

**NORCO COLLEGE
SLO to PLO MATRIX**

ENGINEERING TECNOLOGY

State Approved Degree Program (32-34) Units

This program generally prepares individuals to apply basic engineering principles and technical skills in support of engineers engaged in a wide variety of projects. This includes instruction in various engineering support functions for research, production, and operation, and application to specific engineering specialties. This discipline focuses on Engineering Technology, Mechanical Engineering and Civil Engineering (Engineering Technicians).

PLOs

		PLO 1: An ability to integrate computer technology in the field of Engineering Technology at a sufficient level for entry-level employment.	PLO 2: Knowledge of engineering principles necessary for transfer to a four-year engineering institution.	PLO 3: An ability to apply the problem solving process to create and present design solutions.	PLO 4:	PLO 5:	PLO 6:	PLO 7:
COURSE: Engineering 21								
SLO 1	Apply the basic principles of mechanical drawing to the solution of various drawing problems.			X				
SLO 2	Set up drawing parameters appropriate to various design problems.							
SLO 3	Perform necessary geometric constructions to solve the shape description of typical drawing problems.							
SLO 4	Represent three-dimensional drawing problems through two-dimensional graphic communication.							
SLO 5	Analyze and solve design problems using the principles of orthographic projection.		X					
SLO 6	Visualize three-dimensional drawing problems and various types of two-dimensional cross-sections.							
SLO 7	Demonstrate the technique of part dimensioning (shape description).							
SLO 8	Two-dimensionally represent three-dimensional industrial parts in isometric pictorials.							
SLO 9	Analyze industrial part drawings to determine if auxiliary views are necessary for graphic communication.							
SLO 10	Prepare complete industrial part drawings required for the manufacturing process.							
SLO 11	Recognize the symbols of Geometric Dimensioning and Tolerancing.			X				

