manufacturing: LC 1, LC 2, LC 3, PreC, PriC U6 Ebd-EPICS: LC 2, LC 3, LC 4, LC 5, LC 6 U7 Materials Science:</p>
2. Management	Organizational Structure, Mission Statement, Employee Handbook, Corporate Culture	<p>Briefly describe: 1) Why it is important to understand organizational structure, mission statement, employee handbook, and corporate culture when employed in an area related to your Program of Study (POS)?</p> <p>Design companies' missions and expectations define the culture of research and applications. Students learn that in collaborative projects, employees must be able to follow deadlines, use the resources at hand, and follow instructions from their supervisor. In the Design Applications course, students are expected to allocate time in completing tasks, with limited resources, and by following directions to present a final product.</p>	<p>U1 Construction: LC 2, LC 3, LC 4, PreC U2 Energy & Power: LC 1, LC 2, LC 3, PreC, PriC U3 Transportation: LC 1, LC 2, LC 3, Pre C, PriC U4 Manufacturing: LC 1, LC 2, LC 3, LC 5, PreC, PriC U5 SeaPerch: LC 1, LC 2, LC 3, LC 4, PreC, PriC U6 Ebd-EPICS: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6 U7 Materials Science: LC 1, LC 2, LC 3</p>
3. Health Safety and Environment	Regulatory Issues Providing a Safe Workplace	<p>Briefly describe: 1) Why it is important to understand that specific regulatory issues and a safe workplace are important when employed in an area related to your POS?</p> <p>In construction and transportation, regulations and requirements are important to keep people safe. In the design challenges, students must consider the criteria to make plans with the considerations of the benefits, limitations, and risks associated with the technology. Professionals have to follow safety procedures when creating the design and the students must do the same within the course.</p>	<p>U1 Construction: PriC U2 Energy & Power: U3 Transportation: LC 1 U4 Manufacturing: LC 1, PriC U5 SeaPerch: LC 1, LC 3, LC 4, PreC, PriC U6 Ebd-EPICS: LC 2, LC 3, LC 4, LC 5, LC 6 U7 Materials Science: LC 4, LC 5</p>
4. Finance	Capital Acquisitions Financial Operations	<p>Briefly describe: 1) Any financial aspects one would need to know when employed in an area related to your POS?</p> <p>Technical applications are created from the demand of the society. To have a product produced, the technologist must consider the design's impact onto the customer. In the course, students learn the impact of society, culture, interests, and other external factors and how that affects the design.</p>	<p>U1 Construction: U2 Energy & Power: LC 1, PreC U3 Transportation: LC 3, PreC U4 Manufacturing: LC 1, LC 2, PreC, PriC U5 SeaPerch: U6 Ebd-EPICS: LC 1, LC 2, LC 5, LC 6 U7 Materials Science:</p>
5. Community Issues	Impact of the company on the community; Impact of the community on the	<p>Briefly describe: 1) How an industry or business in an area related to your POS may have an impact on the community and vice versa?</p> <p>The community directs the development of technology. Engineers create the infrastructure based on the community needs. Additionally, green and renewable power has become the latest construction technology that engineers have to trade off from the political, societal, economic, and</p>	<p>U1 Construction: LC 1, LC 2, LC 3, LC 4, PreC, PriC U2 Energy & Power: LC 1, PreC, PriC U3 Transportation: LC 1, LC 3, PreC, PriC U4 Manufacturing: LC 1, LC 2, PreC, PriC U5 SeaPerch: LC 1, LC 4, PreC, PriC U6 Ebd-EPICS: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6 U7 Materials Science: LC 3, LC 4</p>

	company	environmental conditions. In this course, students learn how engineers have to work with community officials to solve community problems. Students in this course complete a service-learning project using technological applications and engineering.	
6. Principles of Technology	Technology in the workplace; continued professional training	<p>Briefly describe: 1) What technical skills are important to have when employed in an area related to your POS, and 2) Why will continued professional training be a necessity?</p> <p>In Design Applications, students learn that professionals must be able to use their knowledge of technical drawing, engineering design process, and subsystems to continue to research better solutions. In the course, students experience manipulations of technologies, the connection of simple to complex systems, real-world applications, and the importance of understanding the materials at hand. Applying their scientific and mathematical skills, students learn about electrical systems, submarines, buoyancy, and technical drawings through scales, measurement, and conversion.</p>	<p>U1 Construction: LC 1, LC 2, LC 3, LC 4, LC 5, PreC, PriC U2 Energy & Power: LC 1, LC 2, LC 3, PreC, PriC U3 Transportation: LC 1, LC 2, LC 3, PreC, PriC U4 Manufacturing: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6, PreC, PriC U5 SeaPerch: LC 1, LC 2, LC 3, LC 4, PreC, PriC U6 Ebd-EPICS: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6 U7 Materials Science: LC 1, LC 2, LC 3, LC 4, LC 5</p>
7. Personal Work Habits	Positive attitude, personal fitness, appearance and readiness to work	<p>Briefly describe: 1) Why the personal work habits of positive attitude, personal fitness, appearance, and readiness to work are requirements in order to be gainfully employed.</p> <p>Professionals must be able to problem-solve, collaborate, use their critical thinking skills, and communicate efficiently and professionally. Students use these skills in elaborate manners in various construction and transportation challenges where they have to use their knowledge of the engineering design process and multiple systems to devise a solution. Through research and inquiry, students use the engineering design process to arrive at a solution. With the solution, students must present their share findings in a presentation format.</p>	<p>U1 Construction: LC 2, LC 3, PreC, PriC U2 Energy & Power: LC 1, LC 3, PreC, PriC U3 Transportation: LC 1, LC 2, LC 3, PreC, PriC U4 Manufacturing: LC 1, LC 2, LC 4, LC 5, LC 6, PreC, PriC U5 SeaPerch: LC 1, LC 2, LC 4, PreC, PriC U6 Ebd-EPICS: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6 U7 Materials Science: LC 1, LC 2, LC 3</p>
8. Labor	Employee rights and responsibilities, role of labor organizations	<p>Briefly describe: 1) Employee rights and responsibilities and the role of labor organizations in an area related to your POS.</p> <p>In Design Applications, students learn that professionals need to be aware of their rights and expectations as an employee. Students learn about career readiness and are exposed to employee rights and organizations.</p>	<p>U1 Construction: LC 1, LC 4, PriC U2 Energy & Power: U3 Transportation: U4 Manufacturing: LC 1, LC 2, LC 3, LC 5, PriC U5 SeaPerch: LC 1, LC 2, LC 3, LC 4, PriC U6 Ebd-EPICS: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6 U7 Materials Science: LC 3, LC 5</p>
9. Technical and Production Skills	Specific technical skills (job/industry related), production skills (soft skills), and basic academic skills needed	<p>Briefly describe: 1) Which technical, production, and academic skills are necessary if employed in an area related to your POS?</p> <p>A background in math and science is significant when solving problems in construction and transportation. Scales, measurement, conversion, calculations, energy, and circuits are the primary applications used in this course. Students integrate content and technical systems to use the engineering design process to design products.</p>	<p>U1 Construction: LC 1, LC 2, LC 3, LC 4, LC 5, PreC, PriC U2 Energy & Power: LC 1, LC 2, LC 3, PreC, PriC U3 Transportation: LC 1, LC 2, LC 3, PreC, PriC U4 Manufacturing: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6, PreC, PriC U5 SeaPerch: LC 1, LC 2, LC 3, LC 4, PreC, PriC U6 Ebd-EPICS: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6 U7 Materials Science: LC 1, LC 2, LC 3, LC 4, LC 5</p>



