SYLLABUS

Carpentry: CIP 46.0201

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Program Description: An instructional program that prepares individuals to apply technical knowledge and skills to lay out, fabricate, erect, install and repair structures and fixtures using hand and power tools. This program includes instruction in common systems of framing, construction materials, estimating, blueprint reading and finish carpentry techniques. A high level of professionalism is expected in the class. Math and note taking is required.

Instructional Goals:

Students will develop physical and mental knowledge throughout this course.

Areas of focus will be mathematics, angles, miters, joints, hand tools/power tools, safety, production, and accurate installation. The year's focus will be mainly on framing and the initial steps involved with constructing a residential property.

Students will work toward achieving industry certificates such as American Ladder Institute, CPR, Stop the Bleed, PBA Skills, OSHA-10 if applicable.

Students will perform hands-on projects.

Primary Resources:

Pearson, NCCER. Core Curriculum: Introductory Craft Skills Trainee Guide Fifth Edition
Pearson, NCCER. Carpentry 2 Curriculum.

Secondary Resources:

Computer-based applications and content-relevant articles/materials selected upon teacher discretion.

Daily Required Materials/Items:
- All students are to show up on time, ready to learn.
- All students are required to have a pen/pencil.
- Program Uniforms and Blue Jeans are required.
- Work Boots are required.
- Safety Glasses MUST be always used during shop work.

Assessment and Evaluation:
All tests, quizzes and projects will be graded using Steel Center's grading scale:

90-100: A
80-89: B
70-79: C
60-69: D
<59: E/F
Incomplete: I

Measures of Achievement:
1. **Work Ethics (daily grade):** This grade accounts for 34% of the student's total grade. The scale is a 0-10 based on preparation, participation, behavior, productivity or time on task.
2. **Task Attainment:** This grade accounts for 66% of the student's total grade.

Assignments/Timeline:
- Quizzes and tests are assigned throughout the year and throughout units to measure understanding.
- Formal papers will be written at various times throughout the school year.
- Hands on projects will be graded upon completion.
- There will be group work and individual work.

Other grading factors:

- Following classroom rules.
- Be ready for work by dressing professionally.
- Lock your valuables in your locker.
- Electronic devices may only be used with permission from the teacher to take pictures of projects or participate in learning activities.
- Respect others' personal space.

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Classroom Rules

CARPENTRY SAFETY RULES AND PPE REQUIREMENTS

1. Eye protection must be worn at all times in the shop.
2. Hard hats must be worn at all times in the shop. (as directed by instructor)
3. Long pants and boots must be worn at all times in the shop. NO SLEEVELESS SHIRTS.
4. *Be aware of your own safety and the safety of those around you.*
5. Power tool usage is not permitted until the SAFETY FORM has been issued and once the SAFETY TEST has been PASSED.
6. Phones and horseplay are NOT PERMITTED in the shop.
7. Report broken equipment to the Instructor immediately.
8. Report injuries to the Instructor immediately.
9. Follow Cell Phone Policy (THERE ARE TO BE NO CELL PHONES IN THIS CLASS)
10. Students must have emergency cards turned in before working in the shop. NO EXCEPTIONS!
11. Bathroom Hall Pass must be signed in and out.
12. Bathroom Hall pass time limit is maximum 10 minutes.
13. Failure to follow CLASSROOM RULES will result in consequences as written in the STUDENT HANDBOOK.
14. Follow any other directives by the Instructor or Substitute Instructor.

This document is to revisit some of the most disobeyed classroom rules for the Carpentry class at Steel Center. Your signature verifies that you are aware that these rules exist and that appropriate actions in line with the Steel Center Student Handbook can and will be enforced upon the breaking of these rules.

    1. Being in your seat, in the shop or work area by the ringing of the first bell. This does not mean being in the locker room changing when the bell rings. If a bus arrives late, the rule is waived.

    2. Students are not to be disruptive during active instruction. If the Instructor or Substitute Instructor is speaking students must remain quiet unless permitted.

    3. Keeping phones, headphones and devices out of sight during active instruction or work.

    4. Not using the hall pass correctly. Students may use the pass only after asking permission and then signing out and then back in after they return to class.

