# Architecture Design II Course No. 38223 Credit: 0.5

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| **Student name:**  |  | **Graduation Date:** |  |

Pathways and CIP Codes: **Construction and Design (46.0000)**

Course Description: Students will gain advanced knowledge and analyzing skills needed to enter a career in architecture or construction or prepare a foundation toward postsecondary degrees in architecture, construction sciences, drafting, landscape architecture or product design.  Design Principles in Architecture II will build on the foundations of Design Principles in Architecture I, through advanced analysis and evaluation of design, design history, techniques, and tools related to the hand production of drawings, renderings, and scaled models for architectural, landscape architectural, product design, and construction sciences purposes.

Directions:The following competencies are required for full approval of this course. Check the appropriate number to indicate the level of competency reached for learner evaluation.

**RATING SCALE:**

4. Exemplary Achievement: Student possesses outstanding knowledge, skills or professional attitude.

3. Proficient Achievement:Student demonstrates good knowledge, skills or professional attitude. Requires limited supervision.

2. Limited Achievement:Student demonstrates fragmented knowledge, skills or professional attitude. Requires close supervision.

1. Inadequate Achievement:Student lacks knowledge, skills or professional attitude.

0. No Instruction/Training:Student has not received instruction or training in this area.

**Prerequisite:** 21203 Architecture Design I

## Benchmark 0: The following competency is to be taught with in ALL technical level courses offered in your school's approved pathway.

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 0.1 | Demonstrate an understanding of industry standards for personal safety including the safe use of tools, equipment, and hazardous materials. |  |

## Benchmark 1: Drafting and print reading applications

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 1.1 | Analyze prints and drawings to assist with project planning’ |  |
| 1.2 | Improve architectural lettering techniques used in design and documentation. |  |
| 1.3 | Classify elements and symbols of architectural prints and drawings. |  |

## Benchmark 2: Architectural applications

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 2.1 | Develop problem solving skills to break down complex problems into components to be analyzed, generate multiple solutions, evaluate solutions, and optimize a final solution. |  |
| 2.2 | Develop rapid idea generation given a set of conditions and design parameters or needs by generating three to five different ideas. |  |
| 2.3 | Develop traditional drafting and sketching methods to develop plans, sections, elevations, perspective, and character sketches from bubble diagrams of spaces and structures by maximizing the efficiency of circulation. |  |

## Benchmark 3: Advanced architectural applications

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 3.1 | Analyze a built environment and diagram the evident spatial organization and ordering principles to develop understanding of form, space, and order and ability to synthesize and communicate complex concepts of spatial design, architectural design, and formal qualities of the built world. |  |
| 3.2 | Demonstrate skills to illustrate ideas for design projects from direct observations, experiences, and imagination as applied to design problems. |  |
| 3.3 | Research, develop, synthesize lessons learned, and communicate a project that incorporates sustainable design principles as defined by the U.S. Green Building Council, LEED, or SITES. |  |
| 3.4 | Construct design projects in three dimensions through the creation of solid models, demonstrating mastery of spatial design concepts and vocabulary. |  |
| 3.5 | Demonstrate understanding and interpretation of visual design solutions through effective use of architectural media and tools for design, drawing, and solid modeling. |  |
| 3.6 | Develop problem solving skills to break down complex problems into components to be analyzed and solved. |  |
| 3.7 | Demonstrate understanding and synthesis of knowledge by combining the use of design elements such as color, texture, shape, form, line, negative space, and value, with architectural ordering principles such as hierarchy, rhythm, balance, proportion, and unity to enhance design decisions. |  |
| 3.8 | Justify, interpret, and evaluate personal architectural works. |  |
| 3.9 | Criticize original architectural artworks, portfolios, and exhibitions by peers and others to form precise conclusions about formal qualities, historical and cultural contexts, intents, and meanings |  |

I certify that the student has received training in the areas indicated.

Instructor Signature:

For more information, contact:

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