Course Goal/Competency Mapping to the IDeATE Student Learning Outcomes						
Key						
Low Student Attainment (% <50)						
Mid Student Attainment (50≤ % <75)						
High Student Attainment (% ≥75)						
2024-2025 Achievement Data represents the first year of the program.						

		IDeATE Student Learning Outcomes(SLO) Competency Mapping					
Course Title	**Course Goals**	**SLO1**	**SLO2**	**SLO3**	**SLO4**	**SLO5**	**SLO6**
Contemporary Social Problems	Analyze case studies in sociology to determine how social problems have affected American norms and values over time	Mid		Mid	High		
	Connect innovation, design and social entrepreneurship as catalysts for social change	Mid		High	High		
	Think critically and creatively about how innovation impacts society's wicked problems	Mid		High	Low		
Design Thinking	Fluently engage in the Design Thinking process	High	Low	High	High	High	High
	Practice and reflect on Design Thinking mindsets	High	High	High	High	High	High
	Explain and evaluate the benefits and limitations of Design Thinking as a tool for working wicked problems and innovating solutions	High	High	High	High	High	High
Entrepreneurial Teams	Understand your personal strengths, weaknesses and preferences in a team setting.				High	Low	Low
	Analyze the differences between your team experiences each week and make insightful observations about the role you best play in a company.				High	Low	High
	Refine pitch development and presenting skills through rapid training with different teams each week.				High	High	Mid
Fabrication I:	Attain proficiency in a range of analog fabrication tools, implementations, materials, and uses.	High	Mid		High	High	
	Select and implement the appropriate analog tools and materials for fabrication tasks.	High	High		High	High	

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		SLO1	SLO2	SLO3	SLO4	SLO5	SLO6
Analog	Produce functional artifacts yielded through a rigorous process of ideation, prototyping, testing, and iteration.	green	green	gray	green	green	gray
Fabrication II: Digital/Hybrid	Attain proficiency in a range of digital/hybrid fabrication tools, implementations, materials, and uses.	green	green	gray	green	red	gray
	Select and implement the appropriate digital/hybrid tools and materials for fabrication tasks.	green	green	gray	green	gray	gray
	Produce functional artifacts yielded through a rigorous process of ideation, prototyping, testing, and iteration.	green	green	gray	green	red	gray
Fundamentals of New Ventures	Understand the concept of the entrepreneurial mindset beyond the streamlined steps of how to start a venture.	red	gray	gray	green	green	gray
	Practice and study the ideas of fast failure, risk taking, flexibility, creative problem solving, the innovation ecosystem, ideation and beyond.	green	gray	gray	red	yellow	gray
	Collaborate with classmates to refine the ideation process from the perspective of the multiple roles you may play in a startup company.	green	gray	gray	green	green	gray
Human Anatomy & Physiology: Design for the Human	Construct comprehensive knowledge about how the human body functions	gray	yellow	green	gray	gray	green
	Think creatively to design a solution that meet an authentic human need related to anatomy and physiology	gray	green	green	gray	gray	green

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		SLO1	**SLO2**	**SLO3**	**SLO4**	**SLO5**	**SLO6**
Form	Apply knowledge of anatomy and physiology in the design to support healthy body function						
Intro to Art and Design	Construct visual literacy, expressing visual concepts in practice and through an expanded visual arts and design vocabulary						
	Build essential knowledge through deep exploration of and practice with Color Theory, a chosen 2D technique, and a chosen 3D technique						
	Practice drawing and modeling techniques and apply that skill to create original works						
	Observe, describe and analyze works to hone visual acuity and thoughtfully critique works of other artists and designers.						
Materials and Tools	Select and implement the appropriate tools and materials for fabrication tasks.						
	Trace the history and impact of design through the lens of human interaction with materials and tools						
	Balance the tension between organic and inorganic materials						
	Mediate between the pros and cons of analog and digital technologies						
Quantification for Design through	Perform, calculate, solve, and graph using basic algebra and geometry.						
	Identify the mathematics shaping the design world and apply that knowledge to solve real world design problems.						

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		SLO1	SLO2	SLO3	SLO4	SLO5	SLO6
Foundations of Mathematics	Design 2D and 3D models with mathematical proportion, scale, and magnitude.	(gray)	Mid	High	(gray)	High	(gray)
	Model algebraic functions and geometric shapes using software design.	(gray)	High	High	(gray)	High	(gray)
Physics	Articulate the fundamentals of physics conceptually and mathematically through study and practice.	(gray)	(gray)	High	(gray)	High	High
	Synthesize knowledge of physics to inform innovative product design.	(gray)	(gray)	High	(gray)	High	High
	Use Design Thinking processes and computational thinking to express ideas and information with exactness, specificity, correct use of terminology, and refinement.	(gray)	(gray)	High	(gray)	High	(gray)
Illuminate: English Composition and Visual	Harness the power of persuasive communication	(gray)	(gray)	(gray)	(gray)	High	High
	Read critically to create	(gray)	(gray)	High	(gray)	High	High
	Hone expository writing techniques	(gray)	(gray)	Mid	(gray)	High	Mid
Shops and Studios: Design Practices	Examine how design practices are implemented in real-world settings, how they are similar, and how they differ.	High	High	High	High	High	(gray)
	Explain the profound impact of the Bauhaus movement on design practices and design education.	High	High	(gray)	High	High	(gray)
	Trace the history and impact of design through the lens of design shops and studios projects.	High	High	(gray)	High	High	(gray)
	Become familiar with CAD technologies and their practical applications.	Mid	High	(gray)	(gray)	(gray)	High

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Tech Stack: Introduction to Technologies and Applications	Discover design production applications and their role in the creative process	Mid	High	—	—	—	High
	Develop ability to select and implement appropriate technologies to solve design problems effectively.	High	High	High	—	—	High
	Build understanding of current market offerings and trends in the field of technology and design applications.	Mid	High	—	—	—	High
Visualization I	Identify the range of visualization tools and media and their potential uses, selecting and implementing the appropriate tools and media for visualization tasks.	High	High	High	High	Mid	—
	Using geometry and orthography, translate and mediate between the world as lived and the world as described.	—	High	—	Mid	Mid	—
	Implement techniques of survey (plumb, square, level, aligned, centered, horizontal, vertical), and types of measure (anthropomorphic, ergonomic, mechanical).	High	High	—	Mid	High	—
	Coordinate ensembles of drawings with multiple scales and orientations.	High	High	—	High	High	—
Ideation Stations	Dive deep into the design process to innovate solutions to real-world wicked problems.	—	High	—	High	—	High
Lyceum	Dive deep into the design process to innovate solutions to real-world wicked problems.	—	High	—	—	—	High