Planned Course: Imagineering Workshop	Course Number: AH844T	Department: Fine & Digital Arts	
Unit: 4: Production: Print/Trim/Build/Fix Estimated Time: 5 weeks Integrated	Grade Level: 9-12 Level/Track: Elective	Date Approved:	
PA Academic Standards	**Core Concepts (in question format)** • **Skills/Knowledge**	**Activities/Strategies/Study Skills (identify some activities as remedial or enrichment activities)**	**Assessments (include types and topics)**

Planned Course: Imagineering Workshop	Course Number: AH843T	Department: Fine & Digital Arts	
Unit: 4: Production:Print/Trim/Build/Fix Estimated Time: 5 weeks Integrated	Grade Level: 9-12 Level/Track: Elective	Date Approved: August 27, 2018	
PA Academic Standards	**Core Concepts (in question format)** • **Skills/Knowledge**	**Activities/Strategies/Study Skills (identify some activities as remedial or enrichment activities)**	**Assessments (include types and topics)**
3.1.12. A: Apply concepts of systems, subsystems, feedback and control to solve complex technological problems. • Apply knowledge of control systems concept by designing and modeling control systems that solve specific problems. • Apply systems analysis to predict results. • Analyze and describe the function, interaction and relationship among subsystems and the system itself. • Evaluate the causes of a system's inefficiency. **3.1.12. D: Analyze scale as a way of relating concepts and ideas to one another by some measure.** • Assess the use of several units of measurement to the same problem. • Analyze and apply appropriate measurement scales when collecting data. **3.2.12. D: Analyze and use the technological design process to solve problems.**	▶ Can the quality of craftsmanship alter the perception of an idea? (Does it actually alter the idea itself?) ▶ What elements can alter your shopping habits as a consumer? • color • cost • size • access • amount of problems a product can solve • Etc. ▶ What are the advantages of teamwork as an overall concept and in this unit? ▶ In what other areas of life do we see constant revision	• Students will view demonstrations or YouTube videos, use Internet research or use a mentor or other human guide (as would be beneficial to each individual project they may be pursuing) in order to clarify or get more in-depth knowledge regarding the specific skills needed to complete their project. • Students will employ both trial and error and final understanding to apply the steps necessary to complete their project. • Students will evaluate and select the best media and methods for creating their project solution (3D, 2D, Video, Audio, Hand Skills,	• An ongoing informal class discussion and sharing of ideas regarding the creation, building and revising of projects during this time will be strongly encouraged and nurtured. • The instructor will informally assess engagement and work ethic during this phase of the project and will intervene verbally if need be to motivate or direct student further. • The instructor will formally assess this portion of the project utilizing a rubric at the mid-quarter and end of quarter dates.

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• Implement and assess the solution. • Evaluate and assess the solution, redesign and improve as necessary. • Communicate and assess the process and evaluate and present the impacts of the solution. **3.6.12. B: Analyze knowledge of information technologies of processes encoding, transmitting, receiving, storing, retrieving and decoding.** • Apply and analyze advanced information techniques to produce a complex image that effectively conveys a message (e.g., desktop publishing, audio and/or video production). • Apply various graphic and electronic information techniques to solve real world problems (e.g., data organization and analysis, forecasting, interpolation). **3.6.12.C: Analyze physical technologies of structural design, analysis and engineering, personnel relations, financial affairs, structural production, Marketing, research and design to real world problems.** • Apply knowledge of construction technology by designing, planning and applying all the necessary resources to successfully solve a construction problem. • Apply advanced information	of ideas (practice) employed to gain a better result? • Parenting • Driving • Choosing friends • Cooking • Everywhere!	etc.). • Students will identify areas where further inquiry is needed and will attempt to find the information they need. • Students will assemble their projects using a variety of methods as necessary. • Students will continually judge the quality and test the validity of their project solutions. • Students will revise projects (both remedial and enrichment) as needed until both the student and the instructor recognize it as finished (in terms of perfecting the fit and finish) and the problem that the project presented is solved. • Students will share (teach) their learning with others who show interest in learning the same skills.	

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collection and communication techniques to successfully convey solutions to specific construction problems. • Analyze the positive and negative qualities of several different types of materials as they would relate to specific construction applications. **3.7.12. A: Apply advanced tools, materials and techniques to answer complex questions.** • Demonstrate the safe use of complex tools and machines within their specifications. • Select and safely apply appropriate tools, materials and processes necessary to solve complex problems that could result in more than one solution. • Evaluate and use technological resources to solve complex multistep problems. **3.7.12. B: Evaluate appropriate instruments and apparatus to accurately measure materials and processes.** • Apply and evaluate the use of appropriate instruments to accurately measure scientific and technologic phenomena within the error limits of the equipment. **3.7.12. D: Evaluate the effectiveness of computer software to solve specific problems.**		• Students will employ teamwork in situations where they identify/recognize a personal weakness in order to enhance their recall, interpretation, and/or application of various steps. (both remedial and enrichment – as necessary)	

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• Evaluate the effectiveness of software to produce an output and demonstrate the process. • Design and apply advanced multimedia techniques. • Analyze, select and apply the appropriate software to solve complex problems. **3.8.12. B: Apply the use of ingenuity and technological resources to solve specific societal needs and improve the quality of life.** • Apply appropriate tools, materials and processes to solve complex problems. • Use knowledge of human abilities to design or modify technologies that extend and enhance human abilities.			