Science, Technology, Engineering and Mathematics Career Cluster 3D Modeling and Analysis Course Number 48.54300

Course Description:

Three-Dimensional (3D) Modeling and Analysis is a one-credit course that completes the pathway in Engineering Drafting and Design. Reverse engineering strategies are recommended for third level working drawings. Computer-aided design (CAD) is recommended for use extensively with each standard in the course. Focus is on employability strategies, career studies, applied math, fasteners, working drawings, and assembly drawings. The final culmination is a presentation project that contains information mastered throughout the three courses. The prerequisite for this course is Survey of Engineering Drafting & Design.

Course Standard 1

STEM-3DMA-1

The following standard is included in all CTAE courses adopted for the Career Cluster/Pathways. Teachers should incorporate the elements of this standard into lesson plans during the course. The topics listed for each element of the standard may be addressed in differentiated instruction matching the content of each course. These elements may also be addressed with specific lessons from a variety of resources. This content is not to be treated as a unit or separate body of knowledge but rather integrated into class activities as applications of the concept.

Standard: Demonstrate employability skills required by business and industry.

The following elements should be integrated throughout the content of this course.

1.1 Communicate effectively through writing, speaking, listening, reading, and interpersonal abilities.

Person-to-Person	Telephone and	Cell Phone and	Communicating At	Listening
Etiquette	Email Etiquette	Internet Etiquette	Work	
Interacting with	Telephone	Using Blogs	Improving	Reasons, Benefits,
Your Boss	Conversations		Communication Skills	and Barriers
Interacting with	Barriers to Phone	Using Social Media	Effective Oral	Listening Strategies
Subordinates	conversations		Communication	
Interacting with	Making and		Effective Written	Ways We Filter
Co-workers	Returning Calls		Communication	What We Hear
Interacting with	Making Cold Calls		Effective Nonverbal	Developing a
Suppliers			Skills	Listening Attitude
	Handling		Effective Word Use	Show You Are
	Conference Calls			Listening
	Handling		Giving and Receiving	Asking Questions
	Unsolicited Calls		Feedback	
				Obtaining
				Feedback
				Getting Others to
				Listen

Nonverbal	Written	Speaking	Applications and Effective
Communication	Communication		Résumés
Communicating Nonverbally	Writing Documents	Using Language Carefully	Completing a Job Application
Reading Body Language	Constructive	One-on-One	Writing a Cover Letter
and mixed Messages	Criticism in Writing	Conversations	
Matching Verbal and		Small Group	Things to Include in a Résumé
Nonverbal communication		Communication	

Improving Nonverbal	Large Group	Selling Yourself in a Résumé
Indicators	Communication	
Nonverbal Feedback	Making Speeches	Terms to Use in a Résumé
Showing Confidence Nonverbally	Involving the Audience	Describing Your Job Strengths
Showing Assertiveness	Answering Questions	Organizing Your Résumé
	Visual and Media Aids	Writing an Electronic Résumé
	Errors in Presentation	Dressing Up Your Résumé

1.2 Demonstrate creativity by asking challenging questions and applying innovative procedures and methods.

Teamwork and Problem Solving	Meeting Etiquette	
Thinking Creatively	Preparation and Participation in Meetings	
Taking Risks	Conducting Two-Person or Large Group Meetings	
Building Team Communication	Inviting and Introducing Speakers	
	Facilitating Discussions and Closing	
	Preparing Visual Aids	
	Virtual Meetings	

1.3 Exhibit critical thinking and problem solving skills to locate, analyze and apply information in

career planning and employment situations.

