

Mt. Zion High School Curriculum Map

Name: Taryn Bland

Department: Family & Consumer Science

Subject: Interior Design

Topic	Essential Skills	National Standards for Family and Consumer Science	Assessments
Sketchbook	<ol style="list-style-type: none"> 1. Observation Skills <ul style="list-style-type: none"> • Learning to closely study real-life subjects, textures, light, and form. • Noticing details that might be missed otherwise. 2. Hand-Eye Coordination <ul style="list-style-type: none"> • Developing better control over drawing tools. • Translating what the eye sees into accurate marks on the page. 3. Creativity and Imagination <ul style="list-style-type: none"> • Generating original ideas and visualizing concepts. • Experimenting with different styles and media. 4. Visual Thinking <ul style="list-style-type: none"> • Organizing and expressing thoughts through visual elements. • Using drawings to solve problems or plan projects. 5. Critical Thinking and Reflection <ul style="list-style-type: none"> • Analyzing one's own work to identify strengths and areas for improvement. • Making thoughtful decisions about composition, color, and technique. 6. Consistency and Discipline <ul style="list-style-type: none"> • Building a regular creative practice through frequent sketching. 	<ol style="list-style-type: none"> 11.2 <ul style="list-style-type: none"> • Evaluate housing and design concepts and theories, including sustainability and universal design, in relation to available resources and options. 11.2.1 <ul style="list-style-type: none"> • Evaluate the use of elements and principles of design in housing and commercial and residential interiors. 11.2.2 <ul style="list-style-type: none"> • Analyze the psychological impact that the principles and elements of design have on the individual. 11.2.3 <ul style="list-style-type: none"> • Analyze the effects that the principles and elements of design have on aesthetics and function. 11.2.4 <ul style="list-style-type: none"> • Apply principles of human behavior, ergonomics, and 	<ul style="list-style-type: none"> • Weekly sketchbook submissions. <ul style="list-style-type: none"> ◦ The sketchbook contains all of the worksheets and rubrics for all of the projects and assignments for the class. • Check points. • Final Exam

	<ul style="list-style-type: none"> Understanding the value of persistence and gradual improvement. <p>7. Technical Drawing Skills</p> <ul style="list-style-type: none"> Learning proportion, perspective, shading, line quality, and composition. Exploring different materials (pencil, ink, watercolor, collage, etc.). <p>8. Personal Expression</p> <ul style="list-style-type: none"> Exploring identity, emotions, and experiences through art. Developing a personal style and voice. <p>9. Documentation and Idea Development</p> <ul style="list-style-type: none"> Recording ideas for future artworks or projects. Using a sketchbook as a visual diary or brainstorming space. <p>10. Confidence and Risk-Taking</p> <ul style="list-style-type: none"> Becoming comfortable with mistakes and experimentation. Gaining confidence in creative choices and expression. 	anthropometrics to the design of housing, interiors, and furnishings.	
Carbon Copying	<p>1. Precision and Accuracy</p> <ul style="list-style-type: none"> Carefully matching the original lines, shapes, and proportions. Honing the ability to replicate details exactly as seen. <p>2. Focus and Concentration</p> <ul style="list-style-type: none"> Sustaining attention over long periods to complete detailed work. 	<p>11.2.3</p> <ul style="list-style-type: none"> Analyze the effects that the principles and elements of design have on aesthetics and function. 	<ul style="list-style-type: none"> Scored rubrics. <ul style="list-style-type: none"> This skill is used for many projects (handwriting tutorial, model room, house building)

