**Lesson Plan #1 – Housing and Interiors Class**

**Line as an Element of Design**

Standards and Benchmarks:

11.2 – Evaluate housing design concepts and theories, including green design, in relation to available resources and options.

11.2.1 – Evaluate the use of elements and principles of design in housing and commercial and residential interiors.

11.2.2 – Analyze the psychological impact that the principles and elements of design have on the individual.

Background Information:

Imagine two rooms that are exactly the same dimensions, but they have different decorating styles. One room has a Victorian style and another is decorated in a modern style using steel and glass. These rooms would have very different feelings if you were standing in them. One of the reasons these would feel different is because of the lines in the room from the furniture and accessories, and anything that will draw the eye in a certain direction. Line will make a big difference in how a room is perceived.

Task:

You will create a brochure in which you will illustrate and explain how varying the use of line in a room can create different effects.

Purpose:

The purpose of the brochure is to help your audience visualize how the imaginative use of lines can affect the feeling of the room.

Materials:

Computer, magazines, housing magazines, scissors, glue, tape, etc.

Procedure:

1. Find two room pictures with varying decorating schemes, such as Victorian or contemporary.

2. Draft a cover for the brochure. Include a title, your name, and a short introduction to the brochure.

3. After the cover page, type a page which illustrates at least three line effects. In the paper state where in the picture the line is at. Give at least three reasons why this effect works in this room.

4. Paste the pictures of your room.

5. Repeat steps 3 and 4 again.

**Lesson Plan #2 – Housing and Interiors**

**Know the Elements and Principles of Design**

Standards and Benchmarks:

11.2 – Evaluate housing design concepts and theories, including green design, in relation to available resources and options.

11.2.1 – Evaluate the use of elements and principles of design in housing and commercial and residential interiors.

11.2.3 – Analyze the effects that the principles and elements of design have on aesthetics and function.

Background Information:

Some people think that good design is a matter of luck and that if you keep combining things and moving them around, eventually you’ll come up with something that is pleasing to the eye. This can be risky and expensive approach for those that are furnishing a home. People can save themselves a lot of time and money by learning a few principles of good design.

Task:

You will create a series of six posters using Glogster to show the six principles of good design: proportion, scale, balance, rhythm, emphasis, and unity/variety. Each poster will use words and pictures to show the Do’s and Don’ts for the principles.

Materials:

Computer, textbook, paper and pencil, creative skill

Procedure:

1. Create a chart of the do’s and don’ts for each of the principles listed in the tasks above. You will need to have at least two do’s and don’ts for each principle.

2. Using Glogster, create a poster for each of the principles. On each poster you will need to have your do’s and don’ts from the principle and then have at least one poor picture and one good picture for your principle.

3. Make your posters professional and creative.