

Interior Design – Unit 2 – Chief Architecture and Floor Planning

Unit Focus

Unit 2 of Interior Design continues students mastering and applying the elements and principles of design as they try to create a living environment that matches the client's needs, wants, and habits. In Unit 2 students are introduced to the Chief Architect software, where they learn how to create visualizations of the finished interior design using actual objects they find and want to use. The students will use this software and the computer renderings to evaluate their interior design, show the client what the room look like, and demonstrate their use of the principles and elements of design. The PBA has students working for a client to create an interior design of a room and/or space that utilizes the computer models from Chief Architect with the actual objects the student picked out to be incorporated into the design.

Stage 1: Desired Results - Key Understandings

Standard(s)	Transfer	
<p>Connecticut Goals and Standards <i>Computer Aided Drafting and Design: 12</i></p> <ul style="list-style-type: none"> Apply conventional Computer Aided Drafting and Design processes and procedures accurately, appropriately, and safely. <i>CADD.02.01</i> Express a design of an object as a 3D model.*(A5) <i>CADD.02.07</i> Place and edit dimensions.*(E26) <i>CADD.05.13</i> Generate a pictorial drawing.*(E28) <i>CADD.05.15</i> Create a 3-D model from a 2-D drawing.*(G35) <i>CADD.06.06</i> <p><i>Family and Consumer Science: 12</i></p> <ul style="list-style-type: none"> Evaluate design decision in relation to available resources and options; <i>11.12</i> Demonstrate design ideas through visual presentation; <i>11.14</i> Use technologically advanced equipment; <i>11.15</i> Analyze career paths within textile and design industries. <i>11.16</i> Evaluate the use of housing and interior furnishings and products in meeting specific design needs; <i>12.16</i> Demonstrate computer aided drafting design, blueprint reading, and space planning skills required for the housing, interiors, and furnishings industry; <i>12.17</i> 	<p>T1 Develop a product/solution that adheres to key parameters (e.g., cost, timeline, restrictions, available resources and audience).</p> <p>T2 Communicate effectively based on purpose, task, and audience using appropriate vocabulary.</p>	
	Meaning	
	Understanding(s)	Essential Question(s)
	<p>U1 The furnishings, lighting, and accessories in the design plan all contribute to the overall style trying to be achieved.</p> <p>U2 As a designer it is important to follow the design plan to ensure your client is getting the best design to fit the client's needs.</p> <p>U3 The elements and principles of design are used to create a style. When used with the principles of design, the five basic elements of design can help ensure the success of a design project.</p> <p>U4 Using interior design software allows a designer to edit and test out iterations of a design and visualize the final product.</p>	<p>Q1 What elements are essential to creating a space, how do they influence the living environment.</p> <p>Q2 How do the principles of design, colors, and elements of design influence the living environment?</p> <p>Q3 How does the use of architectural software make creating an interior design more efficient?</p> <p>Q4 How can design ideas be successfully communicated?</p>
	Acquisition of Knowledge and Skill	
	Knowledge	Skill(s)
<p>K1 Vocabulary: work triangle, ADA compliance,</p>	<p>S1 Create an interior design space that effectively uses the</p>	

Stage 1: Desired Results - Key Understandings

<ul style="list-style-type: none"> Analyze influences on architectural and furniture design and development; <i>12.18</i> Evaluate client's needs, goals, and resources in creating design plans for housing, commercial and residential interiors, and furnishings; <i>12.19</i> <p>Student Growth and Development 21st Century Capacities Matrix</p> <p><i>Creative Thinking</i></p> <ul style="list-style-type: none"> Innovation: Students will be able to take an existing solution or object in order to consider limitations and possible transformations. <i>MM.2.1</i> <p><i>Self-Direction</i></p> <ul style="list-style-type: none"> Decision Making: Students will be able to propose ethical, responsible decisions based on data/evidence and context. <i>MM.4.3</i> 	<p>attributes, specifications, dialogue box</p> <p>K2 The features and functions of Chief Architect CAD software.</p>	<p>elements and principles of design.</p> <p>S2 Create computer generated models of a room using physical objects that are being incorporated into the design to visualize the finished design of the room.</p> <p>S3 Create a scale and dimensioned floor plan using a computer aided drafting software.</p> <p>S4 Manipulate the functions of an architectural software to create the style of a room or space using color, furnishings, texture and space.</p> <p>S5 Utilize the options and features within a architectural software libraries in furnishing a room and/or space.</p> <p>S6 Identify several career options within the field of interior design.</p>
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