

## **2019-2020 Communication Plan - Grade 9 Technology Education Mr. Dalcourt**

My e-mail address is: [gdalcourt@gnspe.ca](mailto:gdalcourt@gnspe.ca), feel free to contact me with any questions you have!

### **Course Description**

Technology Education 9 is a course that involves using a hands-on approach to learning technological problem-solving concepts. Technology education provides all students with hands-on activities and introduces them to a broad spectrum of technological concepts, both in traditional and new processes. By the end of Technology Education 9, students will be expected to be able to use a range of technological tools, processes, and applications; integrate technology education with other academic disciplines; design and create devices and objects that solve technological problems; and explain the consequences of technology and how it affects society.

This course will have two sections:

1. Production Technology - Creating a small project out of wood using power tools
2. Computer Game Programming - Coding and creating a level for a computer game.

### **Tech. Ed. Materials Fee**

There is a \$5 fee for all Tech. Ed students to help cover material costs. Please bring this fee to your homeroom teacher as soon as possible.

### **You need to learn how to learn**

- You need to make mistakes to learn (make sure to think before starting over).  
The mistakes need to be affordable so make them here!
- Some things can't be learned in a day. Struggling feels uncomfortable, but learning how to get "over the hump" and appreciating the discomfort will set you up for life.
- Everyone comes to this class with different skills, worrying about being the slowest or least knowledgeable in class will keep you behind. Focus on learning one step at a time. Keep in mind there are different ways to be smart so be confident!
- A huge feeling of satisfaction comes after overcoming challenge, if you don't step up to the challenge, you'll never know what you're missing.

## Class Expectations

- Technology Education is a hands on class and students will always have something they can do to develop skills and learn new things. Because of this, **Cell Phone** use for most students tends to waste learning time (which is a limited resource) and will not be allowed in class. In order to maintain fairness, any student caught using a phone in class will be required to turn it in to the office to be picked up at the end of the day.
- For their safety, any student that needs to leave the room has to let Mr. Dalcourt know where they are going.
- Students should be striving to create quality projects, paying attention to the fine details to the best of their ability... always strive for perfection.

## Grading

The grade that students will receive in the class at the end of the term will be a percentage that is interpreted as follows:

90-100%	The student demonstrates excellent understanding and application of concepts and skills in relation to the learning outcomes.
80-89%	The student demonstrates very good understanding and application of concepts and skills in relation to the learning outcomes.
70-79%	The student demonstrates good understanding and application of concepts and skills in relation to the learning outcomes.
60-69%	The student demonstrates satisfactory understanding and application of concepts and skills in relation to the learning outcomes.
50-59%	The student demonstrates minimal understanding and application of concepts and skills in relation to the learning outcomes.
Below 50	The student has not met minimum requirements of the course.