Studio M (Studio Maker) is a combination design and build class offered to H.T.M students as both an exploratory and after school program. Studio M is a workshop environment where students engage in creative, critical, constructive processes to develop products and projects. Studio M is a place where craftsmanship is honored, engineering and art skills are honed and exploring and experimenting, with a variety of skills and materials, are the focus.

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Shop Safety Guidelines & Expectations

SAFETY IS OUR UPMOST RESPONSIBLITY

The safety of everyone is the number one importance. Therefore, in order to participate in any hands-on construction in the workshop, all students must follow shop safety guidelines and expectations. **Failure to follow these rules will result in the student not being allowed to participate in the activity.**

1. SAFETY FIRST!!!! All students will need to pass an operator and safety test before working with power tools
2. All students must be wearing appropriate safety gear at all times during tool usage.

- Safety glasses/goggles must be worn at all times!
- A respirator mask must be worn while cutting any shop materials (wood, plastic, etc.), or if someone else is cutting shop materials at the worktables nearby.
- Ear protection must be worn when operating power tools rated at 100 decibels
- Wear gloves while handling shop materials that splinter easily.
- Secure long hair back.
- No loose jewelry, clothing, scarves, etc.

3. Be completely focused on what you are doing.
4. No horseplay, fooling around or distracting a classmate while they are working
5. Keep all body parts well outside of the operating part of the machine
6. No eating, drinking, or chewing gum in the classroom
7. No cellphones
8. If you feel uncomfortable operating the tools, ask Ms. Charlie or Ms. Carrie for help.
9. If you hear or see something strange, stop what you are doing immediately (don't try to fix it), and ask Ms. Charlie or Ms. Carrie for help.
10. Do NOT force anything. If you are having difficulty, ask Ms. Charlie or Ms. Carrie for help.
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12. Leave all tools in the same or better condition then when you found them.
13. Return all parts to the correct location in the classroom.

The 4 R's

Respect Others	Respect Yourself
Respect Materials	Respect Studio M

Students are expected to come to class on time, and prepared. Students will be learning how to properly use a variety of tools, learn techniques and work with an array of materials – therefore an open, positive and focused mind are expected in Studio M. All students are expected to utilize class time appropriately, support one another's learning and put forth their best effort.

Be open-minded, be brave & put forth the effort to accomplish amazing things!

Grades

The grades for this class are calculated on a total points-based grading system. Each assignment, performance and project will be given a set number of points, which will be summed in order to calculate one's final semester grade. This means that assignments with larger point values will have a larger impact on a student's final grade. The following assignments and activities will be included as part of the final grade:

1. Assignments (benchmarks, Makers Manuel responses, readings, tool technique sheets, etc.)

2. Projects (both small and larger projects)

3. Participation and Effort: a strong maker student is prepared, meets deadlines, acts professionally, maintains focus and engagement, and participates actively. Class is utilized effectively and efficiently without distracting the learning of others.

DUE DATES: project due dates are crucial for student work to be exhibited during events and exhibitions. In order to pace work appropriately, to allow for high levels of craftsmanship and thought, BENCHMARKS are placed throughout the process of projects to help students meet final due dates of projects successfully.

BENCHMARKS are mini-deadlines that let a student know where they should be throughout the timeline of the project. Think of it, as "this is where I need to be in order to meet final project deadline".

Assessment of Performance and Work

As art is subjective in its nature, student's assignments will be assessed using the following four categories in order to objectively quantify a student's performance.

Creativity: work reflects self-expression and imagination

Originality: work has a distinct, and individual style and approach

Craftsmanship: student takes the time to craft a well-produced and thoughtful product.

Effort: intensity of work habit and commitment shows that one is engaged and devoted to the challenge of the project

Absences

Students are required to contact the teacher to collect the information, and the work they missed when they were absent. All students are required to make-up missing work before and/or after school, and turn the work in the time agreed between student and teacher.

Calendar

* All projects and activities are subject to change

* Project sheets with details, benchmarks, due dates and timelines will be passed out

Semester 2: January 11th to June 16th

DATES	PROJECTS/ASSIGNMENTS

January 3rd to January 13th	W.1 Jan. 3rd – Jan.6th
	
	• Safety Contract
	• How to move safely through a workshop
	• Safety Equipment
	
	<u>Twig Pen of Awesomeness:
	Making Your Own Pen</u>
	
	• Project launch and demo
	• Tools & Techniques 101: how to use a copping saw, drill press, drill bits, belt/disc sander, bench vice and table vice
	  • Respecting the tools
	  • Tools cheat sheets
	• Project Block: work on pen
	