    5. Dress code. Students must follow the acceptable dress code:

1. No backless, strapless, sheer (see-through) tops
2. No chest, lower back, midriff, and sides of the body that are exposed;
3. No clothing with writing across the buttocks;
4. No headgear that is deemed by administration as dangerous, obscene, or disruptive to the learning environment;
5. No holes (including slips and frays) in bottom wear above mid-thighs;
6. No holes (including slips and frays) in top wear;
7. No loose-fitting pants that sag below the waist;
8. No pant legs worn below one's footwear;
9. No shorts, skirts, skorts, and dresses above mid-thigh;
10. No tank tops with shoulder straps less than two inches in width;
11. No torn clothing with excessive frays;
12. Undergarments that are visible;
13. No clothing that depicts, advertises and/or promotes any of the following:
    - alcohol/drug use;
    - display of symbols or language referring to any of the above;
    - ethnically/racially intimidating content/suggestion/ symbolism;
    - gang related activities, including, but not limited to, group colors, group insignias, bandannas, and gang related clothing
    - obscenities
    - profane language/communication
    - sexual content, including innuendos
    - suggestive content, including double meanings • tobacco or tobacco/nicotine products
    - violence including depiction of weapons

LEVEL 1 INFRACTIONS: In-class Interventions

VIOLATION EXAMPLES	POSSIBLE CONSEQUENCES
• Breaking classroom/shop rules • Dishonesty • Failure to complete assignments • Ineffective use of time • Mild noncompliance/mild insubordination • Minor disruptions of school • Minor dress code infractions • Minor horseplay • Mischief • Public displays of affection (PDA) • Sleeping • Unprofessional conduct • Tardiness to school or class	• Classroom consequences • Teacher reprimand/warning • Parental contact • Loss of privilege(s) • Guidance/Support interventions • Mediation/Restorative practices

LEVEL 2 INFRACTIONS

VIOLATION EXAMPLES	POSSIBLE CONSEQUENCES
• Academic dishonesty • Contributing to a disturbance/conflict • Cutting class • Defiance • Disruptive and/or aggressive behavior • Driving or other transportation violations • Failure to return loaned school property • Inappropriate communications • Insubordination • Littering • Major horseplay • Persistent violation of general school rules and procedures • Repeated/excessive violations of Level 1 Infractions • Unprofessional conduct • Unsafe behavior(s) • Use of cell phones or any type of personal electronic/communication device without permission • Use of profanity • Violation of arrival or dismissal procedures • Violation of computer usage regulations	• Additional Level 1 consequences • Teacher reprimand/warning • Parental contact • Guidance/Support interventions • Administrative reprimand/warning • Loss of privilege(s) • Policy remediation with office detainment • Mediation/Restorative practices • Work study • Saturday detention at sending high school (if available) • In-school suspension (ISS) at sending high school (if available) • Out-of-school suspension (OSS), short term

LEVEL 3 INFRACTIONS

VIOLATION EXAMPLES	POSSIBLE CONSEQUENCES
• Belligerence • Bullying and cyberbullying • Defacing and/or destruction of property • False alarms • Fighting/aggressive physical contact • Gambling • Harassment • Insubordination • Leaving school property without permission • Misconduct on field trips or any school sponsored program involving students leaving the school • Misuse of cell phones (unauthorized recording etc.) • Possession, use, or distribution of tobacco/nicotine products • Profanity or obscenities directed to staff • Repeated/excessive Level 1 or Level 2 misconduct • Safety violation, excessive unsafe behavior • Theft, forgery, or other related activities • Threats of harm • Vaping (non-illicit drug substance) • Violation of medication procedure	• Additional Level 2 consequences • Work study • In-school suspension (ISS) at sending high school (if available) • Out-of-school suspension (OSS), short term • Out-of-school suspension (OSS), long term • Restitution • Evaluation (mental and/or substance) • Criminal complaint; citation; charges filed • Rescheduled to sending high school

LEVEL 4 INFRACTIONS

VIOLATION EXAMPLES	POSSIBLE CONSEQUENCES
• Assault of students or staff • Bomb threats or threats to the school • Hazing • Indecent exposure • Repeated/excessive violations, levels 1-3 • Sexual misconduct • Threats of extreme violence and terroristic threats • Violation of drug and alcohol policy • Violation of weapons policy	• Additional Level 3 consequences • Out-of-school suspension (OSS), long term • Restitution • Evaluation (mental and/or substance) • Criminal complaint; citation; charges filed • Rescheduled to sending high school • Expulsion

DISCLAIMERS

• Students suspended from Steel Center are also suspended from their sending schools and
• vice versa. Students expelled and/or placed in alternative programs (including AEDY) by sending schools may not continue to attend Steel Center.
• Steel Center administration has the authority to classify and define actions not listed on this table and to apply it to its Code of Student Conduct.
• Students who violate Steel Center's Code of Student Conduct may incur additional consequences, as per the discipline policies of their sending school districts.