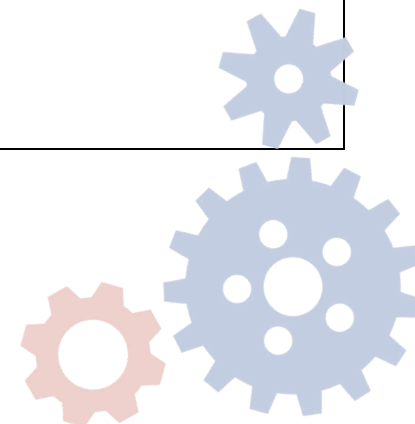
All Aspects of Industry Framework

Course Name: Advanced Technological Applications

Describe how you incorporate all aspects of the industry in the indicated course/POS

Industry Aspect	Explanation	What will be used to teach this aspect of industry?	Exemplars
1. Business Planning	Strategic Planning, Goals, Objectives, Form of Business Ownership	Briefly describe: 1) Why/where is Business Planning important when employed in an area that is related to your Program of Study (POS)? Technical applications provide many benefits in our society to live a healthy, longer life. Many products from technology derive from the needs and demands of consumers. Students must be able to understand the consumers' wants and needs and the drive of the industry as well as the risks. Technical applications also need improvement to remain part of the industry. In the life cycles, students are expected to analyze and reflect on the uncertainties, industry connections, and evaluation of their product and/or solutions.	U1 Agriculture: LC 1, LC 4, PreC U2 Entertainment: LC 3 U3 Information: LC 3, PreC, PriC U4 Medical: LC 2, LC 3
2. Management	Organizational Structure, Mission Statement, Employee Handbook, Corporate Culture	Briefly describe: 1) Why it is important to understand organizational structure, mission statement, employee handbook, and corporate culture when employed in an area related to your Program of Study (POS)? Technical companies' missions and expectations define the culture of research and applications. In collaborative projects, employees must be able to follow deadlines, use the resources at hand, and follow instructions from their supervisor. In the Technical Applications course, students are expected to allocate time to complete tasks with limited resources, and while following directions to present a final product.	U1 Agriculture: LC 1, LC 2, LC 3, PreC, PriC U2 Entertainment: LC 1, LC 2, LC 3, LC 4, PreC, PriC U3 Information: LC 1, LC 2, LC 3, LC 4, PreC, PriC U4 Medical: LC 2, LC 3, LC 4, PreC, PriC
3. Health Safety and Environment	Regulatory Issues Providing a Safe Workplace	Briefly describe: 1) Why it is important to understand that specific regulatory issues and a safe workplace are important when employed in an area related to your POS? When conducting research and experiments in technology, safety procedures are necessary to protect workers and their surroundings. Establishing safety protocols in Technical Applications, this course brings awareness and knowledge of the expectation of experimenting safely. Students are also expected to consider people's health as they research and learn medical applications.	U1 Agriculture: LC 1, LC 2, LC 3, LC 4, PreC, PriC U2 Entertainment: LC 3, LC 4, PreC U3 Information: LC 4, PriC U4 Medical: LC 1, LC 2, LC 3, LC 4, PreC, PriC
4. Finance	Capital Acquisitions Financial Operations	Briefly describe: 1) Any financial aspects one would need to know when employed in an area related to your POS. Funding is significant to any experimentation and application. Professionals typically receive funding and resources based on the need and significance of the task. The experimentation and application validate professionals' work and continue to provide employment. In Technical Applications, students must state the importance of their responsibility and reflect on the contribution.	U1 Agriculture: U2 Entertainment: LC 3, LC 4 U3 Information: LC 3, PriC U4 Medical: PreC
5. Community Issues	Impact of the company on the community; Impact of the community on the	Briefly describe: 1) How an industry or business in an area related to your POS may have an impact on the community and vice versa. Technological advancements are driven by the culture, politics, and the environment. Technology has controversial issues, such as genetically modified foods, genetic modification, and cloning, which can raise an in-depth discussion on the focus of a company. The interest and need of a technological advancement in electronics and medical can determine	U1 Agriculture: LC 1, LC 2, LC 3, LC 4, PreC, PriC U2 Entertainment: LC 3, LC 4, PriC U3 Information: LC 2, LC 3, PreC, PriC U4 Medical: LC 1, LC 2, LC 3, LC 4, PreC, PriC

	company	what devices are needed to improve society. The Technical Applications course organizes discussion and relevance and how this will drive the direction of technological advancements.	
6. Principles of Technology	Technology in the workplace; continued professional training	<p>Briefly describe: 1) What technical skills are important to have when employed in an area related to your POS, and 2) Why will continued professional training be a necessity?</p> <p>Technical Applications requires soldering, circuitry, understanding of medical devices, and understanding of prior models of technology. Basic engineering and problem-solving skills are used to develop models and designs for a purpose. The Technical Application course teaches the necessary skills for technical application and skills needed for specific sub-fields to pursue in the future.</p>	<p>U1 Agriculture: LC 1, LC 2, LC 3, LC 4, PreC, PriC U2 Entertainment: LC 1, LC 2, LC 3, LC 4, PreC, PriC U3 Information: LC 1, LC 2, LC 3, LC 4, PreC, PriC U4 Medical: LC 1, LC 2, LC 3, LC 4, PreC, PriC</p>
7. Personal Work Habits	Positive attitude, personal fitness, appearance, and readiness to work	<p>Briefly describe: 1) Why the personal work habits of positive attitude, personal fitness, appearance, and readiness to work are requirements in order to be gainfully employed?</p> <p>Technology and engineering professionals must be able to collaborate and work in teams to create the best solution or product. The Technical Applications course provides the framework to communicate and collaborate as well as use critical-thinking skills and creativity to conclude ideas. With the use of journaling, decision models, and guided discussions, students learn how to develop their thoughts and communicate effectively.</p>	<p>U1 Agriculture: LC 1, LC 3, PreC, PriC U2 Entertainment: LC 1, LC 2, LC 3, LC 4, PreC, PriC U3 Information: LC 1, LC 2, LC 3, LC 4, PreC, PriC U4 Medical: LC 1, LC 2, LC 3, LC 4, PreC, PriC</p>
8. Labor	Employee rights and responsibilities, role of labor organizations	<p>Briefly describe: 1) Employee rights and responsibilities and role of labor organizations in an area related to your POS.</p> <p>In Technical Applications, students learn that professionals need to be aware of their rights and expectations as an employee. Students learn about career readiness and are exposed to employee rights and organizations.</p>	<p>U1 Agriculture: LC 1, LC 2, LC 3, LC 4, PreC, PriC U2 Entertainment: LC 1, LC 2, LC 3, LC 4, PreC, PriC U3 Information: LC 1, LC 2, LC 3, PreC U4 Medical: LC 1, LC 2, LC 3, LC 4, PreC, PriC</p>
9. Technical and Production Skills	Specific technical skills (job/industry related), production skills (soft skills), and basic academic skills needed	<p>Briefly describe: 1) Which technical, production and academic skills are necessary if employed in an area related to your POS?</p> <p>Technical professionals must have a basic understanding of Algebra, Chemistry, and Physics to be a knowledgeable problem-solver. With the application of algebraic formulas and circuitry, students are exposed to the expected knowledge to be able to develop innovative ideas quickly. The activities include electromagnets, biotechnology, algebraic equations, and basic science vocabulary (volume, weight, pH, voltage).</p>	<p>U1 Agriculture: LC 1, LC 2, LC 3, LC 4, PreC, PriC U2 Entertainment: LC 1, LC 2, LC 3, LC 4, PreC, PriC U3 Information: LC 1, LC 2, LC 3, LC 4, PreC, PriC U4 Medical: LC 1, LC 2, LC 3, LC 4, PreC, PriC</p>

