

**WILLIAM A SHINE
GREAT NECK SOUTH HIGH SCHOOL
COURSE EXPECTATION SHEET**

BUSINESS/TECHNOLOGY DEPARTMENT COURSE: Furniture Design & Construction

This course will allow students who have completed the course in Individual Projects to further their studies in the area of furniture design and construction. It will provide students with a further look into the use of tools, equipment, and design processes when constructing furniture. Students will ultimately design and build their own detailed piece of furniture.

The grade will be an average of the following components:

Project Work: Students will complete a minimum of one project per quarter. These will be graded on the basis of effort in design and execution.

Design and Planning: All projects will be accompanied by a design drawing or plan. These will be graded on effort and originality.

Lab Regimen: This includes equipment set-up procedures, lab maintenance and daily housekeeping.

Classwork/Participation: Students will use time efficiently and collaborate with peers on projects.

Safety Quiz: All students must take and pass a safety procedures quiz, before they can operate power equipment.

Attendance: Regular attendance and punctuality are expected. Cutting is not permitted. If you intentionally absent yourself from a class without a legitimate reason you will not be entitled to make up any assignments or exams missed during that period. Intentional absences are a clear message that you are not interested in doing your best. Excessive illegal absence or any cutting will result in parental notification and will impact 50% of the grade.

Plagiarism Statement: Plagiarism is defined as presenting the thoughts, writings, and ideas of other people as your own. Integrity of the academic process requires that credit be given where credit is due. Accordingly, it is unethical to present as one's own work, the ideas, representations, or words of another or to permit another to present as one's own work without customary and proper acknowledgment of sources.