

Educational Goals

The primary goal of the ACE Mentor Program is to excite high school students about the many careers in the integrated construction industry – architecture, engineering, construction management, and related skilled trades. ACE realizes this goal by involving students in workshops and field trips and engaging them in a realistic process of designing a project and planning its construction. The ACE program extends over 15 to 20 sessions each lasting 2-3 hours, for an overall total of approximately 40 hours. Several mentors drawn from different design/construction fields, paired with 10-20 students, work as an integrated design team throughout the program.

As a mentoring and workforce program, ACE is a form of informal education. It does not mandate a fixed curriculum or formally measure students' mastery of a prescribed body of knowledge or skills. Rather, mentors follow a general programmatic model and draw upon a tested body of hands-on activities which reflect many aspects of designing and constructing a building – for example, construction document reading, beam design, or cost estimation and bidding.

ACE follows a project-based learning strategy. Mentors meaningfully engage students with realistic design projects that introduce them to the basic skills and knowledge of the design/construction industry. Through personal example, explanation, and tours of offices and construction sites, they also inform students about career paths and work-life in the design/construction professions.

In addition to its regular mentoring program, ACE believes students learn through work experiences – for example, externships, internships, and job-shadowing. It encourages sponsor companies and local chapters to create these supplemental activities for students.

Because development, buildings, infrastructure, and landscape significantly impact the global environment, ACE strives to instill in students a culture of sustainability. The principles and techniques of sustainable design are woven into many parts of the program.

Through ACE, students acquire a set of skills and experiences which are among those cited as essential for the 21st-century workplace:

- Articulate Communicator
- Critical Thinker and Problem Solver
- Effective Collaborator
- Innovative Planner, Designer, and Builder
- Successful Leader
- Sustainably Focused

Finally, ACE equips students, regardless of their ultimate career choice, to appreciate the built environment and thus to be better citizens of the world that we build, use, and share.



BLUEPRINT OF AN ACE STUDENT

The ACE Mentor Program helps build these characteristics in students.

ARTICULATE COMMUNICATOR

Expresses clear meaning and purpose in writing and speaking, helping the listener's understanding.



CRITICAL THINKER AND PROBLEM SOLVER

Demonstrates curiosity and inquisitiveness and an ability to reason through and weigh evidence to make complex decisions and develop solutions.



EFFECTIVE COLLABORATOR

Exemplifies the ability to work with diverse perspectives to promote learning and achieve common goals.



INNOVATIVE PLANNER, DESIGNER, BUILDER

Generates ideas and solutions, planning the form and look, using materials to construct a product over a period of time.



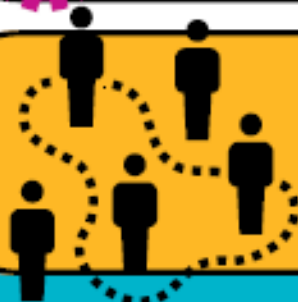
SUCCESSFUL LEADER

Exhibits strong character, including drive, integrity, and ethics, making well-considered decisions to lead their team to success, while enlisting team member participation and interests of the group's purpose.



SUSTAINABLY FOCUSED

Advocates and builds well-being for current and future generations, enhancing the community through dialogue focusing on an environmentally stable society.



EDUCATIONAL GOALS AND LEARNING OBJECTIVES

Learning Objectives

The ACE experience provides students with **knowledge** and **skills**. The **knowledge** they gain concerns the fundamental processes of designing and building a structure and the requirements and pathways for different careers in the design/construction industry. Students acquire two sets of **skills**, the first specifically related to the design/construction industry and the second pertaining more generally to the workplace and life.

During the program, each mentor-student team works toward the development of a design project which is either set out for all teams within an affiliate or devised by individual teams. At the conclusion of the program, the students present their project in a public forum. “Deliverables” typically required for a final project include architectural drawings with sections and/or a model, site plans, landscape design drawings, structural design plans, finish boards, mechanical and electrical schematics, estimated construction costs, and a construction schedule. Students often produce computer-generated drawings and documents as well as virtual models.

When meeting ACE’s learning objectives, mentors may improvise and add/substitute creative elements that play to their strengths and knowledge.

The ACE Program Year: After participating in the ACE Mentor Program, students should:

Career Exploration

- Know the working relationships and responsibilities of building owners, architects, engineers, construction managers, and skilled building trades
- Understand the major opportunities and career paths available in the design/construction industry – architecture (including landscape architecture and interior architecture), engineering (structural, civil, and mechanical, electrical), urban planning, construction management, and the skilled building trades.

