Grade 9 : Architectural Design Q1

Architectural Design Drawing skills!

Global Context- Scientific and technical innovation
Key Concept: -Communication

FACTUAL : What are the different aspects of form?
CONCEPTUAL: Can different design techniques enhance the viewer's perception?
DEBATABLE: Do traditional drawing skills need to be learnt when the same can be drawn on different CAD packages?

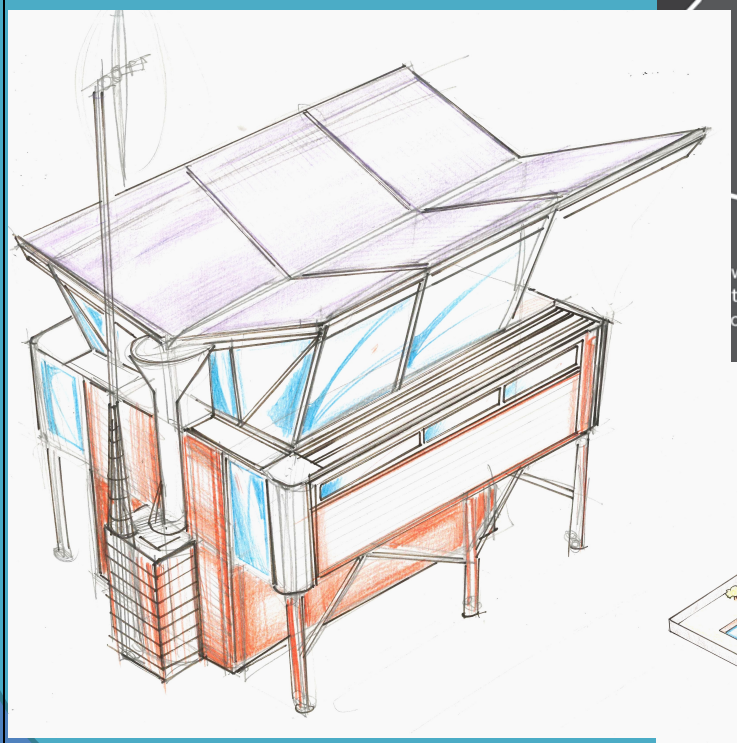
Approaches to Learning(ATL skills)

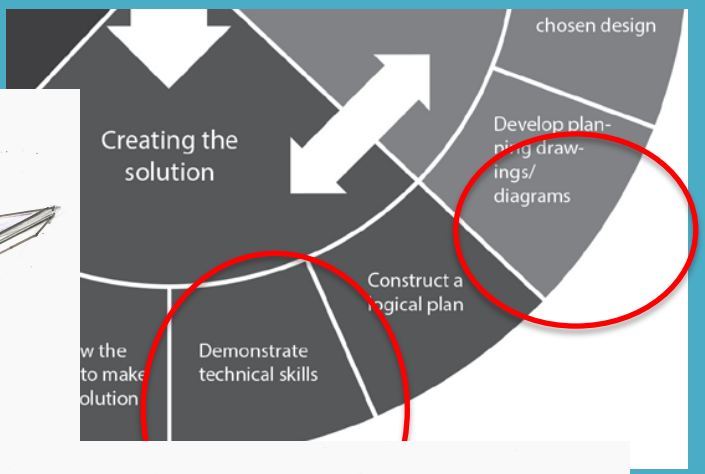
Self-management: *Prioritising time, tasks and reflection.*

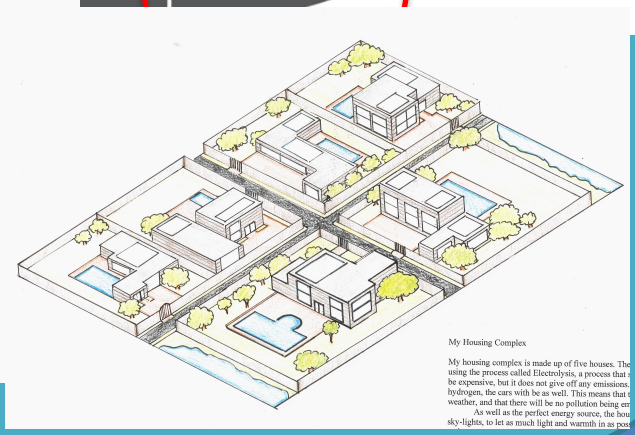
Communication : *Interpret and use effectively modes of non-verbal communication. Share Ideas with multiple audiences using a variety of digital environments and media.*

Thinking: *Apply existing knowledge to generate new ideas, products or processes.*

Unit 1 Architectural Design Skills:



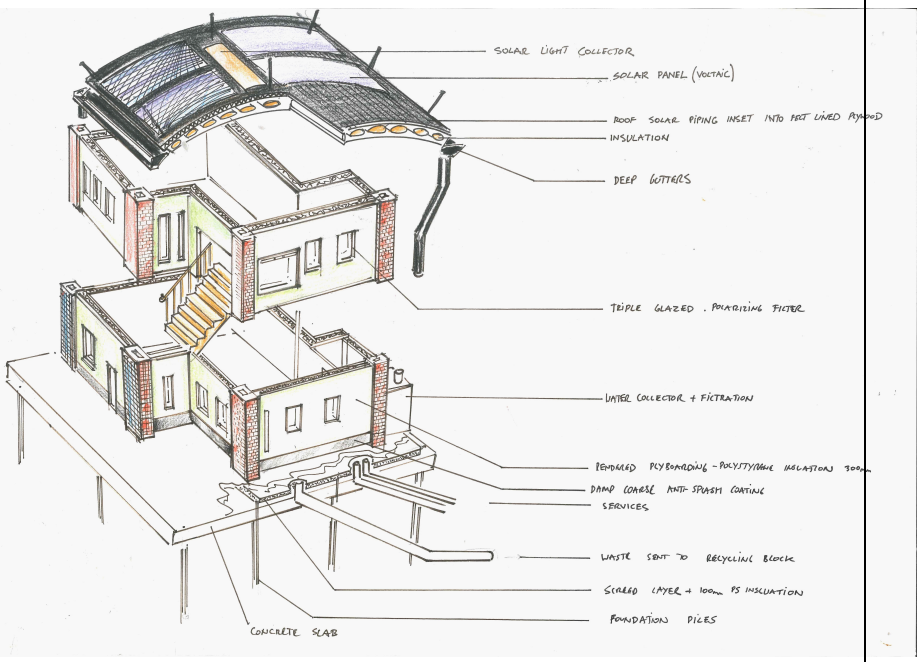




DEVELOPING IDEAS: First Date Due:

Activities/Tasks

- ❑ **Clear board set up: Paper set correctly, Neat title block, should be clear to read Pencil no pen!**
- ❑ **Perspective drawings**
- ❑ **Orthographic Drawing**
- ❑ **Isometric Drawing**
- ❑ **~~Exploded Isometric/ cut away/section~~**
- ❑ **Design sketching skills: practice examples, shading,colouring.**
- ❑ **2d CAD to 3d Cad : Sketchup to start with.**



Creating the Solution:

- ❑ Final drawings showing a variety of technical skills from above

FINAL TURN IN:

- ❑ **Design tray and computer sketchup files**: **<u>with ALL section Included</u>** mentioned above!
- ❑ **This quarter is purely for drawing skills. Quarter 4 will be a small project using some of the above skills. Assessment is based on the project in Quarter 4 which will include your drawings from quarter 3.**