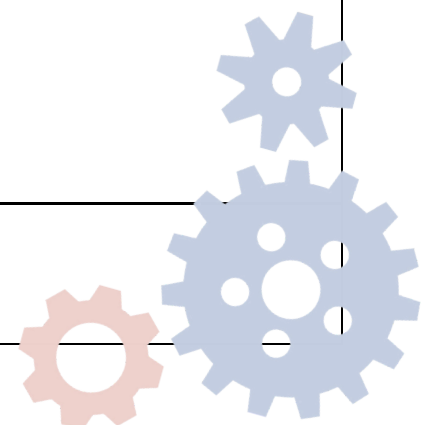


All Aspects of Industry Framework

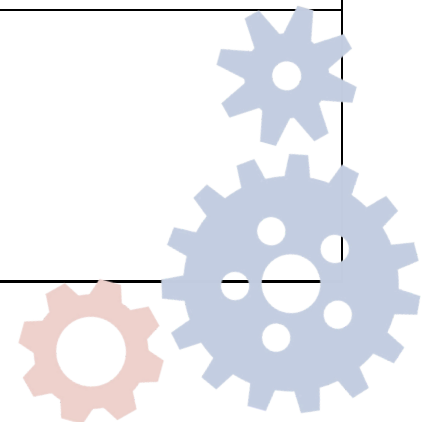
Course Name: Foundations of Technology

Describe how you incorporate all aspects of the industry in the indicated course/POS

Industry Aspect	Explanation	What will be used to teach this aspect of industry?	Exemplars
1. Business Planning	Strategic Planning, Goals, Objectives, Form of Business Ownership	Briefly describe: 1) Why/where is Business Planning important when employed in an area that is related to your Program of Study (POS)? The Foundations of Technology course is based on the demand and interest in technology. By understanding the economic, political, environmental, and societal advancements, engineers can construct innovative ideas and new inventions to meet the ever-changing world. Students learn the basic principles of the consumer needs in technology, the manufacturing of products, as well as the significance of the goals of the company and the strength of an economy. Feedback is integrated and used to develop and improve technical prototypes and products.	U1 Technological Inventions and Innovations: LC 2, LC 3, LC 4 U2 Engineering Design Process: LC 1, LC 2, LC 4 U3 Design World: LC 2 U4 Systems: LC 1, LC 3, LC 4 U5 Lunar Plant Growth Chamber: LC 1, LC 4
2. Management	Organizational Structure, Mission Statement, Employee Handbook, Corporate Culture	Briefly describe: 1) Why it is important to understand organizational structure, mission statement, employee handbook, and corporate culture when employed in an area related to your Program of Study (POS)? The culture of a technology company is based on the research and resources available to advance products and technical knowledge. The goals of the corporations establish the expectations and environment for their employees and their behavior. Students learn in the Foundations of Technology course, about the significance of the company's mission and the role of political, environmental, and cultural interests.	U1 Technological Inventions and Innovations: LC 1, LC 3, LC 4 U2 Engineering Design Process: LC 2, LC 3 U3 Design World: LC 1, LC 2, LC 3, LC 4, LC 6 U4 Systems: LC 1, LC 2, LC 3, LC 4 U5 Lunar Plant Growth Chamber: LC 1, LC 2, LC 3, LC 4
3. Health Safety and Environment	Regulatory Issues Providing a Safe Workplace	Briefly describe: 1) Why it is important to understand that specific regulatory issues and a safe workplace are important when employed in an area related to your POS? When conducting research and experiments in technology, safety procedures are necessary to protect workers and their surroundings. Establishing safety protocols in the Foundation of Technology course brings about awareness and knowledge of the expectation of experimenting and designing safely. Documentation is expected in the workplace and this course to track protocols and regulations.	U1 Technological Inventions and Innovations: LC 4 U2 Engineering Design Process: LC 1, LC 2, LC 3 U3 Design World: LC 5, LC 6 U4 Systems: LC 3 U5 Lunar Plant Growth Chamber: LC 1, LC 2, LC 3, LC 4
4. Finance	Capital Acquisitions Financial Operations	Briefly describe: 1) Any financial aspects one would need to know when employed in an area related to your POS. Interest and needs are the roots of technology advancement. To grow interest, advertisement, marketing, research and development are used to illuminate those needs and wants. Students participate in advertising and marketing of a product to impact consumer wants and needs. Students also conduct research on communication systems and products as well as learning the hardship of constraints. Through product design and development, the students can understand the influence of research and profit motive.	U1 Technological Inventions and Innovations: LC 3, LC 4 U2 Engineering Design Process: U3 Design World: U4 Systems: LC 1 U5 Lunar Plant Growth Chamber: LC 1
5. Community Issues	Impact of the company on the community; Impact of the	Briefly describe: 1) How an industry or business in an area related to your POS may have an impact on the community and vice versa. Technology is used to improve life and society as we turn to focus on sustainability. Industry and businesses focus on the community needs through policy, social, economic, and environmental needs. As technology	U1 Technological Inventions and Innovations: LC 1, LC 3, LC 4 U2 Engineering Design Process: LC 1, LC 3 U3 Design World: LC 1, LC 2, LC 3, LC 4, LC 5, LC 6 U4 Systems: LC 1, LC 3, LC 4 U5 Lunar Plant Growth Chamber: LC 1, LC 2, LC 3, LC 4



