Name: Woolridge		Grading Quarter: Q2	Week Beginning: W2
School Year: 2023		Subject: Fab Lab	
Monday	Notes: Teachers only	**Objectiv**e: Science and Engineering Practices: Students will understand the use of Inkscape and Bezier tool to create vinyl sticker as evidenced by creating a vinyl sticker for a window. This is a two-week project. This is week two of a two-week project. **Lesson Overview:** • Students' demonstration vinyl cutter including creating their design in Inkscape. • Demonstration Roland GS 24 operation • Demonstration weeding vinyl sticker and transfer paper.	Academic Standards: **HS-ETS1-4** Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.
Tuesday	Notes:	**Objectiv**e: Science and Engineering Practices: Students will understand the use of Inkscape and Bezier tool to create vinyl sticker as evidenced by creating a vinyl sticker for a window. This is a two-week project. This is week two of a two-week project. **Lesson Overview:** • Students' demonstration vinyl cutter including creating their design in Inkscape. • Demonstration Roland GS 24 operation • Demonstration weeding vinyl sticker and transfer paper.	Academic Standards: **HS-ETS1-4** Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.
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Friday	Notes:	**Objectiv**e: Science and Engineering Practices: Students will understand the use of Inkscape and Bezier tool to create vinyl sticker as evidenced by creating a vinyl sticker for a window. This is a two-week project. This is week two of a two-week project. **Lesson Overview:** • Students' demonstration vinyl cutter including creating their design in Inkscape. • Demonstration Roland GS 24 operation • Demonstration weeding vinyl sticker and transfer paper.	Academic Standards: **HS-ETS1-4** Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.