

Old Colony RVTHS – Exploratory Program

Exploratory Basics

- Exploratory allows students to get to know what the different programs are like and the potential career pathways of them.
- Each student will explore 8 different shop areas.
- Students selected five. Three were assigned.
- Students must explore at least 1 non-traditional shop.
- Each Exploratory has a “Related” (classroom) and a “Shop” (hands-on) component.

Exploratory Grading

- Students earn a daily grade for both Related and Shop in each of the exploratory programs.
 - Both grades are entered into the Shop grade book.
 - Related is weighted 25%
 - Shop is weighted 75%
- After all 8 exploratories, students will identify their shop preferences, in order. Students cannot pick a shop they have not explored.
- **The students with the highest exploratory average are placed first according to their shop selections.**
- All exploratories are equally important.
- To place at the top of the selection list, students must do well in ALL of their exploratories.
- Not going prepared for shop (see expectations and clothing requirements) will result in lower grades.

Shop Placement

- **The students with the highest exploratory average are placed first according to their shop selections.**
- If a shop fills, based on point average, before a student gets his/her first choice, the Guidance Counselor then moves to the student’s second then third choice and so on, depending upon whether there is an opening in the shop.

Shop Enrollment Caps

- | | |
|--|----|
| • Automotive Technology | 12 |
| • Computer Aided Design & Drafting (CADD) | 14 |
| • Computer Information Systems | 16 |
| • (Business Technology or Programming w/ Web) | |
| • Cosmetology | 14 |
| • Culinary Arts | 15 |
| • Electronics Engineering Technology | 10 |
| • Electrical | 12 |
| • Graphic Communication & Design | 14 |
| • Health Careers | 14 |
| • House & Mill Carpentry | 12 |
| • Machine & Tool Technology | 12 |
| • Metal Fabrication & Joining Technologies (Welding) | 12 |

Shop Expectations & Clothing Requirements

For ALL SHOPS

- All school rules apply.
- Dress code as in handbook (no tank tops, no low cut tops or exposed mid-drifts, no ripped jeans, etc).
NOTE: Shorts are not allowed in any shop.
- Additional clothing requirements per shop are listed below. Students who do not comply with shop specific clothing requirements will be required to call home for a change of clothes and will not be able to participate until wearing appropriate clothing.
- Shop break
 - Mid-morning (between 9 and 9:30 depending on the shop)
 - Bring a snack or bring \$\$ to buy breakfast or a snack

Safety Glasses

- All students will be issued 1 pair of safety glasses at no charge.
- It is the student's responsibility to have their safety glasses every day in shops where they are required.
- Students who do not have their safety glasses will be required to purchase another pair at \$5.00/pair.

Automotive Technology

Clothing Requirements

- **Safety glasses** must be worn at all times with the exception of break.
- Students may get dirty so dress accordingly
- No loose clothing
- Remove all jewelry
- Keep hands away from moving machine parts
- Work boots recommended. Sneakers or work shoes accepted. No open toed or open back shoes allowed.
- No skirts or dresses

Computer Aided Design & Drafting

Shop Expectations

- Come to class/shop prepared with a pencil
- Be respectful of everyone, their belongings, and their personal space
- Work in a safe and professional manner and listen attentively
- Standard school dress code. All school policies apply. No shorts in shop.

Computer Information Systems

- Standard school dress code. All school policies apply. No shorts in shop.

Cosmetology

Shop Expectations – Please bring:

- No Cell Phones
- Be on time to class
- Be prepared with a pen or pencil

Clothing Requirements

- No hooded sweatshirts
- No sandals, flip flops or any open toed shoe of any kind

Culinary Arts

Shop Expectations

- Students with Food Allergies need to inform instructors A.S.A.P.
- Freshmen will not use large equipment; only hand tools.
- Freshmen will work with Juniors assisting them with their assignments
- Freshmen will be required to do the Pots sink and Dish Area approx. 2 hrs a day.
- Bring a pen or pencil.

Clothing Requirements

- Students will be required to wear latex gloves throughout the day, if there is an allergy please inform instructors A.S.A.P.
- **Students must bring & wear a baseball hat**
- Footwear: Slip resistant shoes, sneakers or work shoes (Ugg style boots are not appropriate)
- No hooded sweatshirts

Electronic Engineering Technology

Shop Expectations

- No horse play of any kind will be tolerated.
- A pencil is required.

Clothing Requirements

- **Safety Glasses** must be worn at all times with the exception of break.
- Students may get dirty so dress accordingly
- Long pants
- Sneakers or boots. No open toed shoes of any kind. No sandals or flip flops.
- Any hair longer than shoulder length must be pulled back and out of the face.

