

## TECHNOLOGY EDUCATION

Technology education in the Downingtown Areas School District incorporates problem solving. It involves students gathering, questioning, evaluating information, drawing conclusion, and acting responsibly on the results as they impact on the students' environment. Technology education is an integral part of the education of each student. It is a comprehensive activity-based program that is concerned with understanding the evolution, application, and significance of technology. Students who enroll in any technology education course should be prepared to pay either a lab fee and/or for materials used in the course.

### COMPUTER AIDED DRAFTING COURSES

#### CAD I

7016	5 pds/cycle	.83 credits	\$10 lab fee Grades 9-10-11-12
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Students gain basic understanding of technical graphics communication and computer-aided engineering design through use of computer-aided design/drafting software. Fundamentals of engineering graphics techniques, principles of computer-aided design and drafting, concepts of CAD modeling and application in engineering design, and a hands-on-experience of using modern CAD software are introduced in the course.

#### CAD II

7027	5 pds/cycle	.83 credits	Prerequisite: CAD I \$10 lab fee Grades 10-11-12
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CAD II is a level two CAD course for those individuals interested in pursuing CAD as it relates to mechanical engineering and machine design. Students learn advanced CAD concepts such as advanced drawing setups, 3-D modeling, and rendering. Students use a high quality wide format plotter to print their rendered images.

### RESIDENTIAL ARCHITECTURE

7038	5 pds/cycle	.83 credits	\$10 lab fee Grades 9-10-11-12
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Residential Architecture is the course for students interested in CAD as it relates to creating architectural plans. In the first half of the course students create floor plans, various sections and elevations. In the second half students create presentation plans of the house using 3-D and wide format printing methods.

### DESIGN ARCHITECTURE

7049	5 pds/cycle	.83 credits	Prerequisite: Residential Architecture \$10 lab fee Grades 10-11-12
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Design Architecture is the course for those individuals interested in architecture as a possible career. The first half of the course requires students redesign their plans created in Residential Architecture. The second half requires students to create advanced, realistic concepts of their designs. Students produce photographic quality prints using wide format printing techniques.

## **ELECTRONICS COURSES**

### **ELECTRONICS I**

7116                                      3 pds/cycle                                      .5 credits                                      Grades 9-10-11-12  
\$5 lab fee

Electronics I is an elective course open to all students. Those interested in pursuing an Electrical or Electronics related career, including engineering should consider this course for its practical hands-on experience. The course deals with familiarization and use of the lab equipment to complete a design project. Students study direct current (DC) electricity in relation to the design of a project from scratch. They also use computer-aided design software during the design phase of the project to generate a schematic and printed circuit board layout. The project is then constructed and tested. Project building, both self-designed and from kits, basic DC and AC electrical theory and experimentation, and circuit fundamentals are featured in this course.

### **ELECTRONICS II**

7127                                      5 pds/cycle                                      .83 credits                                      Grades 10-11-12  
Prerequisite: Electronics I "C" or better  
\$5 lab fee

This course involves a more in-depth exploration of DC and AC electrical theory, including DC circuit analysis, an introduction to the oscilloscope and AC fundamentals. Mainstays of the course include the completion of passive component study, such as capacitors and inductors, and the introduction of solid-state components, such as diodes. The course also introduces students to electronic systems. Project work is required in the course. Students will build a project with more complexity than those built in Electronics I. Discussions are held about how the projects operate. Project building, DC and AC electrical theory and experimentation, and solid state fundamentals are featured in this course.

### **ELECTRONICS III**

7138                                      5 pds/cycle                                      .83 credits                                      Grades 11-12  
Prerequisite: Electronics II "C" or better  
\$5 lab fee

This course continues the in-depth study of Electronic components started in the previous course. Individual solid-state components as well as Integrated Circuits (IC) are studied. A "block" or "systems" approach to understanding electronic devices is used. A project is not required. One may choose to do independent study instead, in an area of electronics that is of interest to the student. The study may include linear, digital, or even computer-based electronics. Independent study, solid-state devices, and electronic systems are featured in this third level course.

## **GRAPHIC ARTS COURSES**

### **GRAPHIC ARTS I**

7216                                      5 pds/cycle                                      .83 credits                                      Grades 9-10-11-12  
\$10 lab fee

Students will explore the technological aspects of the major printing processes. The introduction of process photography affords everyone the chance to gain first hand experiences in graphic arts photography. Students are introduced to desktop publishing through the use of Macintosh computer system, CD ROM, scanner digital camera, Internet and laser printer. Each student will work in both offset and screen process printing technology. In addition, students will complete a multimedia presentation, which can be recorded onto videotape for portfolio submission.





## **POWER AND ENERGY COURSES**

### **EXPLORING POWER AND ENERGY**

7516                      3 pds/cycle                      .5 credits                      \$10 lab fee  
Grades 9-10-11-12

An introduction to energy courses and their impact on the environment. Students will explore small engine and possible applications. Students may also perform modular experiments with mechanical power, fluid power, electrical power, and solar/alternative energy.

### **TRANSPORTATION SYSTEMS**

Prerequisite: Exploring Power and Energy

7527                      5 pds/cycle                      .83 credits                      \$10 lab fee  
Grades 10-11-12

A study of various transportation systems in our society. The course reviews the history of transportation as well as basic concepts, safety issues, and possible careers. The problems, impacts, and future trends of land, water, air, and space transportation will be investigated. Students may be required to do a project related to one or more transportation systems.

## **TELEVISION STUDIO COURSES**

### **VIDEO APPLICATIONS**

7549                      3 pds/cycle                      .5 credits                      \$10 lab fee  
Grades 9-10-11-12

Video Applications is a course that provides students an opportunity to create and apply video clips, still photos, music, and an assortment of special effects to create professional quality videos. The content includes, but is not limited to, video technology theory, video camera techniques, nonlinear editing, pre-production procedures, composition, lighting, careers in media, and Internet broadcasting. Students focus on the everyday uses of video technology. Students must have home access to a video camera to enroll in the course.

### **TV STUDIO**

5760                      3 pds/cycle                      .5 credits                      \$10 lab fee  
Grades 9-10-11-12

TV Studio is a course that provides students the opportunity to experience the process of producing a live news show. Students work together as a team to produce the school's news show. Throughout the school year, students perform the duties of all types of positions needed to successfully perform a live broadcast. The content includes, but is not limited to: studio equipment, camera techniques, composition, lighting, editing, and key personnel. Students should have home access to a video camera.