



6th Grade Design
Mr Goad

Willows Preparatory School 2018-19

Subject Aims

- Enjoy the design process, develop an appreciation of its elegance and power
- Use and apply technology effectively to access, process, and communicate information, model and create solutions, and to solve problems
- Appreciate past, present, and emerging design within cultural, political, social, historical, and environmental contexts
- Develop respect for others' viewpoints and appreciate alternative solutions to problems

Keys to Class

- **Daily Required Items** – Bring these items to class everyday: Pencil, Design Notebook (composition), and Laptop (charged or have charger ready)
- **In-Class Assignments** – All in-class assignments may be re-submitted as many times as a student needs to earn 100% so long as they turn in their original attempt on time.
- **Late Policy** – For each day an assignment is missing, the maximum score possible will decrease by 5%.
- **ManageBac** – All assignments and grades are posted here. It is the best way to view your most current grade, view assignments, and get feedback on your work.

I.B. Grading Criteria

Objective A: Inquiring and Analyzing	What problems can we solve and why? What solutions already exist and how do they work? How are we going to begin?
Objective B: Developing Ideas	What ideas do we have and how can we effectively communicate them? What design choices can we make to affect the aesthetics or performance of our solution?
Objective C: Creating the Solution	Can we create and follow a plan to efficiently manage our time and resources? Can we demonstrate technical skill?
Objective D: Evaluating	Can we reflect upon the negative and positive aspects of our solutions? Can we make improvements to past designs with new insight?

Content Brief

Trimester 1	Trimester 2	Trimester 3
Basic Computer Applications: Microsoft Word, Excel, PowerPoint, Outlook, Tinkercad The Grand Prix: 3-D modeling for planning, 3-D printing for parts, woodworking, painting, project development	Introduction to Computer Science: CS History, Algorithms, CS Topics Overview Websites and the Internet: Internet, Wi-fi, HTML, CSS, JavaScript	Basic Programming and Logic: Data Types, Variables, Operators, Decisions, Arrays, Loops Advanced Programming and Projects: Scope, Functions, Game Programming, Student Designed Projects