



EXAM INFORMATION

Items

64

Points

72

Prerequisites

NONE

Grade Level

9-12

Course Length

ONE SEMESTER

Career Cluster

ARTS, A/V TECHNOLOGY, AND
COMMUNICATION

Performance Standards

INCLUDED

Certificate Available

YES

DESCRIPTION

This course enables students to explore their creativity in the field of interior design. Identification of the elements and principles of design are emphasized. Other topics included are furniture arrangement basics, floor plan evaluation, area planning and careers. Student organizations may be an integral part of this course.

EXAM BLUEPRINT

STANDARD	PERCENTAGE OF EXAM
1- Design Presentation Techniques	3%
2- Two Basic Types of Design	5%
3- Basic Elements of Design	22%
4- The Color Wheel and Color Schemes	24%
5- "The Rules and Guidelines of Design	22%
6- Function of Interior Space	24%



STANDARD 1

STUDENTS WILL DEMONSTRATE PROFESSIONAL DESIGN PRESENTATION

- Objective 1 Students will practice various methods of interior design presentation.
1. Demonstrate professional lettering and labeling, such as block/architectural lettering, legends or keys, etc.
 2. Use professional mounting techniques for assignments and presentation boards.

Standard 1 Performance Evaluation included below (Optional)

STANDARD 2

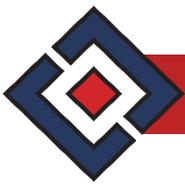
STUDENTS WILL IDENTIFY THE TWO BASIC TYPES OF DESIGN

- Objective 1 Identify structural (simple lines, no ornamentation, cannot be separated without destroying the object).
1. Explain the meaning of “form follows function”.
- Objective 2 Identify decorative design (applied ornamentation to an object, can be separated without destroying the object).
1. Naturalistic/realistic- reproduces a motif from nature in its natural form.
 2. Conventional/stylized- uses designs from nature in a simplified or adapted way, and abstract.
 3. Geometric- decoration is made up of geometric shapes or stripes.
 4. Abstract- departs from nature- inspiration for the design isn't recognizable.
- Objective 3 Demonstrate professional lettering and mounting techniques.

STANDARD 3

STUDENTS WILL IDENTIFY AND EXPLAIN THE BASIC ELEMENTS OF DESIGN OR “TOOLS” USED TO CREATE A DESIGN: LINE, SHAPE, FORM, SPACE, TEXTURE, PATTERN, AND COLOR

- Objective 1 Identify, explain, and use the basic elements of design.
1. Identify and create examples of line and identify the feeling created by each.
 1. Vertical- height, strength and formal
 2. Horizontal- restful and informal
 3. Curved- delicate and feminine
 4. Diagonal- action, movement and excitement
 2. Differentiate between shape and form.
 1. Shape- 2-dimensional outline of an object. Ex. Square, circle, triangle, rectangle.
 2. Form- 3-dimensional object. Ex. Cones, spheres, cubes, prism, etc.
 3. Identify and explain the use of space or the area in which the designer has to work.
 1. Positive space is filled space.
 2. Negative space is empty space.



4. Identify the pattern (the application of color, lines, shapes, and design to create visual interest) as an element of design.
5. Identify color (pigment in paint or the visible spectrum of light that enables us to see hues) as an element of design.

STANDARD 4

STUDENTS WILL IDENTIFY THE TERMS ASSOCIATED WITH THE COLOR WHEEL AND THE MAJOR COLOR SCHEMES

- Objective 1** Identify and explain the use of color (hue).
1. Identify a color wheel and explain that it is a way to organize color.
 2. Understand that primary colors cannot be mixed from other pigments.
 3. Understand that secondary colors are made by mixing equal amounts of two primary colors.
 4. Understand that six tertiary/intermediate colors are made by mixing an equal amount of a primary and a secondary color.
 5. Understand that neutral colors are not on the color wheel (white, black, gray, brown, beige, tan, and cream.)
- Objective 2** Identify warm and cool colors on the color wheel and explain their effect when used in interior design.
1. Warm colors generally tend to close in, or advance a space; create feelings of warmth, activity, and excitement.
 2. Cool colors generally tend to expand or recede a space; create feelings of cool, calm, and relaxed.
- Objective 3** Explain how to create value, intensity, tints, tones, and shades.
1. Value is the lightness or darkness of a hue created by adding black for shades, white for tint/pastels.
 2. Intensity is the brightness or dullness of a hue created by adding its complement. Bold and intense colors should be used sparingly or as accents.
 3. Adding the hue's complement or gray creates a tone.
- Objective 4** Identify, create, or present visual examples of major color schemes.
1. The major color schemes are: monochromatic (a color scheme using the tints, tones and shades of one color), analogous/adjacent (a color scheme using 3-5 colors directly next to each other on the color wheel), neutral (a color scheme using brown(s) or metallic(s) such as gold, silver, and bronze), accented neutral (a color scheme using a neutral with only one accent of color), achromatic (a color scheme using black, white, and/or gray) direct complement (a color scheme using colors directly across from each other on the color wheel), split complement (a color scheme using a hue and the two colors directly next to its complement), triad (a color scheme using 3 colors equidistant on the color wheel).
 2. Texture, artificial lighting, and natural lighting affect color.