	<ul style="list-style-type: none"> • Minimizing distractions and practicing mindfulness through art. <p>3. Hand-Eye Coordination</p> <ul style="list-style-type: none"> • Translating visual information into controlled, deliberate hand movements. • Improving dexterity with both pencil and pen. <p>4. Line Control and Pen Technique</p> <ul style="list-style-type: none"> • Practicing varied pressure, consistency, and fluidity of line. • Learning how to create clean, confident strokes with ink. <p>5. Patience and Discipline</p> <ul style="list-style-type: none"> • Understanding the importance of taking time to refine each step. • Building endurance for detailed, repetitive tasks. <p>6. Value and Shading Awareness</p> <ul style="list-style-type: none"> • If shading is included, learning to replicate light and shadow accurately. • Understanding how pressure and stroke direction affect value. <p>7. Visual Analysis</p> <ul style="list-style-type: none"> • Training the eye to measure distances, angles, and relationships between elements. • Developing a deeper understanding of composition and structure. <p>8. Material Handling</p> <ul style="list-style-type: none"> • Gaining experience with different drawing tools (graphite pencils, pens, erasers, carbon 		<ul style="list-style-type: none"> • Projects: <ul style="list-style-type: none"> ○ Stolen handwriting. ○ Model Room. ○ Model House. • Final Exam
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	<p>sheets).</p> <ul style="list-style-type: none"> • Learning how different surfaces and tools behave under pressure. <p>9. Reproduction and Rendering Skills</p> <ul style="list-style-type: none"> • Practicing how to duplicate artwork faithfully — useful in illustration, design, and technical fields. • Understanding the differences between original and reproduced images. <p>10. Mistake Management</p> <ul style="list-style-type: none"> • Learning how to correct or work around errors with minimal disruption. • Building resilience and problem-solving skills. 		
Elements & Principles of Design	<p>1. Color Theory</p> <ul style="list-style-type: none"> • Understanding the color wheel, primary, secondary, and tertiary colors. • Recognizing warm vs. cool colors and how they influence mood and depth. <p>2. Color Mixing</p> <ul style="list-style-type: none"> • Learning how to mix paints or pigments to create new colors. • Understanding how hues interact and change when combined. <p>3. Color Harmony</p> <ul style="list-style-type: none"> • Applying color schemes like complementary, analogous, triadic, split-complementary, etc. • Creating balanced and visually pleasing color combinations. <p>4. Value and Tint/Shade</p>	<p>11.2.2</p> <ul style="list-style-type: none"> • Analyze the psychological impact that the principles and elements of design have on the individual. <p>11.2.3</p> <ul style="list-style-type: none"> • Analyze the effects that the principles and elements of design have on aesthetics and function. 	<ul style="list-style-type: none"> • Scored rubrics. • Check points. • Assignments: <ul style="list-style-type: none"> ◦ Color practice worksheets. • Projects: <ul style="list-style-type: none"> ◦ Datums • Final Exam

	<ul style="list-style-type: none"> • Understanding value (lightness and darkness of a color). • Learning how to create tints (adding white) and shades (adding black). <p>5. Contrast and Emphasis</p> <ul style="list-style-type: none"> • Using contrast to make elements stand out or recede. • Applying color to draw attention or create visual hierarchy. <p>6. Color Psychology and Symbolism</p> <ul style="list-style-type: none"> • Exploring the emotional and cultural meanings of colors. • Understanding how colors can evoke feelings, communicate messages, or symbolize ideas. <p>7. Temperature and Depth</p> <ul style="list-style-type: none"> • Using warm and cool colors to suggest spatial depth or atmosphere. • Creating foreground/background separation using temperature shifts. <p>8. Visual Perception</p> <ul style="list-style-type: none"> • Understanding simultaneous contrast (how colors affect each other when side-by-side). • Observing how lighting, surrounding colors, and materials influence color appearance. <p>9. Experimentation and Risk-Taking</p> <ul style="list-style-type: none"> • Gaining confidence to explore unexpected color combinations. • Learning through trial and error what works and what doesn't. 		
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	<p>10. Application to Mediums</p> <ul style="list-style-type: none"> Applying color concepts across various media: paint, digital, markers, colored pencil, ink, etc. Recognizing how each medium handles color differently. 		
Floor Planning	<p>1. Spatial Awareness</p> <ul style="list-style-type: none"> Understanding how spaces relate to one another in size, proportion, and layout. Visualizing and organizing spatial arrangements logically and efficiently. <p>2. Measurement and Scale</p> <ul style="list-style-type: none"> Using and converting measurements accurately. Learning to work with scale drawings (e.g., 1/4" = 1'-0") to represent real dimensions. <p>3. Technical Drawing Skills</p> <ul style="list-style-type: none"> Using tools like rulers, compasses, triangles, and drafting software. Drawing clean, precise lines for walls, doors, windows, and fixtures. <p>4. Understanding Architectural Symbols</p> <ul style="list-style-type: none"> Learning the standard symbols and conventions for doors, windows, stairs, electrical outlets, plumbing, etc. Reading and creating legend/key systems for interpreting floor plans. <p>5. Functional Design Thinking</p> <ul style="list-style-type: none"> Considering flow, accessibility, and usability in room layouts. 	<p>11.3</p> <ul style="list-style-type: none"> Apply residential and commercial interior design knowledge, skills and processes to meet specific design needs. <p>11.4</p> <ul style="list-style-type: none"> Demonstrate design, construction document reading, and space planning skills required for the housing, interior design and furnishings industries. <p>11.4.5</p> <ul style="list-style-type: none"> Apply building codes, universal design guidelines, and regulations in space planning and arrangement of furniture and furnishings. <p>11.4.6</p> <ul style="list-style-type: none"> Demonstrate graphic communication skills (CAD, PowerPoint, sketching). 	<ul style="list-style-type: none"> Scored rubrics. Check points. Assignments: <ul style="list-style-type: none"> Virtual floor plan practice. Famous room replica. Projects: <ul style="list-style-type: none"> Build a model room. Build a tiny house. Final Exam

