

Argyle Secondary School
Drafting & Design 10 Course Outline
Mr.Riml

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<https://curriculum.gov.bc.ca/curriculum/adst/10/drafting#>

Course Description

The Drafting and Design program at Argyle Secondary is focused upon having students engage and explore drafting and design specific to the Architectural and Mechanical disciplines. The goal of the Drafting and Design program is to impart respect, awareness, and theoretical knowledge of the various tools, materials, skills and techniques specific to this subject. Active participation in the development of specific skill sets will enable students to gain confidence, understanding, and achieve success in the Drafting and Design program.

BIG IDEAS

User needs and interests drive the design process.	Social, ethical, and sustainability considerations impact design.	Complex tasks require different technologies and tools at different stages.
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Learning Standards

Curricular Competencies	Content
<p><i>Students are expected to be able to do the following:</i></p> <p>Applied Design</p> <p><i>Understanding context</i></p> <ul style="list-style-type: none"> • Engage in a period of research and empathetic observation <p><i>Defining</i></p> <ul style="list-style-type: none"> • Identify potential users and relevant contextual factors for a chosen design opportunity • Identify criteria for success, intended impact, and any constraints • Determine whether activity is collaborative or self-directed <p><i>Ideating</i></p> <ul style="list-style-type: none"> • Take creative risks in generating ideas and add to others' ideas in ways that enhance them • Screen ideas against criteria and constraints • Critically analyze and prioritize competing factors to meet community needs for preferred futures 	<p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none"> • design opportunities • drafting terminology • drawing standards and conventions • scales for different types of drawings • drafting styles, including perspective, mechanical drafting, and architectural drawing • modelling using computer-aided design (CAD) and computer-aided manufacturing (CAM) software • coding for creating 3D representations of design solutions

<ul style="list-style-type: none"> • Maintain an open mind about potentially viable ideas <p>Prototyping</p> <ul style="list-style-type: none"> • Visualize possibilities and develop a plan that includes key stages and resources • Evaluate a variety of materials for effective use and potential for reuse, recycling, and biodegradability • Prototype, making changes to tools, materials, and procedures as needed • Record iterations of prototyping 	<ul style="list-style-type: none"> • equipment and tools for manual and computer-aided drafting
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2020 Scope and Sequence by Units:

1. Introduction to drafting
2. Drafting Equipment and Software
3. Lines their Meaning and Uses
4. Views of Objects
5. Making a one view Drawing
6. Orthographic Projection
7. Dimensions, Conventions and Symbols
8. Pictorial Drawings
9. Sectional Views
10. Scale Drawing
11. Pattern development
12. Reproduction of Drawings
13. Freehand Sketching
14. Presentation Drawings and Renderings.
15. Building Models
16. Careers in Construction.

Assessment & Evaluation Breakdown

Through individual and class discussions students will have the opportunity to discuss their own progress and work daily.

Individual requirements for each assignment will be outlined at the beginning of each project, including the criteria for evaluation that is in the format of a rubric.

You will be asked to hand in your projects and theory work during the term on specific dates. Marks will be deducted for late submissions (30%)

The following allocation will be used to calculate term marks:

Class Projects (practical)	80%
Classroom Participation; energy, focus, cooperation	20%

Resource Materials and Equipment Required

Students will be supplied with all materials and literature necessary for course participation. A respect for equipment and supplies within the classroom is demanded and will be diligently enforced.

Extra Help/ Tutorials

Students will be encouraged to use tutorial times provided for extra instruction and or practice and learning.

Expectations

It is imperative that students conduct themselves in a mature manor that reflects respect toward the class environment, members of the class and themselves.

It is expected that students:

- Attend each class and be on time
- Bring their personal supplies to each class
- Ensure projects are completed and submitted on time
- Ensure their notes and assignments are neat, organized, and up to date
- Respect the materials and equipment of the department
- Be respectful of other's personal space and equipment
- Use class time productively and safely
- Participate in classroom organization and clean-up on a continual bases
- Be open to new ideas, share your ideas and opinions while respecting those of others

Please refer to the Student Agenda for additional information pertaining to student conduct.