

Vincent Massey High School
Course Overview
Instruction and Evaluation Outline

Course Title: **DRAFTING AND DESIGN TECHNOLOGY 20G**

Teacher: Shane Benson

Evaluation Format:

- Term Project Work - 80%
- Research - 10%
- Tests - 10%

A. TERM PROJECT WORK

- I. Folder Design** 20 pt.
- Create a portfolio to hold project work created in the graphic design course.

Learning Outcomes:

- Quality is a basic of good design.
- Know design guidelines—function, reliability, safety, colour and quality.
- Develop your ideas.

- II. Grid Design** 20 pt.
- With the use of the drafting process enlarge a drawing to a much larger scale.

Learning Outcomes:

- Be able to apply sketching skills and techniques.
- Be able to draw basic geometric shapes.
- Be able to enlarge or reduce other objects with the graph method.
- Be able to use drafting equipment in a safe and efficient manner.

- III. Drafting** 35 pt.
- Using proper drafting tools and techniques, complete three projects presented to you by your instructor (10, 10, 15).

Learning Outcomes:

- Identify many fields of drafting.

- Drawings are often the best way to describe or show our ideas.
- Use drafting equipment in a safe and efficient manner.
- Identify and create geometric shapes.

IV. Drafting—AutoCAD 60 pt.

- Learn the tools of AutoCAD
- AutoCAD Tutorial
- Drawing with AutoCAD

Learning Outcomes:

- Explain how computer technology is revolutionizing drafting, design, and engineering.
- Explain why the principles of drafting are common to both traditional drafting and CAD.
- Identify many career possibilities related to the fields of drafting and design.

Learning Outcomes:

- Locate a horizon line and create a vanishing point.
- Create an idea—develop your idea—create a poster (that includes a perspective).

V. Graphic Design—Computer and Artwork Design 75 pt.

- Project as assigned by instructor.

Learning Outcomes:

- Create a desire to communicate graphically
Content—What is to be communicated?
Purpose—What will the message stimulate in the reader?
Nature of the audience receiving the message.
Location of the reader.
- Learn various graphic reproduction programs.

VI. Drafting Cottage Design in Perspective 30 pt.

- Design a cottage using the 1:50 mm scale. The cottage must be designed in one-point or two-point perspective view.

Learning Outcomes:

- Explain the importance of architectural plans.

- Read and use architect scale.
- Design architectural drawings showing a perspective view.

VII. Drafting—Computer House Design 50 pt.

Using the process learned in Sr. I creating a bungalow.....
Create your choice of a two story, bi-level, or split- level house

Learning Outcomes:

- Describe the advantage of CAD in preparing architectural plans.

VIII. Drafting—**ADVANCED** House Model Design
80 pt.

- Create a 1:50 mm scale model of a house and landscape the property.

Learning Outcomes:

- Define the term model, mock-up, and prototype.
- Construct scale model of a 3-dimensional shape to scale.
- Use model-making equipment and supplies safely.

IX. Design—Creating with Wood 60 pt.

- Equipment Safety Test—10 pt.
- Using the woodworking equipment, creating designs with wood—50 pt.

Learning Outcomes:

- To use the tools of a woodworking shop safely.
- To solve design problems:
 - The idea.
 - Develop your idea.
 - Make working drawings.
 - Construct the woodwork project.

B. RESEARCH 10 marks

You will research an area of the Graphics Communications industry and present a short paper.

C. TESTS

10 marks

- Architectural Drafting
- Model Design
- Woodwork Safety