

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. **THE ONLY SCHEDULE CHANGES WILL BE IF THE ORIGINAL 5 WERE NOT INCLUDED.**
 - 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 gradebook.
 - Related is weighted 25%
 - Shop is weighted 75%
- In addition to their daily vocational grades, a student's attendance and disciplinary infractions will be factored into their ranking score.
- 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, maintain good behavior, and attendance at school.
- **Not being 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
• Business Technology	8
• Computer Aided Design & Drafting (CADD)	14
• Computer Science	8
• 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

Exploratory Schedule

Section[01] is Exploratory 1: 9/13-17
Section[02] is Exploratory 2: 9/20-24
Section [03] is Exploratory 3: 10/12-15
Section[04] is Exploratory 4: 10/18-22

Section[05] is Exploratory 5: 11/8-16
Section[06] is Exploratory 6: 11/17-23
Section[07] is Exploratory 7: 12/13-16
Section[08] is Exploratory 8: 12/17-22

Shop Expectations & Clothing Requirements

For ALL SHOPS

- All school rules apply.
- Dress code as in handbook. **NOTE: Shorts are not allowed in any shop.**
- All students are required to wear face masks in accordance with Old Colony's policies
- 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.

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.
- Students may get dirty, so dress accordingly .
- Jeans or work pants that fit over your shoes must be worn. Shorts, capris, Baggy pants, yoga, and sweatpants are not permitted. No skirts or dresses.
- 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.

Business Technology

Shop Expectations

- Know your Computer and Google Apps login
- Standard school dress code applies; no shorts in shop
- Be on time and have an open mind!
- Wear comfortable shoes because we have standing-desk options for you!
- Please bring your own earbuds

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.
- Have your computer network and Google Apps logins with you.
- Standard school dress code. All school policies apply. No shorts in shop.

Computer Science

Shop Expectations:

- Have your computer network and Google Apps logins with you.
- Bring a Pen or Pencil
- Standard school dress code. All school policies apply. No shorts in shop.
- Be prepared to have fun and be creative.

Cosmetology

Shop Expectations:

- Eye protection must be worn daily; glasses or goggles
- No cell phone use without instructor permission
- Be on time to class
- Be prepared with a pen or pencil
- Bring an open mind

Clothing Requirements

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

Culinary Arts

Shop Expectations

- Students with Any 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 while following social distancing guidelines.
- Freshmen will be required to work at the Pots Sink and Dish Area periodically.
- Students must bring a pen or pencil everyday.
- Student belongings must be stored in their assigned locker.
- Students must stay in their assigned area.

Clothing Requirements

- Students will be required to wear vinyl or plastic gloves throughout the day.
- Students will be provided with a sanitized shield each day. They must wear the shield throughout the day unless instructed otherwise.
- Footwear: Slip resistant shoes, sneakers or work shoes (Ugg style boots are not appropriate).
- No hooded sweatshirts
- Full length shirts are required (no crop tops, tube tops, or tank tops).

- Full length pants are required (no holes, no capris). Athletic style pants are not allowed (spandex or yoga style pants are not allowed).
- Each student will receive a hat at the beginning of the week. This hat must be brought into the shop daily.
- Hair must be pulled back at all times.

Electronic Engineering Technology

Shop Expectations

- Come to shop prepared with a pencil.
- Everyone is expected to be respectful and professional in their behavior at all times.
- Paying attention and listening are the key to success!

Clothing Requirements

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

Graphic Communication & Design

Shop Expectations

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

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 and knowledge.
- Participate! Participate! Participate!

House & Mill Carpentry

Clothing Requirements

- **Safety glasses** must be worn at all times.
- Students may get dirty so dress accordingly.
- Jeans or work pants that fit over your shoes must be worn. Shorts, capris, Baggy pants, yoga, and sweatpants are not permitted. No skirts or dresses.
- 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

Shop Expectations

- Bring a pencil
- Bring your safety glasses

Clothing Requirements

- **Safety glasses** must be worn at all times.
- Students may get dirty so dress accordingly.
- Long hair must be pulled back in a bun – NO PONYTAILS
- No loose clothing.
- No long sleeve shirts.
- No hooded sweatshirts.
- 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.
- Jeans or work pants that fit over your shoes must be worn. Shorts, capris, Baggy pants, yoga, and sweatpants are not permitted. 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 ¾" wide
- There will be no horseplay of any kind in shop.

- Foul language or inappropriate comments will not be tolerated.

Clothing Requirements

- **Safety Glasses** must be worn at all times.
- **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 WITHOUT 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:	Cycle Date:
Exploratory Shop/Related:	

Ratings Scale:	Element Score
Excellent	20 points
Above Average	18 points
Average	15 points
Fair	13 points
Poor	10 points

	RELATED							SHOP / LAB					
	Maximum score 100 points 25% of overall grade							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 instructors	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 days present)													
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	<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 late to class 	<ul style="list-style-type: none"> participates in all class discussions and activities with prompting
Average (meets expectation) 15	<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 late to class 1 day out; on time when present 	<ul style="list-style-type: none"> answers simple questions without prompting participates in activities
Fair 13	<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 late to class 2 days out; on time when present 	<ul style="list-style-type: none"> answers simple questions with prompting participates in some activities
Poor 10	<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 late to class 	<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	<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 do 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	<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	<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 10	<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