

BAA Interior Design 12 Framework

District Name: Abbotsford

District Number: #34

Course Name: Interior Design 12

Developed by: Mrs. Monique Reefschlaeger

School Name: W.J. Mouat Secondary School

Principal's Name: Mr. Rob Comeau

Board/Authority Approval Date:

Board/Authority Signature:

Date Developed: October, 2008

Grade Level of Course: 12

Number of Course Credits: 4

Number of Hours of Instruction: 120 hours

Prerequisite: None

Special Training, Facilities or Equipment Provided

Facilities: Regular classroom with access to a computer lab and a room with sinks occasionally.

Equipment: Laptop and LCD projector

Course Synopsis:

This course has been developed to support and encourage students to express themselves creatively through the many realms of Interior Design. Students will learn the elements and principles of design and will explore the various career opportunities available in this ever-growing industry. This course will cover topics including historical architecture, contemporary design styles and trends. Students will explore factors that have influenced interior design in the past and in the present, identify sources of inspiration, draw, draft and construct interior plans and décor items. Emerging technologies and business strategies are studied and incorporated into project work. Self and peer assessment play a major role throughout the process. Upon completion of this course, students will have a portfolio that will showcase all of the work that they have done and collected over the semester, which is essential for admission into any Interior Design program at a post-secondary institution.

Rationale:

This course is intended for students who have a strong interest in interior design and would like to further their study in interior design, business, real-estate or other related fields. Students will continually analyze and re-evaluate their own work and that of other interior designers and gain practice in their skills through a variety of assignments which encourage them to explore today's interior design industry. Students will gain knowledge and develop skills from meaningful methods of creating, analyzing and presenting original and personal work.

Organizational Structure:

Unit/Topic	Title	Aprox. Time (hours)
Unit 1	Elements and Principles of Design	15
Unit 2	History, Architecture and Trends in Design	15
Unit 3	Careers in Interior Design	10
Unit 4	Planning and Drawings	30
Unit 5	Décor / Furnishings	30
Unit 6	The Business of Interior Design	20
	Total Hours	120 hours

Instructional Components:

Lessons will be taught to students through direct instruction, analytical dialogue, lectures, handouts, visual aids/diagrams, demonstrations, detailed explanation, samples, presentations and videos.

Unit Descriptions:

Unit 1: Elements and Principles of Design

Overview / Objective

Students will receive a brief introduction to the interior design industry with lessons on basic theories, processes and vocabulary. A focus will be placed on concept development and the key elements and principles of design. They will be required to collect and share information from the newspaper, magazine or other sources, regarding the local (B.C) interior design industry. Students will collect all of their findings in their portfolios as evidence of their interest and awareness in this area.

It is expected that students will:

- explore and explain the importance of the interior design industry in their own city, B.C., Canada and internationally.
- recognize and identify key elements and principles of design.
- understand and use important terminology of the industry.

Unit 2: History, Architecture and Trends in Design

Overview / Objective

In this unit, students will be introduced to various periods and styles of design in Western Civilization. Art history will be examined and compared with current day trends in the industry. Architecture and assorted art forms will also be discussed in this unit.

It is expected that students will:

- identify the various styles of design such as modern, traditional, eclectic etc.
- identify changes in interior design in various cultures and periods of history by creating a visual and explanative timeline for their portfolios.
- examine how architecture has and continues to influences interior design.
- explore key areas of growth and potential for the future.
- identify global issues in the interior design industry.
- identify influential designers and their impact on interior designers.
- describe how market research companies can contribute to future trend predictions in style and design.

Unit 3: Careers in Interior Design

Overview / Objective

Through research, students will become aware of the many career possibilities directly or indirectly related to the interior design industry and will learn the required skills for each occupation. They will create their own updated resume and cover letter to put in their portfolios so that it is easily accessible for when they are ready to apply to a job in the interior design industry or any other job. Students will also practice various interview questions to help them for when they have a real job interview. Possible guest speakers may include interior designers, real-estate agents, stagers, professional organizers or florists.

It is expected that students will:

- research and become familiar with career pathways and educational opportunities in the interior design field.
- explain facts about and skill sets required for these careers.
- create their own updated resume and cover letter to put in their portfolios.
- demonstrate confidence in interviews, answer various questions with strong answers and be prepared overall for any future interviews.
- learn from professionals in the industry what specific careers can be like and the pros and cons of that career in the everyday workplace environment.