	<ul style="list-style-type: none"> • Designing spaces with human needs, safety, and comfort in mind. <p>6. Drafting Techniques</p> <ul style="list-style-type: none"> • Practicing orthographic projection, line types, and line weights. • Understanding how to label and annotate drawings correctly. <p>7. Revision and Iteration</p> <ul style="list-style-type: none"> • Making adjustments based on critique or changing requirements. • Learning to revise designs to improve function or aesthetics. <p>8. Critical Thinking and Problem-Solving</p> <ul style="list-style-type: none"> • Solving layout problems such as space constraints or structural conflicts. • Balancing client needs, building codes, and design principles. <p>9. Conceptual to Practical Transition</p> <ul style="list-style-type: none"> • Turning abstract ideas into concrete, buildable plans. • Understanding the difference between concept design and working drawings. <p>10. Organization and Planning</p> <ul style="list-style-type: none"> • Planning room adjacencies, circulation paths, and zoning. • Sequencing the layout process methodically from rough sketch to final draft. • Intro to CAD (Computer-Aided Design): Gaining foundational skills in software like AutoCAD, SketchUp, or Revit (if applicable). 	<p>11.7.5</p> <ul style="list-style-type: none"> • Utilize applicable building codes and universal design regulations and guidelines in space planning. <p>11.7.6</p> <ul style="list-style-type: none"> • Create floor plans using architectural drafting skills and computer aided design software. 	
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	<ul style="list-style-type: none"> • Team Communication: Collaborating and communicating design intent with others (peers, clients, or instructors). • Documentation Practices: Creating professional-quality documentation for construction or presentation. 		
Construction	<ol style="list-style-type: none"> 1. Understanding Building Systems <ul style="list-style-type: none"> • Learning how structural, electrical, plumbing, and HVAC systems work together. • Gaining insight into how different systems are integrated during construction. 2. Tool Proficiency and Safety <ul style="list-style-type: none"> • Identifying and using hand tools and power tools properly. • Following safety protocols on a construction site (PPE, hazard awareness, etc.). 3. Blueprint and Plan Reading <ul style="list-style-type: none"> • Interpreting architectural drawings, elevations, and floor plans. • Understanding construction documentation, measurements, symbols, and annotations. 4. Problem-Solving and Critical Thinking <ul style="list-style-type: none"> • Identifying construction challenges (e.g., uneven terrain, material shortages). • Developing creative solutions that balance cost, time, and quality. 5. Framing and Structural Understanding <ul style="list-style-type: none"> • Learning how to frame walls, floors, and roofs using standard methods. • Understanding load-bearing walls, joists, beams, and foundations. 6. Knowledge of Materials and Their Properties 	<p>11.5</p> <ul style="list-style-type: none"> • Analyze design and development of architecture, interiors, and furnishings through the ages. <p>11.7</p> <ul style="list-style-type: none"> • Apply design knowledge, skills, processes, and theories and oral, written, and visual presentation skills to communicate design ideas. <p>11.7.4</p> <ul style="list-style-type: none"> • Utilize a variety of presentation media including drawings, photography, video, computer, and software for client presentations. <p>11.7.5</p> <ul style="list-style-type: none"> • Utilize applicable building codes and universal design regulations and guidelines 	<ul style="list-style-type: none"> • Scored rubrics. • Check points. • Assignments: <ul style="list-style-type: none"> ○ Kahoot notes: house features, house styles, roof types. • Projects: <ul style="list-style-type: none"> ○ House styles research presentation. ○ Model Room • Final Exam

	<ul style="list-style-type: none"> • Studying various building materials: wood, concrete, steel, insulation, drywall, etc. • Understanding material strengths, weaknesses, and best applications. <p>7. Math and Measurement Skills</p> <ul style="list-style-type: none"> • Calculating dimensions, areas, volumes, and quantities of materials. • Applying basic geometry and algebra to construction tasks. <p>8. Construction Sequence and Project Planning</p> <ul style="list-style-type: none"> • Learning the step-by-step process of building a house (site prep, foundation, framing, etc.). • Understanding timelines, dependencies, and project management basics. <p>9. Hands-On Building Skills</p> <ul style="list-style-type: none"> • Practicing tasks like cutting, nailing, leveling, installing materials. • Learning techniques for accuracy and craftsmanship. <p>10. Code Compliance and Regulations</p> <ul style="list-style-type: none"> • Understanding the importance of building codes, permits, and inspections. • Learning how to ensure structures are safe, legal, and up to standard. <p>11. Sustainability and Efficiency</p> <ul style="list-style-type: none"> • Exploring concepts like energy-efficient design, insulation, solar integration, and green materials. • Learning about sustainable building practices and long-term environmental impact. <p>12. Communication and Teamwork</p> <ul style="list-style-type: none"> • Collaborating with others on construction projects. 	<p>in space planning.</p> <p>11.7.6</p> <ul style="list-style-type: none"> • Create floor plans using architectural drafting skills and computer aided design software. 	
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	<ul style="list-style-type: none">• Practicing clear communication with peers, instructors, or clients.• Career Exploration: <i>Gaining exposure to roles like carpenter, architect, general contractor, or building inspector.</i>• Work Ethic and Responsibility: Building discipline through hands-on work and accountability for outcomes.		
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