

# Interior Design and Housing

## Rationale Statement:

People around the world have a shared need for housing and other shelters in which to meet, work, and live. Housing and Interior Design is a semester course designed to teach basic housing and interior design principles. This activity-based class requires group and individual projects, which utilize good design principles. The topics covered will include evolution of exteriors, evaluating floor plans, planning and decorating a home, arranging furniture, window treatments, selecting accessories, floral arranging, floor treatments, ceiling treatments, wall treatments, window treatments, and using the elements and principles of design. This course fulfills the requirement for a fine art credit.

## Suggested Grade Level: 9-12

## Topics Covered:

- Careers in interior design and housing
- Principles and elements of design
- Computer aided drafting
- Blueprints and design
- Basic construction
- Furnishings and finishes
- History of housing

## Core Technical Standards & Examples:

Indicator #1: Integrate knowledge, skills, and practices required for careers in housing, interiors, and furnishings.	
Bloom's Taxonomy Level	Standards and Examples
Analysis	<p><b>IDH 1.1</b> Analyze career paths within the housing, interiors, and furnishings industry. <i>For example:</i></p> <ul style="list-style-type: none"><li>• Explain the roles and functions of individuals engaged in housing, interiors, and furnishings careers.</li><li>• Analyze opportunities for employment and entrepreneurial endeavors.</li><li>• Summarize education, training, and credentialing requirements and opportunities for career paths in housing, interiors, and furnishings.</li><li>• Analyze the impact of housing, interiors, and furnishings occupations on local, state, national, and global economies.</li><li>• Create an employment portfolio for use with applying for internships and work-based learning opportunities in housing, interiors, and furnishings careers.</li><li>• Analyze the role of professional organizations in housing, interiors, and furnishings professions.</li></ul>

Evaluation	<p><b>IDH 1.2</b> Evaluate housing design concepts in relation to available resources and options.</p> <p><i>For example:</i></p> <ul style="list-style-type: none"> <li>• Apply the principles and elements of design.</li> <li>• Analyze the psychological impact that the principles and elements of design have on the individual.</li> <li>• Analyze the effects that the principles and elements of design have on aesthetics and function.</li> <li>• Apply principles of human behavior such as ergonomics and anthropometrics to design of housing, interiors, and furnishings.</li> </ul>
Evaluation	<p><b>IDH 1.3</b> Evaluate the use of housing and interior furnishings and products in meeting specific design needs.</p> <p><i>For example:</i></p> <ul style="list-style-type: none"> <li>• Analyze product information, including but not limited to floor coverings, wall coverings, textiles, window treatments, furniture, lighting fixtures, kitchen and bath fixtures and equipment.</li> <li>• Evaluate manufacturers, products, and materials considering care, maintenance, safety, and environmental protection issues.</li> <li>• Demonstrate measuring, estimating, ordering, purchasing, and pricing skills.</li> <li>• Appraise various interior furnishings, appliances, and equipment that provide cost and quality choices for clients, considering first-cost and product life-cycle costing.</li> </ul>
Demonstration	<p><b>IDH 1.4</b> Demonstrate computer-aided drafting design, blueprint reading, and space planning skills required for the housing, interiors, and furnishings industry.</p> <p><i>For example:</i></p> <ul style="list-style-type: none"> <li>• Explain information provided on blue prints.</li> <li>• Evaluate floor plans for efficiency and safety in areas including but not limited to zones, traffic patterns, storage, and electrical; and mechanical systems.</li> <li>• Draw an interior space to mathematically accurate scale using correct architecture symbols and drafting skills.</li> <li>• Arrange furniture placement with reference to principles of design, traffic flow, activity, and existing architectural features.</li> <li>• Utilize applicable building codes, universal guidelines, and regulations in space planning.</li> <li>• Create floor plans using computer design software.</li> <li>•</li> </ul>
Analysis	<p><b>IDH 1.5</b> Analyze influences on architectural and furniture design and development.</p> <p><i>For example:</i></p> <ul style="list-style-type: none"> <li>• Describe features of furnishings that are characteristic of various historical periods.</li> <li>• Explain how prosperity, mass production, and technology are related to the various periods.</li> <li>• Illustrate the development of architectural styles throughout history.</li> <li>• Compare and contrast historical architectural details to current housing and interior design trends.</li> <li>• Analyze future design and development trends in architecture, interiors,</li> </ul>

	furniture, and furnishings.
Evaluation	<p><b>IDH 1.6</b> Evaluate client's needs, goals, and resources in creating design plans for housing, interiors, and furnishings.</p> <p>For example:</p> <ul style="list-style-type: none"> <li>● Assess human needs, safety, space, and technology as they relate to housing and interior design goods.</li> <li>● Assess community, family, and financial resources needed to achieve clients' housing and interior goals.</li> <li>● Assess a variety of available resources for housing and interior design, including ergonomic and anthropometric data.</li> <li>● Critique design plans that address client's needs, goals and resources.</li> <li>● Justify design solutions relative to client needs and the design process.</li> </ul>
Application	<p><b>IDH 1.7</b> Apply design knowledge, skills, processes, and theories and oral, written, and visual presentation skills to communicate design ideas.</p> <p>For example:</p> <ul style="list-style-type: none"> <li>● Select appropriate studio tools.</li> <li>● Demonstrate illustrative sketching, presentation of color, materials, and furnishings in preparation of renderings, elevations, and sketches.</li> <li>● Prepare visual presentations including legends, keys, and schedules.</li> <li>● Utilize a variety of presentation media such as photography, video, computer, and software for client presentations.</li> <li>● Utilize applicable building codes, universal guidelines, and regulations in space planning.</li> <li>● Create floor plans using computer design software.</li> </ul>