

STRAND	STANDARD	OBJECTIVES (What it looks like in the classroom) The learner will 1	# OF DAYS NEEDED FOR MASTERY	DATE	ASSESSMENT TYPE (classroom, STAR, objective, subjective, project, etc.)	RESOURCES (Materials, web sites, auto-visual, print)	LEARNING ACTIVITIES
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Principles and Elements of Design	11.2 Evaluate housing design concepts in relation to available resources and options.	<p>11.2.1 Apply the principles and elements of design.</p> <p>11.2.2 Analyze the psychological impact that the principles and elements of design have on the individual.</p> <p>11.2.3 Analyze the effects that the principles and elements of design have on aesthetics and function.</p>					<p>Chapter 15 ó õThe Elements of Designö</p> <p>Chapter 16 ó õColor and the Design Processö</p> <p>Chapter 17 ó õThe Principles of Designö</p>

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Planning, Designing and Evaluating Interior Environments	11.3 Evaluate the use of housing and interior furnishings and products in meeting specific design needs.	11.3.1 Analyze product information, including but not limited to floor coverings, wall coverings, textiles, window treatments, furniture, lighting fixtures, kitchen and bath fixtures and equipment. 11.3.2 Evaluate manufacturers, products, and materials considering care, maintenance, safety, and environmental protection issues.					Chapter 19 ó õChoosing Backgroundsö Chapter 22 ó õChoosing Lighting and Accessoriesö Chapter 24 ó õKitchens, Laundry Areas, and Bathsö Chapter 25 ó õHome Offices and Storage Spacesö

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Interior Design	11.4 Demonstrate computer-aided drafting design, blueprint reading and space planning skills required for the housing, interiors, and furnishings industry.	<p>11.4.2 Evaluate floor plans for efficiency and safety in areas including but not limited to zones, traffic patterns, storage, electrical and mechanical systems.</p> <p>11.4.3 Draw an interior space to mathematically accurate scale using correct architecture symbols and drafting skills.</p> <p>11.4.4 Arrange furniture placement with reference to principles of design, traffic flow, activity, and existing architectural features.</p>					<p>Chapter 18 ó õDeveloping a Design Planö</p> <p>Chapter 23 ó õCompleting and Presenting the Designö</p>

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Furniture Design	11.5 Analyze influences on architectural and furniture design and development.	11.5.1 Describe features of furnishings that are characteristic of various historical periods. 11.5.5 Analyze future design and development trends in architecture, interiors, furniture, and furnishings.					Chapter 20 ó öRecognizing Furniture Stylesö Chapter 21 ó öSelecting Furnitureö

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Application of knowledge	<p>11.6 Evaluate client's needs, goals, and resources in creating design plans for housing, interiors, and furnishings.</p> <p>11.7 Apply design knowledge, skills, processes, and theories in oral, written, and visual presentation skills to communicate design ideas.</p>	<p>11.6.4 Critique design plans that address client's needs, goals, and resources.</p> <p>11.7.2 Demonstrate illustrative sketching, presentation of color, materials, and furnishings in preparation of renderings, elevations, and sketches.</p> <p>11.7.3 Prepare visual presentations including legends, keys, and schedules.</p>					Design Lab and Presentation