Building and Design Processes

- Components of a building and their mutual relationships (client, site, program, design, structure, infrastructure, construction, etc.)
- Phases of a project and their relationships (pre-design, schematic design, design development, construction documentation, construction administration, value engineering, etc.)
- Design process (identifying need, defining the problem, conducting research, analyzing set criteria, developing concepts, finding alternate solutions, evaluating solutions, deciding, communicating the product)
- Terminology employed in the design/construction industry
- Functions and roles of the skilled trades relative to the success of the overall construction process

Building and Design Skills

- Acquire first-hand experience using some of the common tools of the design/construction industry – ranging from computer-aided design software and modeling programs to trowels and architect/engineer scales
- Be able to use freehand sketches to communicate ideas visually and to represent design concepts
- Use a scale to measure dimensions from a drawing and draw objects to scale
- Understand construction drawings, diagrams, and specifications
- Understand that lines and symbols represent real spaces and elements

Essential Skills

- Develop and deliver a multimedia presentation using different visual aids such as drawings, boards, and models (both virtual and actual) to describe their final project
- Learn to follow technical directions
- Work as part of a team whose members have different backgrounds and contribute constructively to its mission
- Develop creativity and innovation necessary to solve design challenges
- Hone critical thinking processes and strategies
- Learn to meet deadlines

EDUCATIONAL GOALS AND LEARNING OBJECTIVES

Year 2: After completing a second year in the ACE Mentor Program, students should:

Career Exploration

- Understand the preparation and training needed to enter careers in the design/construction industry
- Know about possible post-secondary school options and apprenticeships relevant to the design/construction industry
- Know about career requirements such as licensure or certification

Building and Design Processes

- Methods of project delivery and their relationships (construction documents, specifications, shop drawings, etc.)
- Functions and roles of the skilled trades relative to the success of the overall construction process
- Various components of a building's mechanical, electrical and plumbing infrastructure and how they relate to each other (including: fire protection systems, plumbing, HVAC, electrical, lighting and telecommunications)
- Basic principles of HVAC and heat transfer
- Electrical power delivery system from generation to utilization
- Mechanics and basic properties of structural materials
- The five fundamental load types (tension, compression, shear, bending and torsion)
- Some of the forces, both external and internal, that bear on structures

Building and Design Skills

- Understand the conversion of scale and drawing dimensions (measurements) to full-size, on-site parameters
- Identify the differences between a plan, section, elevation, and perspective and demonstrate how each is used
- Furniture, finishes and materials appropriate to architectural and/or interior design
- A sense of design aesthetics of structures, space manipulation, and materials composition.
- Basic principles of planting design including selection and placement of plants
- Delivering services to the building and site (water, sewer, etc.)
- Site layout
- Grading and drainage
- Basic differences between the two most commonly employed project delivery methods (Design-Bid-Build vs. Design-Build/Design-Assist/Integrated Project Delivery)
- Fundamental concepts of construction management, including a simple schedule and cost estimate for a defined event

Essential Skills

- Participate in local, state, and/or national competition such as: CIRT, TSA Teams, SAME, or Future City.
- Demonstrate an effective oral ability to critique their own work and that of others
- Understand the importance of written communication in all aspects of business life
- Learn to effectively communicate thoughts and ideas orally as well as graphically

EDUCATIONAL GOALS AND LEARNING OBJECTIVES

Year 3 & 4:

Career Exploration

- Experience the workplaces and work lives of design/construction industry professionals

Building and Design Processes

- Principles and strategies for sustainable design and construction (impacts on the environment, solutions for saving energy and other natural resources, and rating systems)
- Programming a site; understanding what site amenities and components are needed
- Methods used to analyze simple structures, including load transfer mechanisms, stress- strain relationships of building structures, and load-bearing relationships of columns, and beams
- Building codes and how they are applied to a construction project and specific skilled trades
- Estimation of equipment and materials based on blueprints and specifications
- Coordination by the different trades in the installation of materials and construction process

Building and Design Skills

- Demonstrate an ability to read drawings by identifying spaces and interpreting symbols using keys and legends
- Basic codes (zoning and building) affecting the design and construction of a project
- The role of various life safety elements within a building (exit requirements, rated constructions and separations, distances to exits, width of exit corridors, etc.)
- Site analysis including analyzing slope/drainage, shade/sun, site access and site context
- The relationship between the building and site, the site and surroundings, and strategies for creating a sense of place
- Sequencing of major phases and events for a construction project
- Safety requirements when designing a structure, and occupational and worksite safety when visiting construction projects

Essential Skills

- Appreciate the importance of professional decorum, behavior and dress in the work environment