Problem	Customer Service	The Application Process	Interviewing	Finding the Right
Solving	Customer service	The Application Frocess	Skills	Job
	G : : T . 1	D : I I C ::		
Transferable	Gaining Trust and	Providing Information,	Preparing for an	Locating Jobs and
Job Skills	Interacting with	Accuracy and Double	Interview	Networking
	Customers	Checking		
Becoming a	Learning and	Online Application	Questions to Ask in	Job Shopping
Problem Solver	Giving Customers	Process	an Interview	Online
	What They Want			
Identifying a	Keeping Customers	Following Up After	Things to Include in	Job Search
Problem	Coming Back	Submitting an Application	a Career Portfolio	Websites
Becoming a	Seeing the	Effective Résumés:	Traits Employers	Participation in Job
Critical Thinker	Customer's Point		are Seeking	Fairs
Managing	Selling Yourself	Matching Your Talents to	Considerations	Searching the
	and the Company	a Job	Before Taking a Job	Classified Ads
	Handling Customer	When a Résumé Should		Using Employment
	Complaints	be Used		Agencies
	Strategies for			Landing an
	Customer Service			Internship
				Staying Motivated
				to Search

1.4 Model work readiness traits required for success in the workplace including integrity, honesty, accountability, punctuality, time management, and respect for diversity.

Workplace Ethics	Personal	Employer	Business Etiquette	Communicating at
	Characteristics	Expectations		Work
Demonstrating	Demonstrating a	Behaviors	Language and	Handling Anger
Good Work Ethic	Good Attitude	Employers Expect	Behavior	
Behaving	Gaining and	Objectionable	Keeping Information	Dealing with
Appropriately	Showing Respect	Behaviors	Confidential	Difficult Coworkers
Maintaining	Demonstrating	Establishing	Avoiding Gossip	Dealing with a
Honesty	Responsibility	Credibility		Difficult Boss
Playing Fair	Showing	Demonstrating Your	Appropriate Work	Dealing with
	Dependability	Skills	Email	Difficult Customers

Using Ethical	Being Courteous	Building Work	Cell Phone Etiquette	Dealing with
Language		Relationships		Conflict
Showing	Gaining		Appropriate Work	
Responsibility	Coworkers' Trust		Texting	
Reducing	Persevering		Understanding	
Harassment			Copyright	
Respecting	Handling		Social Networking	
Diversity	Criticism			
Making	Showing			
Truthfulness a Habit	Professionalism			
Leaving a Job				
Ethically				

1.5 Apply the appropriate skill sets to be productive in a changing, technological, diverse workplace to be able to work independently and apply team work skills.

Expected Work Traits	Teamwork	Time Management
Demonstrating Responsibility	Teamwork Skills	Managing Time
Dealing with Information Overload	Reasons Companies Use Teams	Putting First Things First
Transferable Job Skills	Decisions Teams Make	Juggling Many Priorities
Managing Change	Team Responsibilities	Overcoming Procrastination
Adopting a New Technology	Problems That Affect Teams	Organizing Workspace and Tasks
	Expressing Yourself on a Team	Staying Organized
	Giving and Receiving	Finding More Time
	Constructive Criticism	
		Managing Projects
		Prioritizing Personal and Work Life

1.6 Present a professional image through appearance, behavior and language.

On-the-Job Etiquette	Person-to-Person Etiquette	Communication Etiquette	Presenting Yourself
Using Professional	Meeting Business	Creating a Good Impression	Looking Professional
Manners	Acquaintances		
Introducing People	Meeting People for the First	Keeping Phone Calls	Dressing for Success
	Time	Professional	
Appropriate Dress	Showing Politeness	Proper Use of Work Email	Showing a
			Professional Attitude
Business Meal		Proper Use of Cell Phone	Using Good Posture
Functions			
Behavior at Work		Proper Use in Texting	Presenting Yourself to
Parties			Associates
Behavior at			Accepting Criticism
Conventions			
International Etiquette			Demonstrating
			Leadership
Cross-Cultural Etiquette			
Working in a Cubicle			

Support of CTAE Foundation Course Standards and Georgia Standards of Excellence L9-10RST 1-10 and L9-10WHST 1-10:

Georgia Standards of Excellence ELA/Literacy standards have been written specifically for technical subjects and have been adopted as part of the official standards for all CTAE courses.

Course Standard 2

STEM-3DMA-2

Identify the disciplines related to engineering graphics and engineering professions.

