

Student Name \_\_\_\_\_ Instructor Name \_\_\_\_\_

High School or Vocational Center \_\_\_\_\_ Grade \_\_\_\_\_

**COMPETENCY RECORD FOR ARTICULATION**  
**Muskegon Community College**  
**Drafting Technology**

Please check below each skill the student has mastered as described, with 80 percent accuracy, or with an A or B grade. The skills needed for articulation of each course are listed.

**CAD 110**  
**Introduction to CAD**  
**3 Credit Hours**

This course is an introduction to basic computer-aided drafting using AutoCAD TM. Basic2D CAD drafting skills will be the primary focus of this course.

Task	Satisfactory	Unsatisfactory
Without the use of reference materials, the student will be able to log-on or gain access to the computer system.		
Without the use of reference materials, the student will be able to identify all the major components of hardware associated with the computer graphics system.		
Given a list of terms common to computer graphics, each student will define the terms.		
Using the computer's hardware and software, the student will be able to copy a drawing from the hard disc to the floppy disc.		
Using the computer's hardware and software, the student will be able to set parameters for a new part.		
Using the computer's hardware and software, the student will be able to create horizontal and vertical lines by the incremental method.		
Using the computer's hardware and software, the student will move, copy, and delete geometry.		
Using the computer's hardware and software, the student will be able to activate and modify a grid.		
Using the computer's hardware and software, the student will be able to segment an existing line.		
Using the computer's hardware and software, the student will be able to create arcs and circles.		
Using the computer's hardware and software, the student will be able to create fillets.		

Task	Satisfactory	Unsatisfactory
Using the computer's hardware and software, the student will be able to rotate geometry around the X and Y axes.		
Using the computer's hardware and software, the student will be able to assign geometry and text to the various levels associated with a part.		
Using the computer's hardware and software, the student will be able to create a text string.		
Using the computer's hardware and software, the student will be able to edit an existing text string.		
Using the computer's hardware and software, the student will be able to set up parameters for dimensioning.		
Using the computer's hardware and software, the student will be able to mirror geometry around the X and Y axes.		
Using the computer's hardware and software, the student will be able to create a two dimensional orthographic drawing consisting of front, top, and side views.		
Using the computer's hardware and software, the student will be able to dimension a drawing.		
Using the computer's hardware and software, the student will be able to create crosshatch pattern.		
Using the computer's hardware and software, the student will be able to construct library parts in the form of groups.		
Using the computer's hardware and software, the student will be able to activate the printer.		
Using the computer's hardware and software, the student will be able to activate the plotter.		
Using the computer's hardware and software, the student will be able to trim an existing line.		
Using the computer's hardware and software, the student will be able to insert points.		
Using the computer's hardware and software, the student will be able to use all erase commands.		
Using the computer's hardware and software, the student will be able to utilize the basic screen controls.		
Using the computer's hardware and software, the student will be able to use the coordinate system.		
Using the computer's hardware and software, the student will be able to use the verify and measure command.		

Instructor's Signature \_\_\_\_\_ Date \_\_\_\_\_