	community on the company	focuses on advancement in areas such as energy conservation and space exploration, students are exposed to problems that their generation will have to face in the future. Through discussion and writing prompts, students reflect on their role as a technologist, engineer, and a member of society to solve tomorrow's problems.	
6. Principles of Technology	Technology in the workplace; continued professional training	<p>Briefly describe: 1) What technical skills are important to have when employed in an area related to your POS, and 2) Why will continued professional training be a necessity?</p> <p>Skills necessary in technology includes understanding the engineering design process and scientific method, a background in math and science, and the history of technology. In Foundations of Technology, students participate in all of those areas. Through activities and discussion, students can differentiate and apply the Engineering Design Process and the Scientific Method. They also learn the technical sub-fields of Energy and Power, Manufacturing, Construction, Information and Communication, Agriculture and Transportation, and Telemedicine. By understanding systems in technology, students participate in activities that apply their knowledge of the nine core technologies, solutions, and find solutions to problems through troubleshooting and reverse engineering.</p>	<p>U1 Technological Inventions and Innovations: LC 1, LC 2 U2 Engineering Design Process: LC 1, LC 2, LC 3, LC 4 U3 Design World: LC 1, LC 3, LC 4, LC 5 U4 Systems: LC 1, LC 2, LC 3, LC 4 U5 Lunar Plant Growth Chamber: LC 1, LC 2, LC 3, LC 4</p>
7. Personal Work Habits	Positive attitude, personal fitness, appearance and readiness to work	<p>Briefly describe: 1) Why the personal work habits of positive attitude, personal fitness, appearance, and readiness to work are requirements in order to be gainfully employed.</p> <p>The Engineering Design Process and the Scientific Method foster collaboration, creativity, critical-thinking skills, and communication to find solutions and findings. In learning how to communicate results, students share their ideas and findings with a panel of experts. In Foundations of Technology, students are expected to be collaborative, dependable, professional, and knowledgeable through their hands-on activities, group discussions, and reflective writing.</p>	<p>U1 Technological Inventions and Innovations: LC 1, LC 2, LC 3, LC 4 U2 Engineering Design Process: LC 1, LC 2, LC 3, LC 4 U3 Design World: LC 2, LC 3, LC 4, LC 5, LC 6 U4 Systems: LC 1, LC 2, LC 3, LC 4 U5 Lunar Plant Growth Chamber: LC 1, LC 2, LC 3, LC 4</p>
8. Labor	Employee rights and responsibilities, role of labor organizations	<p>Briefly describe: 1) Employee rights and responsibilities and the role of labor organizations in an area related to your POS.</p> <p>In Foundations of Technology, students learn the importance of knowing their rights as well as expectations as a prospective employee. Students learn about career readiness and are exposed to various laws and employee rights.</p>	<p>U1 Technological Inventions and Innovations: LC 1, LC 2, LC 3, LC 4 U2 Engineering Design Process: LC 4 U3 Design World: LC 2, LC 4, LC 5, LC 6 U4 Systems: LC 1, LC 3 U5 Lunar Plant Growth Chamber: LC 1, LC 3, LC 4</p>
9. Technical and Production Skills	Specific technical skills (job/industry related), production skills (soft skills), and basic academic skills needed	<p>Briefly describe: 1) Which technical, production, and academic skills are necessary if employed in an area related to your POS?</p> <p>Understanding technology requires the ability to problem solve, a mathematics and scientific background, computer software experience, and tinkering efficiency. In the Foundations of Technology, students use Computer Aided Drafting Software (CAD), use algebraic functions, and physics knowledge to solve problems, discuss, and reflect.</p>	<p>U1 Technological Inventions and Innovations: LC 1, LC 2, LC 3, LC 4 U2 Engineering Design Process: LC 1, LC 2, LC 3, LC 4 U3 Design World: LC 1, LC 2, LC 3, LC 4, LC 5 U4 Systems: LC 1, LC 2, LC 3, LC 4 U5 Lunar Plant Growth Chamber: LC 1, LC 2, LC 3, LC 4</p>

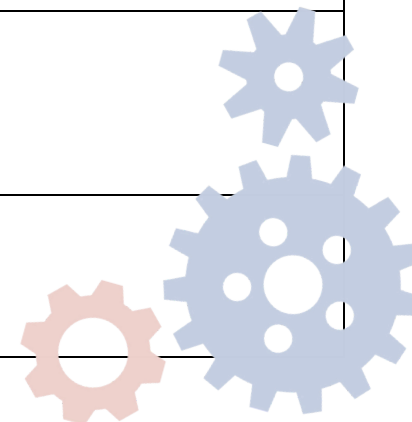


All Aspects of Industry Framework

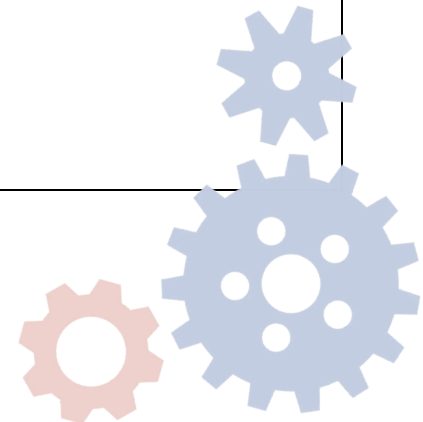
Course Name: Engineering Design

Describe how you incorporate all aspects of the industry in the indicated course/POS

Industry Aspect	Explanation	What will be used to teach this aspect of industry?	Exemplars
1. Business Planning	Strategic Planning, Goals, Objectives, Form of Business Ownership	<p>Briefly describe: 1) Why/where is Business Planning important when employed in an area that is related to your Program of Study (POS)?</p> <p>Engineering Design creates products based on specific requirements and interests of the consumer. In this course, students develop prototypes and models with the consideration of constraints and requirements of the consumer. Once the students create a model, they learn how to create a performance assessment to be used to measure their idea's success. With the assessment and consumer feedback, students refine their product to meet the demands of the customer.</p>	<p>U1 Fundamentals of Design: L2, L3, L4, L5, L6, L7 U2 Elements of Design: L1, L2, L3, L4 U3 Structural Design: L2, L5, L6 U4 Product and Systems Engineering and Analysis Management: L1, L3</p>
2. Management	Organizational Structure, Mission Statement, Employee Handbook, Corporate Culture	<p>Briefly describe: 1) Why it is important to understand organizational structure, mission statement, employee handbook, and corporate culture when employed in an area related to your Program of Study (POS)?</p> <p>An engineering design company uses an organized process in which a product is created. In this course, a student using the engineering design process to guide their approach to building a prototype/model into a presentable product. Students also learn how to present their solutions and ideas to share their work. During the process, students learn about documentation and how to apply for a U.S. patent. Additionally, students simulate a project management team where they are expected to coordinate, organize, and budget resources in order to complete the challenge.</p>	<p>U1 Fundamentals of Design: L1, L2, L3, L4, L5, L6, L7 U2 Elements of Design: L1, L2, L3, L4 U3 Structural Design: L1, L2, L3, L5, L6 U4 Product and Systems Engineering and Analysis Management: L1, L3</p>
3. Health Safety and Environment	Regulatory Issues Providing a Safe Workplace	<p>Briefly describe: 1) Why it is important to understand that specific regulatory issues and a safe workplace are important when employed in an area related to your POS.</p> <p>Engineering design uses tools, machinery, and materials to create products. In a work zone, it is expected to follow protocols to ensure the safety of the employees as well as to produce a product that is safe for the consumer. Students learn about workplace safety and contracts in the workplace during the course and the impact of safety risks on a company.</p>	<p>U1 Fundamentals of Design: L1, L2, L3, L7 U2 Elements of Design: L4 U3 Structural Design: U4 Product and Systems Engineering and Analysis Management: L1, L3</p>
4. Finance	Capital Acquisitions Financial Operations	<p>Briefly describe: 1) Any financial aspects one would need to know when employed in an area related to your POS.</p> <p>Students create products based on the interest and need of their design. The course teaches about project management and how to manage a team with cost considerations. Students also learn how to predict the outcomes of their product to understand its value.</p>	<p>U1 Fundamentals of Design: L5, L7 U2 Elements of Design: L4 U3 Structural Design: U4 Product and Systems Engineering and Analysis Management: L3</p>
5. Community Issues	Impact of the company on the community; Impact of the community	<p>Briefly describe: 1) How an industry or business in an area related to your POS may have an impact on the community and vice versa.</p> <p>Engineering designs are generated from human, environmental, and industrial factors of the community. Engineers are expected to develop ideas that will benefit the consumer. In the class, students consider the</p>	<p>U1 Fundamentals of Design: L1, L2, L3, L4, L5, L6, L7 U2 Elements of Design: L1, L4 U3 Structural Design: L1, L2 U4 Product and Systems Engineering and Analysis Management: L3</p>