- 2.1 Identify and describe the professional and/or trade associations related to the engineering and engineering graphics professions.
- 2.2 Identify and describe related occupations within engineering graphics and engineering professions.
- 2.3 Research employment opportunities and education requirements for engineering graphics and engineering professions.
- 2.4 Participate in activities related to career interests.
- 2.5 Analyze an ethical situation related to engineering graphics and engineering.
- 2.6 Maintain a journal that relates standards in the course to the project work.

Course Standard 3

STEM-3DMA-3

Analyze applied math required by business and industry for engineering graphics.

- 3.1 Analyze and apply correct tolerance in regards to (American National Standard for Information Systems) ANSI and National Institute of Standards and Technology (NIST) and other international bodies that control standards.
- 3.2 Apply correct dimensioning techniques in regard to ANSI/NIST and other international bodies that control and recommend standards.
- 3.3 Apply correct usage of geometric constraints and symbols.
- 3.4 Calculate area and volume for basic geometric shapes.
- 3.5 Apply correct usage of units for given examples.
- 3.6 Calculate mass of given objects.
- 3.7 Calculate density of given objects.
- 3.8 Create a comparison table that discusses constraint issues (i.e. appearance, funds, space, material, personnel limitations.
- 3.9 Identify and explain clearance fit and degree of freedom on existing drawings.

Course Standard 4

STEM-3DMA-4

Demonstrate an understanding for fasteners and the correct application in engineering graphics and product design.

- 4.1 Identify and describe various types of fasteners (temporary, semi-permanent, and permanent).
- 4.2 Create a short paragraph that explains the importance and applications of clearance fit and degree of freedom.
- 4.3 Specify threads and fasteners on a technical drawing.
- 4.4 Generate the call-out information for a fastener.
- 4.5 Create technical freehand sketch of provided fastener.
- 4.6 Model various types of threaded connections.
- 4.7 Apply knowledge of strength of materials in determining the appropriate fastener.

Course Standard 5

STEM-3DMA-5

Produce a working drawing artifact that conveys all of the information needed to manufacture and assemble a design.

- 5.1 Demonstrate an understanding of what drawings are required to accurately present an object.
- 5.2 Create a project that demonstrates the impact of tension and compression on an object from a working drawing.
- 5.3 Orally present an understanding of callouts or balloons on working drawings.
- 5.4 Identify and explain important components required on a bill of materials or part list.
- 5.5 Create a bill of materials for an existing working drawing.
- 5.6 Produce a set of working drawings based on an assembled object.
- 5.7 Produce a detailed drawing of a threaded component.

Course Standard 6

STEM-3DMA-6

Evaluate and develop assembly drawings.

- 6.1 Demonstrate an understanding of the purpose and application for assembly drawings.
- 6.2 Create an original title block.
- 6.3 Determine when auxiliary or sectional views are required in an assembly drawing.
- 6.4 Write a short paragraph that describes when a subassembly drawing is necessary in an assembly drawing.
- 6.5 Demonstrate how information on the Bill of Materials relates back to the assembly drawing.
- 6.6 Create technical freehand sketch of an assembly drawing.
- 6.7 Construct accurate drawing representations of a 3D assembly model.

Course Standard 7

STEM-3DMA-7

Construct a 3D assembly model showing criteria, constraints, design, and quality of a final product by creating a presentation or capstone final project.

- 7.1 Identify and explain the purposes and uses of extracting geometric data from surfaces and wireframes.
- 7.2 Create a chart that shows what drawings are necessary to produce products based on characteristics of the product such as inclined, materials, and fasteners.
- 7.3 Identify the purpose and uses of rendering a model's image.
- 7.4 Demonstrate an understanding of the application of mass and density of materials when designing an object.
- 7.5 Render an image of a model.
- 7.6 Shade a rendered image of a model.
- 7.7 Animate an image of a model.
- 7.8 Create a summary for an analysis of the object.
- 7.9 Create a presentation of a model that communicates material, finish, mass, and density.
- 7.10 Incorporate all of pathway standards into a capstone project based on the model presentation (including material, finish, mass, and density). Required working and detail drawings like auxiliary and sectional views are to be included in the final project. Options include creating a website, portfolio, or an electronic presentation.