

Enterprise Systems Learning System 1

96-ES1

WE

WORKPLACE
EFFECTIVENESS

Team Concepts
Objective 1: Define a Team and Explain Its Benefits
Team Definition
A team is defined as a group of individuals who work together to accomplish a common goal or purpose and whose work is mutually dependent.
This means that the work each team member does affects the work other members do.

Product Design
Objective 3: List Three Product Design Parameters and Explain the Importance of Each
Product Design Feature Categories
FORM
FUNCTION
COST

Internet Research
Objective 1: Describe the Function of a Computer Network and Give an Application
Computer Network Function
A computer network links two or more computers together for the purposes of sharing resources, centralizing information, and providing a means of communication.
The connected computers are not required to be computers in the traditional sense. They could also be tablets, phones, streaming boxes, smart appliances, or any number of networkable devices.
Computer networks are used in business for a variety of reasons.

Enterprise Systems 1
Student Reference
IDEA
ANALYZE
FORECAST
DEVELOP
IMPLEMENT
PLAN
AMATROL

Student Reference Guide

96-ES1 Multimedia Curriculum

Learning Topics:

- Technology Sectors
- Team Concepts
- Idea Generation
- Product Design
- Materials and Processes
- Product Cost Analysis
- Business Presentations
- Design of Visual Aids
- Internet Research
- Executive Summary

Amatrol's Enterprise Systems 1 (96-ES1) lays the foundation for essential workplace skills. Too often, people attempt to contribute to an organization without underpinning skills such as communications, problem solving, working effectively in teams, presenting an idea effectively, and working with others to generate ideas, just to name a few. Using a structured learning approach, Enterprise Systems 1 teaches key skills needed in any organization.

The Enterprise Systems 1 curriculum begins by discussing the seven sectors of technology and then moves on to fundamental business skills like: successful team characteristics; how to create ideas with a team to solve problems; basic processes used to design products; business presentation components, creation, and outlines; and internet research and executive summaries.



Technical Data

Complete technical specifications available upon request.

Hot Wire Foam Kit with Hot Knife Construction Foam, 2-in. x 16-in. x 24-in. (6) Multimedia Curriculum (M11901) Instructor's Guide (C11901) Installation Guide (D11901) Student Reference Guide (H11901)

Additional Requirements:

Computer: See requirements: <http://www.amatrol.com/support/computer-requirements/>

Practice Creating a Bill of Materials and Developing Executive Summaries

In addition to studying necessary business concepts and ideas within Enterprise Systems 1, learners will have a chance to practice many real-world skills. The 96-ES1 offers the opportunity to create a bill of materials for a product given a sample, use a hot wire cutter to create a model, create and deliver a short presentation, and develop an executive summary.

The included curriculum for the Enterprise Systems 1 is presented in a highly attractive interactive multimedia format. This curriculum can be used anywhere with a computer and is designed for both self-paced and classroom teaching methods. Amatrol's multimedia curriculum features all of the depth of topics and skills that Amatrol is known for, but adds 3D graphics, video, interactive quizzes and exercises, and voiceovers of the text.



96-ES1 Multimedia Curriculum

Expand Foundational Business Knowledge Through Enterprise Systems 2 and 3

Within Enterprise Systems 2, learners will plan and conduct a team meeting, construct a Pareto chart, evaluate product designs using the grid method, and write a patent application. Finally, Enterprise Systems 3 allows learners to use Excel to create a GDP spreadsheet, identify a target market for a product, and determine the requirements for incorporating in a given state or province.

Enterprise Systems: The Foundation of Amatrol's Project Based Learning Program



96-PK-TR1 Hovercraft

The Enterprise Systems courses are the foundation of Amatrol's expansive Project Based Learning program. The main tenants of the Project Based Learning program are teamwork and problem solving. Enterprise Systems will teach high school students how to communicate and effectively work in teams. These skills can then be applied along with technical knowledge in areas like electrical, automation, fluid power, and thermal to solve design problems and build project kits, such as constructing a hovercraft or an automated can crusher.

Student Reference Guide

A sample copy of the Enterprise Systems 1 Student Reference Guide is also included with this system for your evaluation. Sourced from the curriculum, the Student Reference Guide takes the entire series' technical content contained in the learning objectives and combines them into a perfectly-bound book. Student Reference Guides supplement this course by providing a condensed, inexpensive reference tool that learners will find invaluable once they finish their training, making them the perfect course takeaway.