	on the company	elements to design, create, and refine the product. They also are required to handle decision making in their product as they think of the trade-offs of the factors onto the community.	
6. Principles of Technology	Technology in the workplace; continued professional training	<p>Briefly describe: 1) What technical skills are important to have when employed in an area related to your POS, and 2) Why will continued professional training be a necessity?</p> <p>The Engineering Design Process is the framework for engineering designs and this course. Students use innovative ideas with systems thinking and manufacturing technologies to create imaginative solutions. With their knowledge of engineering, technology, and design, students handle real-world engineering problems for which they provide answers.</p>	<p>U1 Fundamentals of Design: L1, L2, L4, L6, L7 U2 Elements of Design: L1, L2, L3, L4 U3 Structural Design: L1, L2, L3, L4, L5, L6 U4 Product and Systems Engineering and Analysis Management: L1, L3</p>
7. Personal Work Habits	Positive attitude, personal fitness, appearance, and readiness to work	<p>Briefly describe: 1) Why the personal work habits of positive attitude, personal fitness, appearance, and readiness to work are requirements in order to be gainfully employed.</p> <p>The Engineering Design course facilitates collaboration, project management, critical thinking, problem solving, and creativity to create solutions to real-world challenges. Students are expected to use their resources and higher-order thinking with their team to propose ideas and answers with the design of a final product. Professionally, students present their products with multimedia presentations.</p>	<p>U1 Fundamentals of Design: L1, L2, L3, L4, L5, L6, L7 U2 Elements of Design: L1, L2, L3, L4 U3 Structural Design: L1, L2, L3, L4, L5, L6 U4 Product and Systems Engineering and Analysis Management: L1, L3</p>
8. Labor	Employee rights and responsibilities, role of labor organizations	<p>Briefly describe: 1) Employee rights and responsibilities and the role of labor organizations in an area related to your POS.</p> <p>In Engineering Design, students learn the importance of knowing their rights as well as expectations as a prospective employee. Students learn about career readiness and are exposed to various laws and employee rights.</p>	<p>U1 Fundamentals of Design: L1, L2, L3, L4, L5, L6, L7 U2 Elements of Design: L3,L4 U3 Structural Design: L1, L2 U4 Product and Systems Engineering and Analysis Management: L2, L3</p>
9. Technical and Production Skills	Specific technical skills (job/industry related), production skills (soft skills), and basic academic skills needed	<p>Briefly describe: 1) Which technical, production, and academic skills are necessary if employed in an area related to your POS?</p> <p>Math and science play a significant role in engineering design and this course. Students use mathematical calculations, such as algebra, to create designs. Through their performance assessment and evaluation of their product, students use data and visuals to conclude the success of their product. Scientifically, students use their inquiry skills and their knowledge of the matter and social perspectives to create a solution to real-world problems. Technically, students use the application of systems thinking, manufacturing technologies, technical drawing, and building in the design course.</p>	<p>U1 Fundamentals of Design: L1, L2, L3, L4, L5, L6, L7 U2 Elements of Design: L1, L2, L3, L4 U3 Structural Design: L1, L2, L3, L4, L5, L6 U4 Product and Systems Engineering and Analysis Management: L1, L2, L3</p>

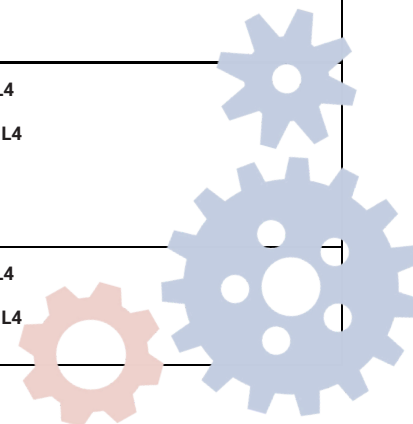


All Aspects of Industry Framework

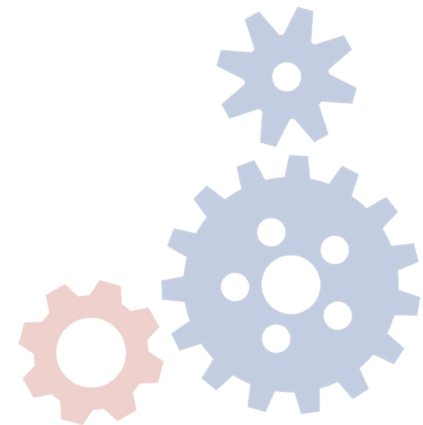
Course Name: Technological Design

Describe how you incorporate all aspects of the industry in the indicated course/POS

