Course Number and Title	WL 298 WELDING CAPSTONE

Credit Hours	3

Course Description	This course requires students to design and construct projects using several approved welding processes to demonstrate the ability to analyze welding problems and to make decisions that use the most economical and practical welding processes. This course concentrates on the advanced study of materials and methods, including joint work, adhering to specifications, fabrication of equipment, and completion of special projects.

Prerequisite(s) and/or Corequisite(s)	Requires permission from the Dean

Required Textbooks/References/Course Materials:
None.

	General Education Outcomes
1	Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language, verbal language, and information technology).
2	Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking).
3	Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate) (quantitative literacy and fluency).
4	Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

	Program/Department Outcomes
1	Prepare students to become safe and competent welders
2	Provide opportunities to possess communication and critical thinking skills
3	Demonstrate responsible professional conduct and behavior
4	Effectively communicate
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	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program/ Department Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Demonstrate creative thinking	C- Applying (3)	1,2,3,4	0	1	0	1	1	0
2	Demonstrate critical thinking and problem solving	C- Applying (3)	1,2,3,4	0	1	0	1	1	0
3	Demonstrate oral and written communication	C- Applying (3)	1,2,3,4	0	1	0	0	1	0
4	Work independently to complete a project	P- Embody (5)	1,2,3,4	0	1	0	1	0	0
5	Gain experiential knowledge from autonomic study	C- Understanding (2)	1,2,3,4	0	1	0	1	1	0
6	Complete a project with interdisciplinary components	P- Articulate (4)	1,2,3,4	0	1	0	1	1	0
7									
8									
9									
10									

Bloom's Domain Legend
C = Cognitive
A = Affective
P = Psychomotor

General Education Outcome Legend
2 = Included and Measurable
1 = Introduced and/or Minimally Addressed and Not Measurable
0 = Not included

Approved: May 2021
Reviewed: November 11, 2021