

Name: Woolridge		Grading Quarter: Q1	Week Beginning: W2
School Year: 2023		Subject: Fab Lab	
Monday	Notes:  Teachers only	<p>Objective: Science and Engineering Practices: Students will understand the use of Inkscape, an open-source graphic design program as evidenced by creating and printing a bumper sticker following classroom conventions for the project.</p> <ul style="list-style-type: none"> <li>Students will use Inkscape to complete the bumper sticker project.</li> <li>Intro to Inkscape and demonstration.</li> </ul>	<p>Academic Standards:</p> <p><b>Arizona Science Standards Appendix 5 Technology Next generation science standards Engineering (4-ETS1-1):</b></p>
Tuesday	Notes:	<p>Objective: Science and Engineering Practices: Students will understand the use of Inkscape, an open-source graphic design program as evidenced by creating and printing a bumper sticker following classroom conventions for the project.</p> <ul style="list-style-type: none"> <li>Students will use Inkscape to complete the bumper sticker project.</li> </ul>	<p>Academic Standards:</p> <p><b>Arizona Science Standards Appendix 5 Technology Next generation science standards Engineering (4-ETS1-1):</b></p>
Wednesday	Notes:	<p>Objective: Science and Engineering Practices: Students will understand the use of Inkscape, an open-source graphic design program as evidenced by creating and printing a bumper sticker following classroom conventions for the project.</p> <ul style="list-style-type: none"> <li>Students will use Inkscape to complete the bumper sticker project.</li> <li>Completing and turning in their design as a PDF</li> </ul>	<p>Academic Standards:</p> <p><b>Arizona Science Standards Appendix 5 Technology Next generation science standards Engineering (4-ETS1-1):</b></p>
Thursday	Notes:	<p>Objective: Science and Engineering Practices: Students will understand the use of Inkscape, an open-source graphic design program as evidenced by creating and printing a bumper sticker following classroom conventions for the project.</p> <ul style="list-style-type: none"> <li>Students will use Inkscape to complete the bumper sticker project.</li> <li>Students will use the Roland printer to print their bumper stickers.</li> </ul>	<p>Academic Standards:</p> <p><b>Arizona Science Standards Appendix 5 Technology Next generation science standards Engineering (4-ETS1-1):</b></p>
Friday	Notes:	<p>Objective: Science and Engineering Practices: Students will understand the use of Inkscape, an open-source graphic design program as evidenced by creating and printing a bumper sticker following classroom conventions for the project.</p> <ul style="list-style-type: none"> <li>Students will use Inkscape to complete the bumper sticker project.</li> <li>Students will use the Roland printer to print their bumper stickers.</li> </ul>	<p>Academic Standards:</p> <p><b>Arizona Science Standards Appendix 5 Technology Next generation science standards Engineering (4-ETS1-1):</b></p>