

# GATEWAY TO TECHNOLOGY

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## Daily Items

- iPad
- Reading book
- Pencil with eraser

## Class Rules

1. Be Respectful
2. Be Responsible
3. Follow Directions

## Consequences

- Warning
- Time Out
- Referral

## Expectations

- Punctuality and attendance
- Willingness to learn
- Positive attitude
- Teamwork
- Observance of all school policies

## Grading Policy

- Academic grade will be based on work completed satisfactorily.
- Citizenship grade will be based on class participation, conduct, and attendance.



## Course Description

The Gateway to Technology (GTT) program addresses the interest and energy of middle school students while incorporating national standards in mathematics, science, and technology. This activity-oriented, cutting-edge program shows students how technology is used in engineering to solve everyday problems. GTT currently consists of four instructional units that motivate students to become creative innovators. During the GTT experience, students will gain the skills they need to develop, produce, and use products and services.

The Gateway To Technology curriculum provides project-based learning that is exciting and challenging for the full range of students in today's 8th grade classrooms. The curriculum relates technology to students' daily lives. It promotes communication and collaboration by emphasizing a teaming approach in the instructional units. This approach utilizes the strengths of each team member to accomplish the goals of the project while offering students learning challenges at all ability levels.

### DM Design & Modeling

Students apply the design process to solve problems and understand the influence of creativity and innovation on their lives. They work in teams to design a playground and furniture, capturing research and ideas in their engineering notebooks. Using Autodesk® design software, students create a virtual image of their designs and produce a portfolio to showcase their innovative solutions.

### AR Automation & Robotics

Students trace the history, development, and influence of automation and robotics as they learn about mechanical systems, energy transfer, machine automation, and computer control systems. Students use the VEX Robotics® platform to design, build, and program real-world objects such as traffic lights, toll booths, and robotic arms.