SUBJECT: Residential Construction	GRADE: 10-12
Unit Title: Introduction to Residential Construction	**Time Frame: Days 1-9**

UNIT OVERVIEW

Students will learn about various building and roof styles

Identify the importance and need for residential construction in everyday living
Learn how to read plans/ technical drawings

Students will be able to identify various structural members of a framing system

LRG SKILLS AND DISPOSITIONS	PA STANDARDS
Communication & Empathy: Introductory course information (S2C) Continual Learning & A Growth Mindset: Introductory course information (D2C)	3.5.9-12.F, 3.5.9-12.H, 3.5.9-12.BB, 3.5.9-12.GG 3.5.9-12.KK

COMPETENCIES	LEARNING TARGETS
Core Concepts of Technology and Engineering	• I can demonstrate the use of conceptual, graphical, virtual, mathematical, and physical modeling to identify conflicting considerations before the entire system is developed and to aid in design decision making (K1TEB2M1)
	• I can cite examples of the criteria and constraints of a product or system and how they affect final design (K1TEB2M5)
Design in Technology and Engineering Education	• I can determine the best approach by evaluating the purpose of the design (K1TEB7M1)

	• I can apply principles of human-centered design (K1TEB7M4) • I can apply a broad range of design skills to their design process (K1TEB7M7)

SUBJECT: Residential Construction	**GRADE: 10-12**
Unit Title: Safety in the Lab Setting/ On site	**Time Frame: Days 9-15**
UNIT OVERVIEW	
Students will be able to: Safely use different types of machinery Identify different machines Safely use different hand and power tools	
LRG SKILLS AND DISPOSITIONS	**PA STANDARDS**
Honesty, Integrity, & Responsibility: Safety Demonstrations (D3C)	3.5.9-12.B 3.5.9-12.C 3.5.9-12.D 3.5.9-12.E
COMPETENCIES	**LEARNING TARGETS**
Core Concepts of Technology and Engineering	• I can implement quality control as a planned process to ensure that a product, service, or system meets established criteria (K1TEB2M6)

SUBJECT: Residential Construction	GRADE: 10-12
Unit Title: Residential Construction Systems	**Time Frame: Days 15-30**

UNIT OVERVIEW

Students will apply building techniques to a small scale class project that will include framing, roofing, siding, and finish carpentry.

LRG SKILLS AND DISPOSITIONS	PA STANDARDS
Communication & Empathy: Working in the lab environment (S2C) Continual Learning & A Growth Mindset: Working in the lab environment (D2C) Resilience & Grit: Working in the lab environment (D4C) Critical Thinking & Problem Solving: Working in the lab environment (S4C)	3.1.10ABCDE 3.2.10D 3.6.10BC 3.7.10AB 3.8.10BC

COMPETENCIES	LEARNING TARGETS
Core Concepts of Technology and Engineering	● I can demonstrate the use of conceptual, graphical, virtual, mathematical, and physical modeling to identify conflicting considerations before the entire system is developed and to aid in design decision making (K1TEB2M1) ● I can cite examples of the criteria and constraints of a product or system and how they affect final design (K1TEB2M5) ● I can implement quality control as a planned process to ensure that a product, service, or system meets established criteria (K1TEB2M6)

Design in Technology and Engineering Education	• I can determine the best approach by evaluating the purpose of the design (K1TEB7M1) • I can apply principles of human-centered design (K1TEB7M4) • I can apply a broad range of design skills to their design process (K1TEB7M7)

SUBJECT: Residential Construction	**GRADE: 10-12**
Unit Title: Practical Building Application	**Time Frame: Days 30-90**
UNIT OVERVIEW	
Students will apply building techniques to a full scale class project that will include framing, roofing, siding, and finish carpentry.	
LRG SKILLS AND DISPOSITIONS	**PA STANDARDS**
Continual Learning & A Growth Mindset: Working on a jobsite environment (D2C) Resilience & Grit: Working on a jobsite environment (D4C) Critical Thinking & Problem Solving: Working on a jobsite environment (S4C) Communication & Empathy: Working on a jobsite environment (S2C)	3.5.9-12.B 3.5.9-12.C 3.5.9-12.D 3.5.9-12.E
COMPETENCIES	**LEARNING TARGETS**
Core Concepts of Technology and Engineering	• I can demonstrate the use of conceptual, graphical, virtual, mathematical, and physical modeling to identify conflicting

	considerations before the entire system is developed and to aid in design decision making (K1TEB2M1) ● I can cite examples of the criteria and constraints of a product or system and how they affect final design (K1TEB2M5) ● I can implement quality control as a planned process to ensure that a product, service, or system meets established criteria (K1TEB2M6)
Design in Technology and Engineering Education	● I can determine the best approach by evaluating the purpose of the design (K1TEB7M1) ● I can apply principles of human-centered design (K1TEB7M4) ● I can apply a broad range of design skills to their design process (K1TEB7M7)