Unit 5: Basic Design Elements: Form, Order and Space / Landscape Park Design (Modeling Techniques)

Content Area: **Technology**
Course(s):
Time Period: **January**
Length: **8-9 Blocks**
Status: **Published**

Enduring Understandings

1. An immersive design experience is composed of various basic design elements. These design elements when played together contribute to a complete design experience

2. Simple forms hold great power when used in a strategic order

3. The arrangement of Form, Order and Space are the basic building blocks to an architectural design experience.

4. Circulation around a park is primarily driven by the landmarks and paths

Essential Questions

1. How does a landmark influence the users of the park space?

2. How do you know where the main entrance of a building is located?

3. How have paths influenced your life experience?

Content

Form, Order, Space, Hierarchy, Linear, Parallel, Path, Node, Landmark, Shade, Shadow Form, Function, Accessible, Lynch Diagraming, Types of Organization

Skills

1. Students will be able to develop a design concept based around a landmark and enhanced by supporting design elements

2. Students will be able to visually diagram their design concept using their previously learned visual

communication skills

3. Students will be able to present their design concept clearly and thoughtfully

4. Students will be able to use basic design elements to develop a symbolic and intentional park layout

Resources

Basic Modeling materials (Foam Core, Balsa Wood Sticks, Bass Wood Cubes and Spheres) and Elmers or Hot Glue.

Standards

9.3.12.AC-DES.7 - Employ appropriate representational media to communicate concepts and project design.

CTE 9.3.12.AC.6 - Read, interpret and use technical drawings, documents and specifications to plan a project.

CTE 9.3.12.AC.1 - Use vocabulary, symbols and formulas common to architecture and construction.

CTE 9.3.12.AC-DES.6 - Apply the techniques and skills of modern drafting, design, engineering and construction to projects.

8.2.12.D.1 - Design and create a prototype to solve a real world problem using a design process, identify constraints addressed during the creation of the prototype, identify trade-offs made, and present the solution for peer review.

8.1.12.A.1 - Create a personal digital portfolio which reflects personal and academic interests, achievements, and career aspirations by using a variety of digital tools and resources.