Industry Aspect	Explanation	What will be used to teach this aspect of industry?	Exemplars
1. Business Planning	Strategic Planning, Goals, Objectives, Form of Business Ownership	Briefly describe: 1) Why/where is Business Planning important when employed in an area that is related to your Program of Study (POS)? Technological Design focuses on the needs and wants of the consumer. In the course, students must design and present prototypes with data and graphics to support. Design challenges require students to use time management skills, resource organization, and collaboration to present the best design. Additionally, students experience business processes through marketing designs and manufacturing processes.	U1 Introduction to Instructional Design: L1, L3, L4 U2 Technological Skills: L1, L2, L3 U3 Technological Design Fundamentals: L3, L4 U4 Technology and Society: L1, L2 U5 The Designed World: L1, L2, L4 U6 Design Challenge: L4, L5
2. Management	Organizational Structure, Mission Statement, Employee Handbook, Corporate Culture	Briefly describe: 1) Why it is important to understand organizational structure, mission statement, employee handbook, and corporate culture when employed in an area related to your Program of Study (POS)? The company culture is developed with the use of research and resources available to advance products and knowledge. The goals of the companies establish the expectations and environment for its employees and their behavior. Students learn in the Technological Design course the significance of the company's mission and the role of design towards political, environmental, and cultural interests. Daily activities and units are integrated with the engineering design process as well as a research and development approach.	U1 Introduction to Instructional Design: L1, L2, L3, L4 U2 Technological Skills: L1, L2, L3 U3 Technological Design Fundamentals: L1, L2, L3, L4 U4 Technology and Society: L1, L2 U5 The Designed World: L1, L2, L3, L4 U6 Design Challenge: L1, L2, L3, L4, L5
3. Health Safety and Environment	Regulatory Issues Providing a Safe Workplace	Briefly describe: 1) Why it is important to understand that specific regulatory issues and a safe workplace are important when employed in an area related to your POS? In many research and development centers, there are specific safety rules and protocols put in place to protect employees. The Technological Design course is designed to follow a similar framework with the use of processes and lab safety rules.	U1 Introduction to Instructional Design: U2 Technological Skills: U3 Technological Design Fundamentals: L4 U4 Technology and Society: L1, L2, L3 U5 The Designed World: L1, L2, L3, L4 U6 Design Challenge: L1, L2, L3, L4, L5
4. Finance	Capital Acquisitions Financial Operations	Briefly describe: 1) Any financial aspects one would need to know when employed in an area related to your POS. Technological Design requires students to consider the resources and demands of businesses for their product design. Students apply their design skills to real-world technical challenges and must present solutions to solve real problems. The Engineering Design Process provides a framework for students to design and improve their prototypes and models for consumers.	U1 Introduction to Instructional Design: U2 Technological Skills: L1, L2, L3 U3 Technological Design Fundamentals: L3, L4 U4 Technology and Society: L2 U5 The Designed World: L2 U6 Design Challenge: L4, L5
5. Community Issues	Impact of the company on the community; Impact of the community on the company	Briefly describe: 1) How an industry or business in an area related to your POS may have an impact on the community and vice versa. Technological Designs begin from society's needs and ways of improving life. Through technology evaluations, students work on problems such as energy consumption, vehicles, and sustainability to create ideas and solutions to today's engineering challenges. In the course, students research and develop current technologies to meet today's ever-changing world.	U1 Introduction to Instructional Design: L1, L2, L3, L4 U2 Technological Skills: L1, L2, L3 U3 Technological Design Fundamentals: L1, L2, L3, L4 U4 Technology and Society: L1, L2, L3 U5 The Designed World: L1, L2, L3, L4 U6 Design Challenge: L1, L2, L4, L5
6. Principles of Technology	Technology in the workplace; continued	Briefly describe: 1) What technical skills are important to have when employed in an area related to your POS, and 2) Why will continued professional training be a necessity? Technological Design requires tinkering and construction of designs to investigate potential solutions to engineering challenges. In the course, students will develop and build models,	U1 Introduction to Instructional Design: L1, L2, L3, L4 U2 Technological Skills: L1, L2, L3 U3 Technological Design Fundamentals: L1, L2, L3, L4 U4 Technology and Society: L1, L2, L3, L4



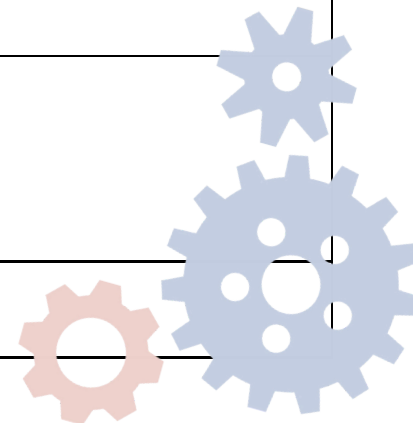
	professional training	drawings, and present their solutions. Students will also need familiarity with systems to design manufacturing processes and reverse-engineer their designs.	U5 The Designed World: L1, L2, L3, L4 U6 Design Challenge: L1, L2, L3, L4, L5
7. Personal Work Habits	Positive attitude, personal fitness, appearance and readiness to work	Briefly describe: 1) Why the personal work habits of positive attitude, personal fitness, appearance, and readiness to work are requirements in order to be gainfully employed. In the Technological Design course, students learn that professionals must be able to collaborate and use their critical-thinking skills to create innovative solutions to engineering problems. In a cooperative work atmosphere; students must be able to contribute ideas as well as respect other views. Students are exposed to professional situations in which they present, learn how to write a professional email, work in teams, research, and present a digital portfolio.	U1 Introduction to Instructional Design: L1, L2, L3, L4 U2 Technological Skills: L1, L2 U3 Technological Design Fundamentals: L1, L2, L3, L4 U4 Technology and Society: L1, L2, L3 U5 The Designed World: L1, L2, L3, L4 U6 Design Challenge: L1, L3, L4, L5
8. Labor	Employee rights and responsibilities role of labor organizations	Briefly describe: 1) Employee rights and responsibilities and role of labor organizations in an area related to your POS. In Technological Design, professionals need to be aware of their rights and expectations as an employee. Students learn about career readiness and are exposed to employee rights and organizations.	U1 Introduction to Instructional Design: L3 U2 Technological Skills: U3 Technological Design Fundamentals: U4 Technology and Society: L1, L2, L3 U5 The Designed World: L1, L2, L3, L4 U6 Design Challenge: L1, L2, L3, L4, L5
9. Technical and Production Skills	Specific technical skills (job/industry related), production skills (soft skills), and basic academic skills needed	Briefly describe: 1) Which technical, production, and academic skills are necessary if employed in an area related to your POS? Technological Design requires a mathematical and science background as well as technical skills. In the course, students work on collecting data, developing their sketching skills to present models, as well as their writing. Students become familiar with industrial processes that are required to be able to create products efficiently and effectively.	U1 Introduction to Instructional Design: L1, L2, L3 U2 Technological Skills: L1, L2, L3 U3 Technological Design Fundamentals: L1, L2, L3, L4 U4 Technology and Society: L1, L2, L3 U5 The Designed World: L1, L2, L3, L4 U6 Design Challenge: L1, L2, L3, L4, L5



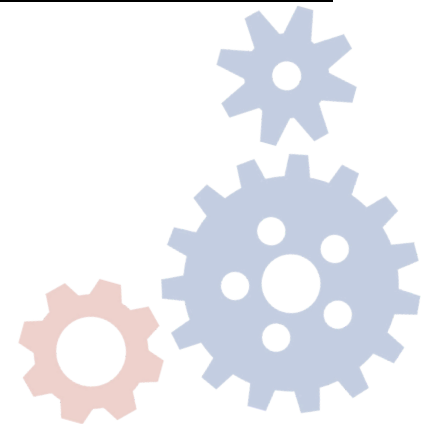
All Aspects of Industry Framework
Course Name: Game Art Design

Describe how you incorporate all aspects of the industry in the indicated course/POS