Unit 4: Planning and Drawings

Overview / Objectives

In this unit, students will use the problem-solving process to analyze existing floor plans, learn furniture placement, focal points, space planning and the importance of scale in many rooms. Students will learn free-hand and technology assisted drawing techniques. Different types of drawings from 2D and 3D, praline, perspective, orthographic, linear and grid drawings will all be examined and practiced. Students will also create various models to show layouts and scale.

It is expected that students will:

- learn the different types of drawings that exist in the interior design to help portray design concepts and communicate visually between designers and clients.
- illustrate ideas through various manual sketches or computer-assisted designs that can be showcased in their portfolios.
- use computer-assisted design software to facilitate and enhance work and understand the technology used to connect design and production process.
- explore ways to plan or improve room layouts and furniture placement by creating models.
- understand how the proper scale of items plays a key role in any room.

- determine what the focal point is or should be in particular rooms.

Unit 5: Décor / Furnishings

Overview / Objectives

This unit will provide students with information on different types of décor options for an array of rooms. Types of décor include lighting, finishings, fabrics and other materials for floors, walls, ceilings and windows, accents, furniture, artwork and floral design.

Practical work in planning and creating décor pieces will take place. Students will create sample boards showing particular rooms before and after, make their own accent pieces such as a throw pillow, a piece of artwork and a variety of floral arrangements.

Possible fieldtrips to view professional décor include visits to hospital lottery show homes and interior design shows at the Tradex and/or BC Place.

It is expected that students will:

- express their creativity by developing an assortment of décor pieces such as sample boards, a throw pillow for a particular room theme, artwork and floral arrangements that will be put into their portfolios.
- identify, compare and evaluate methods of construction used in homes and the industry.
- describe factors that influence interior design choices.

Unit 6: The Business of Interior Design

Overview / Objectives

In this unit, students will examine key business concepts associated with the interior design industry. They will learn consumer spending statistics and population demographics and how that affects the current ever-growing interior design industry. They will view examples and then create their own company name, logo, slogan and window displays as part of their overall business plans. These plans will include preparation of start-up costs, staffing and location. Students will learn business terms, entrepreneurial skills and how to be successful in the 4P's (product, price, place and promotion.) Role plays will also be a key element of this unit. Students will practice and present their portfolios, business plans and different client scenarios and will discover ways to market their services and ideas. Retail displays will be examined as an important aspect to drawing customers in. Students will also examine important aspects that make up contracts, how to price jobs appropriately, budgets and how to stay organized with spreadsheets. Environmental issues and sustainable resources will also be looked at.

It is expected that students will:

- use technology and different computer programs for various functions in the interior design business/industry.

- Examine statistics and demographics related to the interior design business.
- prepare effective displays, strong company logos and plan for the four P's which will all be part of their business plans.
- demonstrate knowledge in marketing, entrepreneurial terms and environmental issues.
- demonstrate the effective use of time by practicing client scenarios and presenting portfolios.
- demonstrate ability to design to a target market.

Assessment Component:

Formative:	Sketchbook / Articles Collection Self and Peer Assessment of drafts Quizzes and Assignments	20%
Summative:	Design Boards Design Research Reports Tests and Projects Oral Presentations	30%
	Portfolio / Business Plan	50%

Teacher Resources

TITLE	AUTHOR	ISBN NUMBER
<u>Interior Design Course: Principles, Practices and Techniques For the Aspiring Designer</u>	Tomris Tangaz	10-0764132598
<u>How to Start a Home-Based Interior Design Business</u>	Nita B. Phillips and Suzanne DeWalt	10-0762738774
<u>Interior Design Visual Presentation: A Guide to Graphics, Models & Presentation Techniques</u>	Maureen Milton	10-0471225525
<u>The Interior Designers Guide to Pricing, Estimating and Budgeting</u>	Theo S. Williams	10-1581154038
<u>Interior Design Illustrated – 2nd ed.</u>	Francis D.K. Ching and Corky Binggeli	10-0471473766
<u>House and Home Magazines – Canada</u>	Lynda Reeves	

Appropriate Visual and Technical Information Websites for Instructor

www.interiordesigncanada.org (technical information)

www.interiordesign.net

www.homesandgardens.com

www.interiordezine.com

www.interiordesign.com/index.cfm/Glossary

<http://mydeco.com/>

<http://www.hgtv.com/hgtv/decorating>

www.designare.com/newsletter/glossary.html (good for interior design vocabulary)

<http://interiordec.about.com>

<http://academics.triton.edu/faculty/fheitzman/terms.html>

www.myspacedesigners.com/interior-design-terminology.php

<http://www.save-on-crafts.com/eigbasflower.html> (floral arrangement designs and shapes)

www.houseandhome.com/ (to go with magazine subscription)