

# Building Trades

This two-year program (with a 3<sup>rd</sup> year option) is designed to teach students the basic skills necessary to enter the construction field. The program offers both carpentry & basic electrical wiring. In carpentry, students learn blueprint reading & sketching, construction safety procedures, hand & power tool operation, foundations, sub-flooring, framing, roofs, stairs & basic house construction & codes. In electrical, students learn cable & device installation procedures, service entrance, light switching, branch circuits, special purpose branch circuits & electrical code. Residential supply & waste plumbing & HVAC systems are also introduced. Over the span of the program, students gain experience & practice through the construction of marketable structures with an emphasis on energy efficiency & 'green.'

**High School Credit (s):** 3 credits earned in Building Trades 1 (*Elective*)  
3 credits earned in Building Trades 2 (**1 Math & 2 Electives**)

**Certificates That Can Be Earned:** OSHA-10; NCCER Level 1 (1 year); NCCER Level 2(1 year) & Lead Paint.

**Grades:** 10<sup>th</sup> – 12<sup>th</sup>

**Numerically Graded**

**Year Long** (each program)

*Students should know basic math, specifically measurements (i.e. arithmetic calculations with fractions in volume & weight as well as measurement, areas, and use of a ruler*

## Introductory Class to the Building Trades Program

**Woodworking & Building Technology:** This course will center on fine carpentry skills including cabinet & furniture making, framing, windows & doors. It will prepare students for the fundamental skills in basic woodworking. Students will learn the care & safe use of both hand & power tools. Students learn about: Safety, Ethics & Regulations, Math for Carpenters, & stationary power tools.

**High School Credit(s):** 0.5 credits earned towards elective credit for one semester. 1.0 credit for yearlong.

**Grades:** 9<sup>th</sup> – 11<sup>th</sup>

**Numerically Graded**

**One Semester OR Year Long**