

TEACHER: A. Hallihan

COURSE DESCRIPTION:

This is a semester course where students will be encouraged and expected to develop their digital, safety and applied skills as they explore various industry sectors in New Brunswick. Through a problem or innovation-based learning lens, students will engage in the design process to create projects. Students will also continue to develop their global competencies: collaboration, communication, innovation/creativity/entrepreneurship, sustainability/global citizenship, self-awareness/self-management, and critical thinking/problem solving. Students will engage in a hybrid of applied and digital technology activities, assignments, certifications, and projects.

OVERVIEW:

| DESCRIPTION | ASSESSMENT |
|--|---|
| Orientation & Safety <ul style="list-style-type: none"> ✓ MakerSpace Overview ✓ WHMIS/Safety Orientation ✓ MS Teams Applications ✓ Software...Resources/Tools/Training/Applications ✓ Hardware...Resources/Tools/Training/Applications | Certifications Activities Assignments C-Journal |
| Design Thinking & Applied Skills <ul style="list-style-type: none"> ✓ Ideas/Objectives/Goal(s) ✓ Electronic Resources/Support ✓ Planning/Designs ✓ Materials/Tools ✓ Prototype(s) ✓ Product(s) | Project Proposal Presentation Showcase Product(s) C- Journal |
| Digital Skills & Digital Literacy <ul style="list-style-type: none"> ✓ Devices ✓ Networking ✓ Computational Practice ✓ Digital Citizenship | Activities Assignments Certifications C-Journal |

EVALUATIONS:

- Orientation & Safety 30 %
- Design Thinking & Applied Skills 40 %
- Digital Skills & Digital Literacy 30 %
- Final Assessment...

Depending on incentives earned, a student's final mark could be valued at 30% or 15%. This would result in an overall final calculation as outlined below:

| | Semester Work | Final Assessment | Final Grade |
|--------------------|----------------------|-------------------------|--------------------|
| Scenario #1 | 70% | 30% | 100% |
| Scenario #2 | 85% | 15% | 100% |

‘Innovation distinguishes between a leader and a follower.’ – Steve Jobs