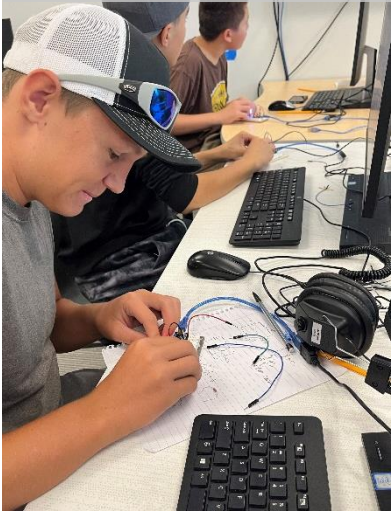


ENGINEERING PRINCIPLES 1 & 2



Engineering Principles is a project and experience-based course designed to introduce students to various fields of engineering. Students will gain an understanding of what engineers do and how they help solve problems. Students will be introduced to the engineering design cycle, as well as seven fields of engineering (Biomedical, Chemical, Civil, Computer Science, Electrical, Materials, and Mechanical). Within each field of study students will explore career opportunities, how the field of engineering affects and benefits daily life, and complete projects/activities. Students will learn how to apply math, science, and technology to solve problems.

Topics Covered

- Types of Engineers
- How engineers solve problems
- Build and test eight engineering projects
- Apply Science, Math, and Technology

Next GTI class

- Mechanical Design
- Architecture Design
- Medical Device Engineering
- Electronics
- Robotics
- Computer Programming



To Register, submit a GTI Application (signed by parent).

Visit the GTI website or contact your school counselor for an application.

This class counts as a third science credit

Granite School District does not discriminate on the basis of race, color, sex, pregnancy, religion, national origin, marital status, disability, sexual orientation, gender identity, age, or any other legally protected classification in educational programs, activities, or access to facilities.

Location

Granite Technical Institute
2500 S. State St.

Transportation

School bus available to & from GTI

Grade Level

9th- 12th grades

Pre-Requisites

Taken with Physics

Class Times

2-period Block

Credits

1.0 CTE, Elective, Third Science credit, College Credit SUU (ENGR 1010)

Length

Year

Fees

Lab fees required.

Fee waivers available for qualifying students at their home high school.

