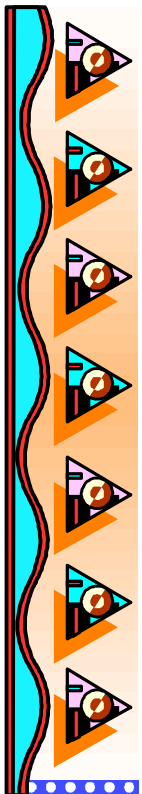


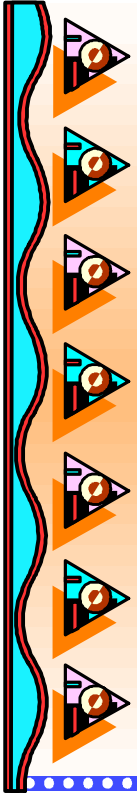
The Factory

Computer Aided Design
Day 1



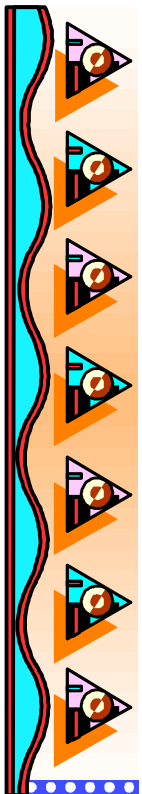
Situation

Computers can help the design process by shortening long tasks. Many design programs help with long and complicated math problems. This helps the computer user to focus on creativity. This field of graphic communications is known as Computer Aided Design (CAD).



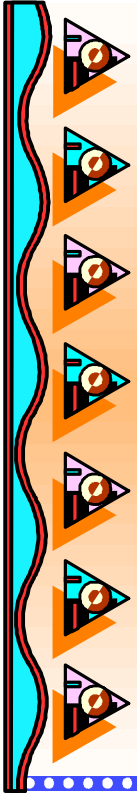
Problem

Your team must use the CAD program, "The Factory", to copy the product made by the computer. Tomorrow you and your partner will challenge each other, not the computer. Follow the directions listed under "Requirements" to learn what a "product" is and how to use the program.



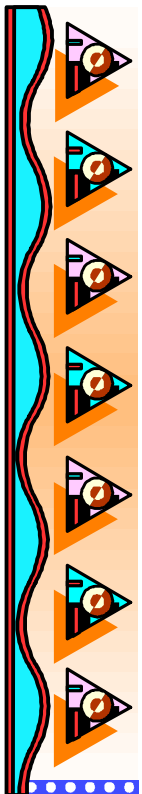
Objectives

Students will use creativity and problem solving to make a computer simulated product. Students will learn how to manage time and resources. They will also learn the principals of Computer Aided Design (CAD).



Materials

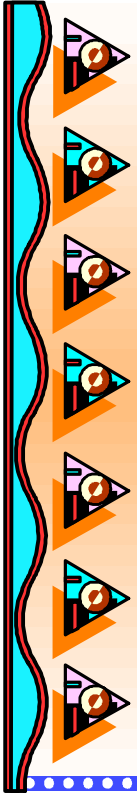
Computer with "The Factory" installed
(1 per group)



Requirements Part 3

Your grade will be based on the following performance:

- A = copy 5 "Easy" and 2 "Medium" products
- B = copy 5 "Easy" and 1 "Medium" product
- C = copy 5 "Easy" products
- D = copy 3 "Easy" products

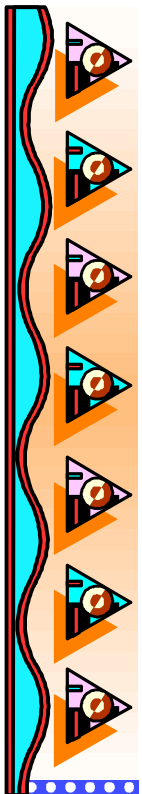


Requirements

Part 1

Follow the directions carefully to use the program, "The Factory":

1. Select "The Factory" from the computer menu.
2. When the program menu appears, read the 5 options. When working with this program, use the arrow keys and press "Enter" to select an option.
3. Select "Test a Machine".
4. When the menu appears, you have 3 choices: punch, rotate, and stripe. These are the machines used to make a product. Think of a product as a blank piece of paper. The computer will show you a product that has been punched, rotated, and striped. You must make an exact copy.



Requirements

Part 2

5. Go through the section, "Test a Machine" carefully. Make sure you understand how each machine works. Spend most of your time using the rotate machine -- this is the hardest to understand!
6. Return to the main menu when you have learned all of the machines.
7. Select "Make a Product".
8. Choose "Easy" to start. When you have successfully made 5 "Easy" products, move on to the next level.