



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.  
(continuation of Sr.II)

- Learn Tools of CAD
- 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.

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 HOUSE Design in Perspective 30 pt.  
• Design a house using the 1:50 mm scale. The house must be designed in one-point or two-point perspective view. The plan must be fully landscaped .

Learning Outcomes:

- Explain the importance of architectural plans.
- Read and use architect scale.
- Design architectural drawings that include a perspective view.

- VII. Drafting—ARCHITECTURAL CAD 50 pt.
- Explore and research structures such as malls, hotels, stores, etc.
  - Create the floor and elevation plans, fully furnish and landscape the structure using the computer drafting program.

Learning Outcomes:

- Describe the advantage of CAD in preparing architectural plans.

- VIII. Drafting—Model Design 80 pt.
- Create an architectural spatial design utilizing the combination of masses, areas and lines. A specific design process is developed using drawings and models. The elements of the model can be described and developed according to different properties, themselves dependent upon the design ideas. These are the shape, size, direction (position), shading, color and nature of the surface. The architectural model represents a spatial representation (scale model) of the real thing.

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 tools in the lab—50 pt
  - Create projects in wood that incorporate:
    - ◇ 3-D Dimensional
    - ◇ Intarsia
    - ◇ Artistic Inlay Design
    - ◇ Relief Carving

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