Electrical

Shop Expectations

- Pencil required

Clothing Requirements

- **Safety glasses** must be worn at all times with the exception of break.
- Students may get dirty so dress accordingly
- Jeans or work pants. Baggy pants, capris, and sweatpants are not permitted.
- Long or short sleeved shirts only.
- Work boots recommended. Sneakers or work shoes accepted. No open toed or open back shoes allowed.
- No skirts or dresses
- No loose clothing
- Remove all jewelry
- Any hair longer than shoulder length must be pulled back and out of the face.

Graphic Communication & Design

- Standard school dress code. All school policies apply. No shorts in shop.

Health Careers

Shop Expectations

- Follow school dress code & cell phone policy
- Be on time to class and be prepared with a writing utensil
- Display good behavior, respect for teacher and peers
- Display interest in shop and all assignments and activities
- Demonstrate basic understanding of knowledge
- Participate! Participate! Participate!

House & Mill Carpentry

Clothing Requirements

- **Safety glasses** must be worn at all times with the exception of break.
- Students may get dirty so dress accordingly
- Jeans or work pants. Baggy pants, capris, and sweatpants are not permitted.
- Long or short sleeved shirts only.
- No loose clothing
- Work boots recommended. Sneakers or work shoes accepted. No open toed or open back shoes allowed.

Machine & Tool Technology

Clothing Requirements

- **Safety glasses** must be worn at all times with the exception of break.
- Students may get dirty so dress accordingly
- Long hair must be pulled back in a bun – NO PONYTAILS
- No loose clothing
- Remove all jewelry
- Keep hands away from moving machine parts
- Work boots recommended. Sneakers or work shoes accepted. No open toed or open back shoes allowed.
- No skirts or dresses

Metal Fabrication & Joining

Shop Expectations

- Tools that you will need to supply: Tape measure, 12', 16', or 25' no less than 3/4" wide
- There will be no horseplay of any kind in shop.
- Foul language, comments or unnecessary noise will not be tolerated.

Clothing Requirements

- **Safety Glasses** must be worn at all times with the exception of break.
- **100% cotton is required.**
- Jeans or cotton work pants are acceptable. No torn or frayed clothing of any kind. Pant legs must be worn outside the boots. **Belts must be worn at all times.** Pants must be worn at waist level.
- **All leather work boot above the ankle is recommended.** (Steel toes optional). If not work boots – leather shoes must be worn. **Absolutely no sneakers, sneaker type work shoes or hiking boots will be allowed.**
- No sleeveless shirts or opened-toed shoes are to be worn in shop at any time.
- When welding, cutting, or grinding long sleeve shirts, leathers, sweatshirts or jean jackets must be worn. All shirts must be tucked into pants at all times. Tightly fitted sweatshirts “with no hoods” will be allowed
- Hats (Baseball caps) may be worn but must be worn forward or backwards not on the side.
- Long hair: Hair must be tied back. Hair shall not obstruct vision or pose a safety hazard.
- Jewelry: No dangling jewelry is allowed. Any jewelry that may cause possible injury to a student will have to be removed.

Student Name:	2015-16 Exploratory Grade Report
Exploratory Shop/Related:	

Ratings Scale:	Element Score	Final Score
Excellent	20 points	95 - 100
Above Average	18 - 19 points	85 - 95
Average	15-17 points	75 - 85
Fair	13-14 points	65 - 75
Poor	0-12 points	<65

	RELATED Maximum score 100 points 25% of overall grade							SHOP / LAB Maximum score 100 points 75% of overall grade							
	Interest in learning shop academic foundation	Completes class assignments and homework as instructed	Cooperation and respect for peers and instructors	Attendance and punctuality	Demonstrates interest through active participation		Total Related Score (Maximum 100 points)		Effort and willingness to follow instructions	Demonstrates Basic Understanding	Cooperation and respect for peers and instructors	Demonstrates shop safety and proper tool handling	Quality and completeness of tasks		Total Shop/Lab Score (Maximum 100 points)
DAY 1															
DAY 2															
DAY 3															
DAY 4															
DAY 5															
TOTAL															
Average (divided by 5)															
Comments:															

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DAY 1													
DAY 2													
DAY 3													
DAY 4													
DAY 5													
TOTAL													
Average (divided by 5)													
Comments:													

