

107. Jewelry (2) S

Techniques and materials used in the designing and fashioning of jewelry; processes and techniques; useful and artistic projects.

108a-b. Handcraft (2-2) F (Former Ind. Arts 8, 108)

Ind. Arts 108a is not prerequisite to Ind. Arts 108b. Recommended for student as well as industrial arts majors. Creative and recreational experience in craft media; wood carving, plastics, metal tooling, leatherwork, enameling and industrial arts craft areas; historical and industrial related materials.

109a. Advanced Automotive Fundamentals (3) F

Prerequisites: Ind. Arts 9, 11. Advanced study of fundamental principles modern refinements in the action and construction of the components studied. Ind. Arts 9.

109b. Auto Diagnosis and Repair (3) S

Prerequisite: Ind. Arts 109a. Basic diagnosis and service procedures on automotive repair jobs; motor testing, tune up, and trouble shooting.

110. Advanced Automotive Processes (3) F

Prerequisite: Ind. Arts 109a. Shop practice in maintenance and repair in automotive specialty areas, automotive machine shop, wheel alignment, body work, electrical service, power equipment, and trouble shooting.

111a. Principles of Electrical Motors (3) S

Prerequisite: Ind. Arts 11. Principles of construction, operation, maintenance, repair of alternating current and direct current motors and generators. Occasional field trips.

111b. General Electricity (3) F

Prerequisite: Ind. Arts 11. Instruction in basic radio; organization and management of the public school electricity and radio shop. Laboratory practice in construction of practical projects and teaching aids.

111c. Applied Radio and Television (3) S

Prerequisite: Ind. Arts 111b. Maintenance and repair in the field of radio and television; use of oscilloscope, signal generator, signal tracer, and other radio instruments in service operations; principles of television; frequency modulation.

111d. Principles of Electrical Wiring (3) F

Prerequisite: Ind. Arts 11. Principles of electrical power distribution; industrial and residential wiring; practical problems in wiring layout and design, installation and repair; local and national electrical code. Occasional field trips.

112. Advanced Machine Shop (3) S (even years)

Prerequisite: Ind. Arts 10a. Design, repair, and construction of machines and tools for practical use; making of repair parts for tools, machines.

115. General Machine Shop (3) F (odd years)

Prerequisite: Ind. Arts 10a. Review of fundamental operations; machine shop organization, management and ordering of materials and supplies; development of teaching devices, projects; care, repair, maintenance of machine shop tools, machine and supplementary equipment.

116. Automotive Technical Problems (3)

For industrial arts auto mechanics teaching and technical majors. Prerequisite: Ind. Arts 109a. Planning, organization and management of an auto mechanics laboratory. Occasional field trips.

Schroeder 17a-b. Metal Craft (2-2) S (Former Ind. Arts 7, 117)

Use of copper, brass, bronze, aluminum, pewter, gar-alloy, and silver in construction of artistic and useful projects; historical and industrial related materials. (a) Basic tools of the silver and coppersmith; design, annealing, surface and enrichment, hard and soft soldering, piercing, high and low raising, etching, repousse, chasing, coloring and finishing. (b) Spinning and precision centrifugal casting of nonferrous metals; lost wax investment; low and high form and sectional pinning.

118. Advanced Sheet Metal (3) S

All Pattern drafting and layout; tool operations and techniques through practice make-up of sheet metal work.

119. General Metal (3) F and S

Development of appreciation and manipulation of metals; metal casting, forging, Alenich metal, and ornamental iron.

121. Machine Drawing (3) S

Prerequisite: Ind. Arts 19 or equivalent. Sketching and drawing of machine parts detail and assembly; use of standard tables.

122. Advanced Architectural Drawing (3) S

Prerequisite: Ind. Arts 22 or permission of instructor. Perspective elements, oblique lines and planes, parallel perspective and perspective plan method; perspective views developed from working drawings in Ind. Arts 22.

123. Methods of Teaching Industrial Arts (3) F and S

Prerequisite: Educ. 185. Teaching techniques and procedures in industrial arts; organization of teaching material; literature of the field; professional standards for teachers. Observation in public schools.

125. Curriculum Development in Industrial Education (2) F and S

Prerequisite: Ind. Arts 123. Development of the curriculum for industrial arts in elementary and secondary schools through individual planning and laboratory experimentation.

126. Teaching Aids in Industrial Education (2)

Preparation and use of various teaching aids such as models, mockups, cutaways, charts, motion pictures, slides; application to the planned lesson.

127. Typography (3)

Fundamentals of typographic layout and design, type styles and uses; adaptability, imitations, and peculiarities of hand and machine-set type; photoengraving and other art reproduction.

128. Graphic Reproduction Fundamentals (2)

Overview of the processes, materials, and personnel of the graphic arts industry; major reproduction processes of letterpress, intaglio, and plane surfaces; line, half-tone, and process color reproduction; silk-screen and block printing.

129. Printing Management (3)

Problems of production, control, cost, safety, equipment and supplies; bookkeeping, ordering, job tickets, organization, and management.

130. Handwork in Elementary Education (3) F and S

For kindergarten-primary and general elementary credential candidates. Not open to others except by permission of instructor. Developing and fabricating teaching aids and integrated handwork units for elementary schools; basic skills in use of simple construction materials and tools.