<u>Industry Aspect</u>	<u>Explanation</u>	<u>What will be used to teach this aspect of industry?</u>	<u>Exemplars</u>
1. Business Planning	Strategic Planning, Goals, Objectives, Form of Business Ownership	Briefly describe: 1) Why/where is Business Planning important when employed in an area that is related to your Program of Study (POS)? Game Art Design is financed through the interest of the consumer. Planning, designing, and testing games to appeal to the industry as well as being familiar with the necessary documents needed to present to companies are required. Students learn about gaming theory, gaming ratings, how to approach game design, and the procedures used to present their game to gaming funders.	U1 History & Ethics: L2 U2 Job Readiness: U3 Game Design Culture: L1, L7 U4 Prototype Production: L2 U5 3D Game Design: U6 2D Game Design: U7 2D Game Production:
2. Management	Organizational Structure, Mission Statement, Employee Handbook, Corporate Culture	Briefly describe: 1) Why it is important to understand organizational structure, mission statement, employee handbook, and corporate culture when employed in an area related to your Program of Study (POS)? The gaming industry is a growing industry with diverse companies and focuses on gaming. As a game designer, one must be able to understand the expectation of the company's approach, framework, and products that align with its mission. Students are exposed to real-world scenarios in which they are to design different games according to specific constraints, such as the redesign of a board game, game design, and animated online game design.	U1 History & Ethics: L1, L5 U2 Job Readiness: L2 U3 Game Design Culture: L1, L3, L5, L7 U4 Prototype Production: U5 3D Game Design: U6 2D Game Design: L1 U7 2D Game Production: L1
3. Health Safety and Environment	Regulatory Issues Providing a Safe Workplace	Briefly describe: 1) Why it is important to understand that specific regulatory issues and a safe workplace are important when employed in an area related to your POS? In gaming theory, the design must be appropriate for the audience based on and communicated accurately through gaming ratings to ensure the awareness of the content of the game is suitable for the consumer. Professionals must help to contribute a safe environment through respect and understanding of their colleagues. In the course, students collaborate and work together with the knowledge of the same expectation of respect and understanding.	U1 History & Ethics: L4 U2 Job Readiness: U3 Game Design Culture: U4 Prototype Production: U5 3D Game Design: U6 2D Game Design: U7 2D Game Production:
4. Finance	Capital Acquisitions Financial Operations	Briefly describe: 1) Any financial aspects one would need to know when employed in an area related to your POS. The gaming industry is an expanding business and high-demand career. Professionals must be aware of the wants and appropriateness of the consumer. Students develop prototyping and game production with specific constraints for the consumer as they present their idea at the end of each challenge.	U1 History & Ethics: U2 Job Readiness: U3 Game Design Culture: L7 U4 Prototype Production: U5 3D Game Design: U6 2D Game Design: U7 2D Game Production:
5. Community Issues	Impact of the company on the community; Impact of the community on the company	Briefly describe: 1) How an industry or business in an area related to your POS may have an impact on the community and vice versa. Game Art Design is meant to allow consumers to participate in problem solving and enjoyment. However, video game designers must also consider the message that their game sends to their audience. In the course, students discuss game ratings and controversial issues like violent video games. The community also plays a role in what type of video games are being designed based on interests.	U1 History & Ethics: U2 Job Readiness: U3 Game Design Culture: L4 Prototype Production: U5 3D Game Design: L1 U6 2D Game Design: U7 2D Game Production:
6. Principles of Technology	Technology in the workplace;	Briefly describe: 1) What technical skills are important to have when employed in an area related to your POS, and 2) Why will continued professional training be a necessity? Technical skills necessary for Game Art Design are design, creativity, game theory, and	U1 History & Ethics: L1, L2, L3, L4, L5 U2 Job Readiness: L1, L2 U3 Game Design Culture: L1, L2, L3, U4, L5, L6, L7



	continued professional training	technology. Students use design processes to create gaming prototypes for various challenges. They also learn about game theory and the history of technology and gaming that is used to create innovative designs. Specifically, with the use of Nash Equilibrium and Game Industry standard programs, students can see successful approaches and models. Gaming is continually changing with new technologies and interests, which require students to have the latest gaming techniques for design.	<p>U4 Prototype Production: L1, L2 U5 3D Game Design: L1, L2 U6 2D Game Design: L1 U7 2D Game Production: L1</p>
7. Personal Work Habits	Positive attitude, personal fitness, appearance and readiness to work	<p>Briefly describe: 1) Why the personal work habits of positive attitude, personal fitness, appearance, and readiness to work are requirements to be gainfully employed?</p> <p>Game Art Design requires collaboration, creativity, design, and brainstorming techniques. To create an innovative game that presents well to consumers, students must be able to share their ideas through listening, discussion, and understanding professionally. When presenting gaming prototypes, students must be able to show them professionally and be prepared to have their concept efficiently heard.</p>	<p>U1 History & Ethics: L1, L2, L3, L4, L5 U2 Job Readiness: L1, L2 U3 Game Design Culture: L1, L3, L5, L6, L7 U4 Prototype Production: L1, L2 U5 3D Game Design: L1 U6 2D Game Design: U7 2D Game Production: L1</p>
8. Labor	Employee rights and responsibilities, role of labor organizations	<p>Briefly describe: 1) Employee rights and responsibilities and role of labor organizations in an area related to your POS.</p> <p>In Game Art Design, students learn that professionals need to be aware of their rights and expectations as an employee. Students learn about career readiness and are exposed to employee rights and labor organizations.</p>	<p>U1 History & Ethics: L3, L4 U2 Job Readiness: L1, L2 U3 Game Design Culture: L1 U4 Prototype Production: L2 U5 3D Game Design: U6 2D Game Design: U7 2D Game Production:</p>
9. Technical and Production Skills	Specific technical skills (job/industry related), production skills (soft skills), and basic academic skills needed	<p>Briefly describe: 1) Which technical, production, and academic skills are necessary if employed in an area related to your POS?</p> <p>The course integrates biology, computer science, politics, agriculture, economics, and probability into the Game Art Design course. Students apply their knowledge to consider different aspects of their design as well what the necessary steps are to present their model to the industry. Students also use a computer and technical skills through 3D Modeling, the use of GameMaker and 3D Studio Max.</p>	<p>U1 History & Ethics: L1, L2, L3, L4, L5 U2 Job Readiness: U3 Game Design Culture: U4, L6 U4 Prototype Production: L1, L2 U5 3D Game Design: L1, L2 U6 2D Game Design: L1 U7 2D Game Production: L1</p>

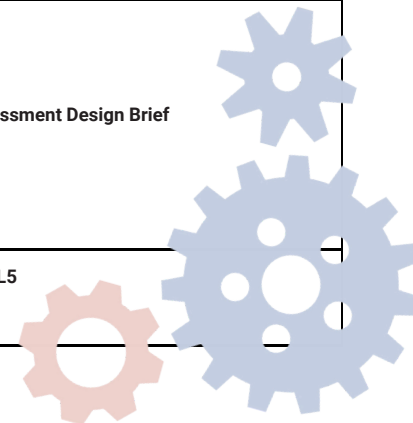


All Aspects of Industry Framework

Course Name: Technology and Society

Describe how you incorporate all aspects of the industry in the indicated course/POS