	W.2 Jan. 9th – Jan. 13th
	
	<u>What is Studio M?</u>
	
	• What's a Maker?
	• What is the Maker Movement and why is it important to me?
	• Maker Culture: the D.I.Y.er connects to the tech world
	• Craftsmanship: what is it?
	• Craftsmanship Check Day

January 17th to March 20th *Jan. 16th MLK Day* *Feb. 8th Fund Run* *Feb. 17th Pres. Day* *Feb. 20th Staff Day (No School)*	W.3 and W. 4 Jan. 17th – Jan. 27th <u>The Teenage Brain:</u> <u>What is a Healthy Brain?</u> *(Collaborative 6th Grade Team Project)* • Project introduction and launch • Project hopes and dreams (student goals) <u>Book Design 101: making a balsa wood cover</u> • Understanding wood: grain, edge, end and arris, making joints and using pegs, cutting rip vs. cross cut • Knock-on Wood Mini Project: know the sides of wood, wood patterns and grains • Tools & Techniques: using a measuring tape, cutting with a table saw, using a belt/disc sander • " Measure twice, cut once": checking your cover dimensions and utilizing craftsmanship

	• Build book cover
	
	W.5 and W. 6 Jan. 30th - Feb.10th
	
	<u>Accordion Book Installation and Inserts</u>
	
	• Cut and install accordion book insert
	• Start applying inserts and designs for the four learning units of the brain
	
	W.7and W.8 Feb. 13th - Feb. 24th
	
	<u>Using Visuals for Communication:</u>
	
	<u>How does art speak to people?</u>
	
	• Art vs. text – using visual imagery instead of text to communicate
	• How does art grab peoples attention?
	• What makes strong imagery?
	• Design book cover
	  • Brainstorming workshop
	  • Critique and feedback session
	  • Design + Re-Design project time
	
	W.9, W. 10 and W.11 Feb. 27th -Mar. 17th
	
	<u>Linoleum Block Printing</u>
	
	• What is linoleum block printing?
	• Types of linoleum
	• Carving Tools: what types of carving tools are there, how do you use them, and how do you take care of them?
	• Graphite transfer paper: transfer imagery to linoleum
	• Start carving!
	• Finalizing carving: clean up lines
	• Test prints: start printing imagery, make corrections in carving
	• Final prints: make three final prints
	• Apply print onto front cover
	
	W.12 Mar. 20th – Mar. 24th
	
	• Final project creation!
	• Begin applying inserts from the four learning units of the brain
	• Polish book and prep for presentation
	• Exhibition preparation
	• Class reflection
	• Exhibition practice
	• Exhibition!

April 10th – June 3rd	W.14 Apr. 10th – Apr. 14th <u>E-Textiles – The Electric Plushie</u>

	• Project intro. and launch • Ideas and inspiration event • Idea share outs and critiques W. 12 and W.13 Apr. 17th – Apr. 28th <u>Circuitry 101</u> • Electricity and Circuits: insulators, conductors, electronic components and devices, etc. • Soft Circuits Activity and Exploration • Series Circuit and Parallel Circuit • Electronic components playtime W.14 and W. 15 May 1st- May 12th <u>E-Textiles and the Future</u> • Intro. to E-Textiles • How can e-textiles be used in everyday life? In the future? Why was is created and where can it go? W.16 and W. 17th May 15th – May 19th <u>Creating Your Plushie</u> • Project Block: Start Designing Plushie • How will you incorporate electronic components in to your design? • Critique session W.18th May 22nd – Jun. 2nd <u>Sew it Up!</u> • Sewing Basics • Create circuit • Create plushie • Testing phase! Does the circuit work? Is it durable?
June 5th – June 16th C.O.L.s and/or Exhibition 2nd Semester Ends 06/16	W. 19 and W. 20 Jun. 5th- Jun.16th <u>C.O.L.s/Exhibition, Semester Reflections and Clean-up</u> • Exhibition • Reflections on semester learning: things to celebrate, challenges and goals for next semester. • Semester celebrations, thoughts and reflections • Studio M deep clean and re-set

SAFETY CONTRACT

We will be using real tools and real materials!

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DIRECTIONS: With your parents, read through the safety contract for Studio M. If you and your parents agree, sign and date below.

I _____ agree to the safety guidelines and expectations for Studio M. I will use all tools properly, ask for help if I need it, and will respect those around me who are working as well. I will ALWAYS wear the proper equipment when working with tools. I understand that if I do not follow the safety guidelines I will lose Studio M privileges.

Print Name: _____

Signature of Student:_____

Signature of Parent:_____

Date: _____

These are general guidelines and expectations. They may be added, manipulated and/or modified according to the needs and safety of the studio.

DUE: Friday, January 6th