SIGNATURES - Related Instructor: _____ Shop Instructor: _____

Exploratory **Related** Rubric

	Interest in learning shop academic foundation	Completes class assignments and homework as instructed	Cooperation and respect for peers and instructors	Attendance and punctuality	Demonstrates interest through active participation
Excellent 20	<ul style="list-style-type: none"> Actively engages with relevant questions/comments without prompting 	<ul style="list-style-type: none"> no mistakes on assignments 	<ul style="list-style-type: none"> offers help to peers and instructors 	<ul style="list-style-type: none"> no days out on time to class 	<ul style="list-style-type: none"> actively participates in all class discussions and activities without prompting
Above Average 18-19	<ul style="list-style-type: none"> Engages with relevant questions/comments when prompted 	<ul style="list-style-type: none"> one or 2 mistakes on assignments 	<ul style="list-style-type: none"> provides help when asked 	<ul style="list-style-type: none"> no days out; 1 time tardy/dismissed 	<ul style="list-style-type: none"> participates in all class discussions and activities with prompting
Average (meets expectation) 15-17	<ul style="list-style-type: none"> pays attention to class lecture/presentation 	<ul style="list-style-type: none"> three to four mistakes 	<ul style="list-style-type: none"> no behavior problems 	<ul style="list-style-type: none"> no days out; 2 times tardy/dismissed 1 day out; on time when present 	<ul style="list-style-type: none"> answers simple questions without prompting participates in activities
Fair 13-14	<ul style="list-style-type: none"> occasionally distracted during lecture/presentation 	<ul style="list-style-type: none"> several mistakes 	<ul style="list-style-type: none"> few behavior problems 	<ul style="list-style-type: none"> no days out; 3 times tardy/dismissed 2 days out; on time when present 	<ul style="list-style-type: none"> answers simple questions with prompting participates in some activities
Poor 0-12	<ul style="list-style-type: none"> does not pay attention not interested 	<ul style="list-style-type: none"> no work present 	<ul style="list-style-type: none"> many behavior problems 	<ul style="list-style-type: none"> more than 2 days out more than 3 times tardy/dismissed 	<ul style="list-style-type: none"> unable or unwilling to answer simple questions does not participate in activities

Exploratory **Shop** Rubric

	Effort and willingness to follow instructions	Demonstrates Basic Understanding	Cooperation and respect for peers and instructors	Demonstrates shop safety and proper tool handling	Quality and completeness of tasks
Excellent 20	<ul style="list-style-type: none"> understands without questions & performs without hesitation exceptional initiative 	<ul style="list-style-type: none"> totally at ease completes tasks without question or hesitation able to do what is asked first time 95% complete on their own 	<ul style="list-style-type: none"> well behaved well mannered respectful to all at all times helps peers who may be having difficulty takes initiative to ask for more tasks 	<ul style="list-style-type: none"> always follows safety and reminds others of safety follows all rules without prompting assists others by demonstrating safe tool handling and safety 	<ul style="list-style-type: none"> goes above and beyond assignment guidelines a natural project stands out amongst peers exceptional workmanship
Above Average 18-19	<ul style="list-style-type: none"> usually understands and proceeds without further explanation asks pertinent questions shows genuine interest 	<ul style="list-style-type: none"> proceeds without questions is able to to what is asked most times 85% complete on their own 	<ul style="list-style-type: none"> well behaved well mannered respectful mindful of others feelings welcoming to everyone in class 	<ul style="list-style-type: none"> careful and considerate of all tools uses proper handling at all times consistently follows all rules 	<ul style="list-style-type: none"> does assignment completely & satisfactorily project is better than average
Average (meets expectation) 15-17	<ul style="list-style-type: none"> pays attention non disruptive listens to instruction but needs further explanation participates in activities 	<ul style="list-style-type: none"> some clarification needed follows along 75% complete on their own completes what was demonstrated 	<ul style="list-style-type: none"> behaves respects teachers & peers consistently raises hand polite 	<ul style="list-style-type: none"> tools are used and cared for as instructed generally follows all safety rules 	<ul style="list-style-type: none"> does assignment with some room for improvement average outcome project completed in a timely manner
Fair 13-14	<ul style="list-style-type: none"> distracted and needs redirection and often doesn't follow directions needs constant assistance frequently off task 	<ul style="list-style-type: none"> constantly needs reinforcement on directions has some difficulty 65% complete with help missing pieces/parts of lesson or task 	<ul style="list-style-type: none"> disruptive interrupts has little respect for teachers or peers lacks boundaries 	<ul style="list-style-type: none"> careless with safety or equipment occasional safety reminders does not follow several safety rules 	<ul style="list-style-type: none"> unsatisfactorily completed assignment below average outcome
Poor 0-12	<ul style="list-style-type: none"> does not participate no effort or interest in instruction disrupts the class does not try to work independently 	<ul style="list-style-type: none"> shows no desire to perform task or understand has a lot of difficulty 50% complete needs constant prompting/assistance major flaws in project/task 	<ul style="list-style-type: none"> consistently disrespectful and disruptive no regard for others self absorbed detention issued 	<ul style="list-style-type: none"> unacceptable safety or tool handling constant safety reminders needed does not follow any shop safety rules 	<ul style="list-style-type: none"> incomplete assignments project not done