Standard 4 Performance Evaluation included below (Optional)



STANDARD 5

STUDENTS WILL IDENTIFY AND EXPLAIN THE BASIC PRINCIPLES OF DESIGN OR “THE RULES AND GUIDELINES OF DESIGN”: SCALE, PROPORTION, BALANCE, RHYTHM, EMPHASIS/FOCAL POINT, AND HARMONY

Objective 1

Identify and explain the basic principles of design.

1. Discuss how scale relates to the size of a design in relation to the surrounding area in which it is placed.
2. Understand that proportion is the ratio of the parts to the whole. The most effective ratios: 2:3, 5:8, etc. The most ineffective proportion is 1:2.
3. Determine whether a ratio is effective or not using the Golden Mean ratio/fraction of 2:3.
4. Explain the types of balance (the placement of objects so that it creates visual equilibrium) and how it is used to create feelings in a room: symmetrical/formal (mirror image of parts on each side of a center point), asymmetrical/informal (different objects on either side of a central point), radial balance.
5. Identify examples of rhythm (continuous visual flowing pattern or regular recurrence, the path the eye follows): repetition (shapes, forms, lines, or colors that are repeated in a design); gradation (sizes of shapes go from large to small or color values go from light to dark); radiation (objects radiate out in nearly every direction from a central point); opposition (abrupt change in line or color); and transition (curved line that leads the eye from one point or area to another).
6. Explain how emphasis/focal point (dominant item(s) in the room that draw your attention) is achieved and identify ways to create it—furniture groupings, lines, color, accessories, pattern, architectural features (fireplace), lighting, and size.
7. Explain how harmony is achieved when unity (created by repetition or similarity of objects) and variety (what is done outside of the “theme” to provide relief from sameness) are effectively combined.

Standard 5 Performance Evaluation included below (Optional)

STANDARD 6

STUDENTS WILL EXPLAIN THE DESIGN AND FUNCTION OF INTERIOR SPACE

Objective 1

Evaluate the components of floor plans: living zones, circulation patterns, open and closed plans, and how they relate to family activities/needs.

1. Discuss the three basic living zones; (1) living/social, (2) sleeping/private, (3) service/work.
2. Discuss and identify the circulation patterns of family, guests, work and service. (Should provide easy access from entry to other parts of home, rooms should not be cut in half, bathrooms located next to bedrooms and kitchen near the garage/service entrance.)
3. Identify and evaluate an open floor plan verses a close floor plan. (Closed floor plans separate rooms, enclosing them with walls and an entry door for noise reduction and privacy. Open floor plans have few walls, save on costs of building materials, and home tends to appear more spacious.)
4. Elements of a well-designed home, such as adequate storage.



- Objective 2** Identify and label common floor plan symbols.
1. Identify common floor plan symbols: doors, windows, sinks, upper and lower cabinets, range, refrigerator, tub, shower, toilet, fireplace, stairs, light switch, 110 and 220 outlets, ceiling light.
 2. Scale for residential housing is $\frac{1}{4}'' = 1$ foot.
- Objective 3** Evaluate basic kitchen design and function.
1. Identify the work triangle and recognize that it helps to evaluate kitchen efficiency.
 2. Identify basic kitchen shapes (corridor/gallery, L-shape, one wall (most economical), U-shape (most efficient), island, and peninsula).
 3. Identify elements of a well-designed kitchen (adequate storage, lighting, counter space and work triangle).
 4. Discuss current trends in kitchen design (such as countertop materials, flooring, appliances, etc.).
- Objective 4** Apply the guidelines of furniture arrangement.
1. Discuss basic guidelines of furniture arrangement (function, scale, proportion focal point, activity grouping, balance, location of outlets, circulation patterns, arrangement of furniture and clearances).
 2. Discuss differences between primary (seating for many people) and secondary conversation areas (seating for 1-3 people).

Standard 6 Performance Evaluation included below (Optional)



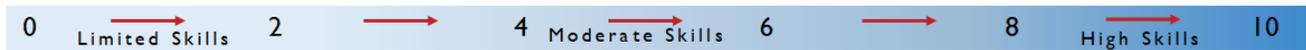
Interior Design I Performance Standards (Optional)

Performance assessments may be completed and evaluated at any time during the course. The following performance skills are to be used in connection with the associated standards and exam. To pass the performance standard the student must attain a performance standard average of **8 or higher** on the rating scale. Students may be encouraged to repeat the objectives until they average **8 or higher**.

Students Name _____

Class _____

PERFORMANCE RATING SCALE



STANDARD 1 Design Presentation Techniques

Score:

- Demonstrate professional lettering and mounting techniques

STANDARD 3 Basic Elements of Design or “Tools”

Score:

- Present visual examples of the elements of design and explain each element in writing

STANDARD 4 The Color Wheel and Major Color Schemes

Score:

- Create a color wheel identifying primary, secondary, and tertiary/intermediate colors
- Create tint, tones, and shades
- Create or present visual examples of major color schemes

STANDARD 5 “The Rules and Guidelines of Design”

Score:

- Present visual examples of the principles of design and explain each concept in writing

STANDARD 6 The Function of Interior Space

Score:

- Label a floor plan with three living zones and indicate the functions of each zone
- Identify and label common floor plan symbols
- Using a floor plan, create furniture arrangement incorporating principles and elements of design and space planning

PERFORMANCE STANDARD AVERAGE SCORE: