

Architectural Graphics– Grade Levels 10-12 TEKS Manager

Credit: ½

Place a check (√) in each column to show when TEKS taught.

	TEKS	1 st 6 wks	2 nd 6 wks	3 rd 6 wks	4 th 6 wks	5 th 6 wks	6 th 6 wks
(b) Introduction. In Technology Education, students gain knowledge and skills in the application, design, production, and assessment of products, services, and systems. Knowledge and skills in the proper application of technology, the design of technology, the efficient production of technology, and the assessment of the effects of technology prepare students for success in the modern world. The study of technology allows students to reinforce, apply, and transfer their academic knowledge and skills to a variety of interesting and relevant activities, problems, and settings. In addition to their general academic and technical knowledge and skills, students gain an understanding of career opportunities available in technology and what employers require to gain and maintain employment in these careers.							
(c) Knowledge and skills.							
(1) The student applies architectural graphics technology to practical problems. The student is expected to:	(A) apply architectural graphics technology to individual and community problems;						
	(B) describe the factors that affect the use of architectural graphics products and services; and						
	(C) identify and describe the roles of architectural graphics in business and industry.						
(2) The student uses the appropriate architectural graphic design processes and techniques to develop a variety of architectural drawings. The student is expected to:	(A) develop or improve architectural drawings that conform to industry standards; and						
	(B) identify areas where the quality and reliability of communication can be improved using architectural graphics technology.						
(3) The student investigates emerging and innovative architectural graphic	(A) report on emerging and innovative architectural graphic technologies; and						

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technologies. The student is expected to:	(B) describe the advantages and disadvantages of changes in architectural graphic technology.						
(4) The student describes quality and how it is measured in architectural graphics. The student is expected to:	(A) use different quality control applications in architectural graphics; and						
	(B) apply continuous quality improvement techniques to the production of architectural drawings.						
(5) The student produces a variety of architectural drawings using the appropriate tools, equipment, machines, materials, and processes. The student is expected to:	(A) describe the tools						
	(B) use a variety of architectural graphics tools						
(6) The student works safely with architectural graphics technology. The student is expected to:	(A) master relevant safety tests;						
	(B) follow safety manuals, instructions, and requirements;						
	(C) identify and classify hazardous materials and wastes; and						
	(D) dispose of hazardous materials and wastes appropriately.						
(7) The student demonstrates proper maintenance of architectural graphics tools, equipment, and machines. The student is expected to:	(A) handle and store tools and materials correctly;						
	(B) locate and perform manufacturers' maintenance procedures on selected tools, equipment, and machines; and						
	(C) determine when items may require service or replacement.						
(8) The student manages an architectural graphics technology project. The student is expected to:	(A) develop a plan for completing an architectural graphics technology project;						
	(B) participate in the organization and operation of a real or simulated architectural graphics project; and						
	(C) determine the resources needed to complete a project.						
(9) The student applies the appropriate codes, laws, standards, or regulations related to architectural graphics technology, such as Occupational Safety and Health Administration (OSHA), National Electrical	(A) identify areas where codes, laws, standards, or regulations may be required;						
	(B) follow the appropriate codes, laws, standards, or regulations; and						

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Code (NEC), American Society for Testing Materials (ASTM), standard symbols, and line weights. The student is expected to:	(C) locate and use the standards and conventions used in the architectural graphics industry.						
(10) The student solves problems, thinks critically, and makes decisions related to architectural graphics. The student is expected to:	(A) develop or improve a product by following a problem						
	(B) apply critical						
	(C) apply decision						
(11) The student describes the factors that influence the cost of producing architectural graphics drawings. The student is expected to:	(A) develop a budget for architectural graphics project; and						
	(B) determine the most effective strategies to minimize costs.						
(12) The student applies his/her communication, mathematics, and science knowledge and skills to architectural graphics activities. The student is expected to:	(A) use written, verbal, and visual communication techniques consistent with industry standards;						
	(B) use mathematics concepts in architectural graphics technology;						
	(C) identify and apply science principles used in architectural graphics technology; and						
	(D) use the appropriate scales for measuring.						
(13) The student describes the importance of teamwork, leadership, integrity, honesty, work habits, and organizational skills. The student is expected to:	(A) describe how teams function;						
	(B) use teamwork to solve problems;						
	(C) distinguish between the roles of team leaders and team members;						
	(D) identify characteristics of good leaders;						
	(E) identify employers' expectations and appropriate work habits;						
	(F) define discrimination, harassment, and equality;						
	(G) use time management techniques to develop and maintain work schedules and meet deadlines; and						
	(H) complete his/her work according to established criteria.						