Industry Aspect	Explanation	What will be used to teach this aspect of industry?	Exemplars
1. Business Planning	Strategic Planning, Goals, Objectives, Form of Business Ownership	Briefly describe: 1) Why/where is Business Planning important when employed in an area that is related to your Program of Study (POS)? Business Planning is important when employed in an area that is related to Technology and Society because it explains how one would go through a product design to plan, design, and operate that product. In addition, students learn how to go through a strategic planning process, which is where they learn about the different forms of business ownership. They also learn about supply chains and manufacturing of products.	U1 Skills for Analyzing Technology and Science Issues: L4 U2 The Human-Technical Paradox: L1, L2, L3 U3 Change by Design: L1, L2, L3, L4, L5 U4 Contemporary Issues in Science and Technology: L1, L3, L4, L5 U5 Transportation and Space-Reuse and Recycle: L1, L2, L3, Final Assessment Design Brief
2. Management	Organizational Structure, Mission Statement, Employee Handbook, Corporate Culture	Briefly describe: 1) Why it is important to understand organizational structure, mission statement, employee handbook, and corporate culture when employed in an area related to your Program of Study (POS)? In Unit 3, Change by Design, students learn how to make choices concerning the design, use, consumption, and disposal of various products and must consider the impacts on the future. Students learn the hierarchy of an organization's structure and mission statement, the purpose of an employee handbook and the different types of corporate culture.	U1 Skills for Analyzing Technology and Science Issues: L1, L4, L5 U2 The Human-Technical Paradox: U3 Change by Design: L2, L3, L4, L5 U4 Contemporary Issues in Science and Technology: L2, L3, L4, L5 U5 Transportation and Space-Reuse and Recycle: L1,L3, Final Assessment Design Brief
3. Health Safety and Environment	Regulatory Issues Providing a Safe Workplace	Briefly describe: 1) Why it is important to understand that specific regulatory issues and a safe workplace are important when employed in an area related to your POS? It is important to understand specific regulatory issues and how to maintain a safe workplace while employed in industry because it is unethical to work in a hazardous environment, especially since there are laws and provisions in place to protect employees. Students investigate various laws and associations like OSHA that are used to keep facilities up to code.	U1 Skills for Analyzing Technology and Science Issues: L2, L3, L4, L5 U2 The Human-Technical Paradox: L1, L3 U3 Change by Design: L2, L3, L4, L5 U4 Contemporary Issues in Science and Technology: L1, L2, L3, L4, L5 U5 Transportation and Space-Reuse and Recycle: L1, L2, L3, Final Assessment Design Brief
4. Finance	Capital Acquisitions Financial Operations	Briefly describe: 1) Any financial aspects one would need to know when employed in an area related to your POS. Throughout these units, students learn how to be cost effective in their purchasing of materials and how to be financially conscious when it comes to acquiring and using money in building their product or prototype.	U1 Skills for Analyzing Technology and Science Issues: L4 U2 The Human-Technical Paradox: L1, L2 U3 Change by Design: L1, L2, L3, L4, L5 U4 Contemporary Issues in Science and Technology: L4, L5 U5 Transportation and Space-Reuse and Recycle: L2, L3, Final Assessment Design Brief
5. Community Issues	Impact of the company on the community; Impact of the community on the company	Briefly describe: 1) How an industry or business in an area related to your POS may have an impact on the community and vice versa. In Unit 1, Skills for Analyzing Technology and Science Issues, the students explore the "Emergency Planning and Community Right-to-Know Act of 1986" and discuss how it is essential to keep the community informed of various laws and provisions that take place to protect stakeholders. Unit 2, The Human-Technical Paradox, discusses how industry and/or business have impacts on the community and vice versa because it influences how the inventors, technologists and scientists need to consider the effects their creations have on themselves, others, and society.	U1 Skills for Analyzing Technology and Science Issues: L1, L2, L3, L4 U2 The Human-Technical Paradox: L1, L2 U3 Change by Design: L1, L2, L3, L4, L5 U4 Contemporary Issues in Science and Technology: L1, L2, L3, L4, L5 U5 Transportation and Space-Reuse and Recycle: L1, L2, L3, Final Assessment Design Brief
6. Principles of Technology	Technology in the workplace;	Briefly describe: 1) What technical skills are important to have when employed in an area related to your POS, and 2) Why will continued professional training be a necessity?	U1 Skills for Analyzing Technology and Science Issues: L1, L2, L3, L4, L5 U2 The Human-Technical Paradox: L1, L3 U3 Change by Design: L1, L2, L3, L4, L5



	continued professional training	There are many technical skills that are important to have when you are employed in industry in order to know how the workplace operates. Technology constantly changes and companies invest in many new technologies that require professional training for their employees in order to know how to maintain and operate those technologies.	U4 Contemporary Issues in Science and Technology: L1, L2, L3, L4, L5 U5 Transportation and Space-Reuse and Recycle: L1, L2, L3, Final Assessment Design Brief
7. Personal Work Habits	Positive attitude, personal fitness, appearance, and readiness to work	Briefly describe: 1) Why the personal work habits of positive attitude, personal fitness, appearance, and readiness to work are requirements in order to be gainfully employed? Many of these assignments are design-based, requiring collaboration from other peers so the students are able to develop personal work habits of positive attitudes especially during the presentation requirements where the students need to exhibit personal fitness, appearance, and readiness to work in a professional setting.	U1 Skills for Analyzing Technology and Science Issues: L1, L2, L3, L4, L5 U2 The Human-Technical Paradox: L1, L2, L3 U3 Change by Design: L1, L2, L3, L4, L5 U4 Contemporary Issues in Science and Technology: L1, L2, L3, L4, L5 U5 Transportation and Space-Reuse and Recycle: L2, L3, Final Assessment Design Brief
8. Labor	Employee rights and responsibilities, role of labor organizations	Briefly describe: 1) Employee rights and responsibilities and role of labor organizations in an area related to your POS. Students learn about an employee's rights and responsibilities through various career explorations and analysis of laws in the units within this course. Students also learn about the role of labor organizations that are used to protect employees from overwork and ensure safe working conditions.	U1 Skills for Analyzing Technology and Science Issues: L1, L2, L3, L4, L5 U2 The Human-Technical Paradox: L2, L3 U3 Change by Design: L2, L3, L4, L5 U4 Contemporary Issues in Science and Technology: L1, L2, L3, L4, L5 U5 Transportation and Space-Reuse and Recycle: L2, L3, Final Assessment Design Brief
9. Technical and Production Skills	Specific technical skills (job/industry related), production skills (soft skills), and basic academic skills needed	Briefly describe: 1) Which technical, production, and academic skills are necessary if employed in an area related to your POS? Students learn how to be sustainability conscious individuals with the math, science, technology, and engineering content knowledge to critically think and problem solve.	U1 Skills for Analyzing Technology and Science Issues: L1, L2, L3, L4, L5 U2 The Human-Technical Paradox: L1, L2, L3 U3 Change by Design: L1, L2, L3, L4, L5 U4 Contemporary Issues in Science and Technology: L1, L2, L3, L4, L5 U5 Transportation and Space-Reuse and Recycle: L1, L2, L3, Final Assessment Design Brief

