

Architecture 1 Overview

Students will enhance technical drawing skills utilizing computer aided design software. Students will produce 3-D models and professional designs used in careers such as architecture, interior design, engineering and project management. We will utilize the 3-D printer to explore and refine 3-D modeling of projects.

Units of Study: 1. Architecture History and Overview.

2. Google Sketchup training.
3. Manual drafting & sketching.
4. Creating 2d and 3d computer models/plans.
5. Major Team Design Project.
6. Career Awareness.

Grading: We use a 70/30 split between assessments and daily work.

Assessment Schedule: 1. Room design project.

2. Thoreau Cabin project.
3. A yet to be determined project.
4. Career Report.
5. Group Design project with physical model.

Computer created documents will meet these standards:

- Student name and date on all drawings.
- Drawing is to be accurate.
- Drawing is to be to scale with scale noted.
- Drawing is to be dimensioned and notated.
- Drawing is to include detail sufficient to build the object drawn.

Employability Soft Skills: This is a career technical education class so we will also work on improving employability soft skills including: attendance, punctuality, organization, time management, safety, responsibility, self-management, integrity, teamwork, civility, diversity, leadership and understanding performance criteria.