	'Home Sweet Home' Course Outline						
Wk	Class	Торіс	Activities	Resources	Key Knowledge/Skills	Assessment	
1	1 (Double)	Orthogonal Drawing	<ul> <li>Introduce assessment.</li> <li>Run matching activity to assess prior knowledge.</li> <li>Powerpoint introducing orthogonal drawing.</li> <li>Hidden lines activity.</li> <li>Students to roughly sketch object.</li> <li>Students to measure object.</li> <li>Commence orthogonal drawing.</li> </ul>	<ul> <li>Assessment rubric</li> <li>Matching Activity</li> <li>Orthogonal drawing powerpoint presentation</li> <li>Orthogonal drawing hidden lines activity sheet and answers</li> <li>Orthogonal Drawing template</li> </ul>	<ul> <li>the conventions of presentation drawings associated with industrial design</li> <li>purposes of presentation drawings</li> <li>two-dimensional drawing methods</li> <li>third-angle orthogonal projections</li> <li>role of Australian Standards in providing nationally accepted conventions for technical drawing</li> </ul>	Technical drawing matching activity	
	2		Continue orthogonal drawing.		<ul> <li>apply drawing methods that are suitable for presentation drawings and the selected field</li> <li>select and apply technical drawing conventions used with presentation drawings</li> <li>select and apply two-dimensional methods to represent form, proportions and scale.</li> </ul>		
	3		Finalise orthogonal drawing.				
	1 (Double)		Use Illustrator to add dimensions.	Illustrator dimensioning worksheet	<ul> <li>methods to refine drawings using digital methods</li> </ul>	Orthogonal Drawing (10%)	

2	2	The Design Process	<ul> <li>Introduce assessments.</li> <li>Powerpoint introducing design process.</li> <li>Plickers Quiz</li> <li>Research (on computers).</li> </ul>	<ul> <li>'Home Sweet Home' Brief</li> <li>Museum Victoria Design Process Powerpoint</li> <li>Year 12 Folio examples</li> <li>Plickers Quiz</li> </ul>	<ul> <li>role of the brief in establishing the parameters of a design task</li> <li>purposes of visual communications in relation to specified target audiences and contexts</li> <li>the design process as a framework for organising and implementing design decisions</li> <li>research and analyse information relevant to a given brief</li> <li>apply practices that fulfil legal obligations with respect to copyright</li> </ul>	Plickers Quiz
	3		<ul> <li>Show famous architects and their buildings, pre/post 1990.</li> <li>Video 'How to think like an architect'.</li> <li>Show student examples.</li> <li>Idea generation</li> </ul>	<ul> <li>Architects &amp; Buildings Powerpoint</li> <li>'How To Think Like An Architect: The Design Process', Video</li> <li>Student folio example</li> </ul>	<ul> <li>use freehand visualisation drawings and annotations to make ideas visible</li> <li>evaluate the suitability of design ideas and concepts in terms of the requirements of the brief</li> </ul>	
	1 (Double)	Floor Plans/ Elevations	<ul> <li>Floor plans/Elevations powerpoint</li> <li>Floor plans/Elevations worksheet</li> <li>Idea generation</li> </ul>	<ul> <li>Floor plans/Elevations powerpoint</li> <li>Floor plans/Elevations activity sheet</li> </ul>	<ul> <li>the conventions of presentation drawings associated with environmental design</li> <li>technical drawing conventions used with presentation drawings</li> <li>role of Australian Standards in providing nationally accepted conventions for technical drawing</li> </ul>	
3	2		<ul><li>Discussion on annotating.</li><li>Idea generation</li></ul>			

	3		Idea development	• SCAMPER	<ul> <li>creative, critical and reflective design thinking techniques</li> <li>apply and document design thinking techniques when engaged in the design process</li> <li>select and use a range of appropriate methods, media, materials, design elements and design principles</li> </ul>	
	1 (Double)		Idea development			
4	2		<ul><li>Read through the brief again.</li><li>Refinement</li></ul>		<ul> <li>techniques for refining and presenting visual communications using manual and/or digital methods</li> </ul>	
	3		Refinement			
5	1 (Double)		<ul> <li>Show blueprint symbols.</li> <li>Students to draw their final floor plan and elevation design onto graph paper, using correct measurements and symbols.</li> </ul>	• Floor plan symbols	<ul> <li>methods of drawing to scale using conventional ratios</li> <li>apply drawing methods that are suitable for presentation drawings and the selected field</li> <li>select and apply technical drawing conventions used with presentation drawings methods to refine drawings using manual methods</li> <li>methods of drawing to scale using conventional ratios</li> </ul>	
	2	Rendering	<ul> <li>Demonstration on clipping masks, placing different textures/finishes into floor plan.</li> <li>Students to use Illustrator to render their floor plan.</li> </ul>		<ul> <li>rendering techniques</li> </ul>	

	3		Finalise floor plan rendering.			Mid Point Folio and Technical Drawing Review
6	1 (Double)		<ul> <li>Show rendering drawings.</li> <li>Photocopy final elevation drawing.</li> <li>Experiment with different rendering options. i.e. watercolours, copic markers and hatching.</li> </ul>	<ul> <li>Rendering examples</li> </ul>	<ul> <li>rendering techniques</li> </ul>	
	2		Choose a particular rendering style and start their final elevation drawing.			
	3		Finish elevation drawing.			
7	1 (Double)	Planometric Drawing	<ul> <li>Planometric practice activity.</li> <li>Planometric demonstration using tracing paper or light box.</li> <li>Students to take favourite room from dream home floor plan and start a planometric drawing.</li> </ul>	<ul> <li>Planometric practice activity</li> <li>Planometric student samples</li> </ul>	<ul> <li>three-dimensional drawing methods</li> <li>the conventions of presentation drawings associated with environmental design</li> <li>purposes of presentation drawings</li> </ul>	
	2		<ul> <li>Continue with planometric drawing.</li> </ul>			
	3		<ul> <li>Continue with planometric drawing.</li> </ul>			
	1 (Double)		<ul> <li>Finalise planometric drawing</li> <li>Start rendering either on the computer or with copic markers (students to choose).</li> </ul>		<ul> <li>rendering techniques</li> </ul>	
	2		<ul> <li>Finish rendering of planometric drawing.</li> </ul>			

8	3		<ul> <li>Run matching activity to see what they've learnt across the unit, and also any content they need to revise before their test.</li> <li>Time to finish off any last bits and pieces before submitting folio for assessment.</li> </ul>	Matching Activity	Technical drawing matching activity Folio (30%) Technical Drawings (40%)
9	1 (Double)	Summary	<ul> <li>Unit Test on technical drawing, the design process and rendering techniques.</li> </ul>	Unit Test	Unit Test (20%)