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# CW High School

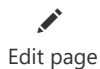
## Architectural Design

### 1. Architectural Styles (5 days) (7.69%)

#### Learning Targets

1.1 I can recognize and present architectural styles and discern the following: function, their impact on society, and their connection to the environment.

Learning Target	Descriptor	Definition
4	Proficient	I can recognize and present architectural styles and discern the following: function, their impact on society, and their connection to the environment.
3	Developing	I can recognize but not present well architectural styles, their function, their impact on society, and their connection to the environment.
2	Basic	I can only recognize and present 3 of the following: 1)architectural styles, 2)function, 3)their impact on society, and 4)their connection to the environment.
1	Minimal	I can only recognize and present 2 of the following: 1)architectural styles, 2)function, 3)their impact on society, and 4)their connection to the environment.
0	No Evidence	No evidence shown.



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## Architectural Design

### 2. Measurement and Scale (5days) (7.69%)

#### Learning Targets

#### 2.1 I can demonstrate by drawing lines in 5 common architectural and civil scales

Learning Target	Descriptor	Definition
4	Proficient	I can demonstrate by drawing lines in 5 common architectural and civil scales
3	Developing	I can demonstrate by drawing lines in 4 common architectural and civil scales
2	Basic	I can demonstrate by drawing lines in 3 common architectural and civil scales
1	Minimal	I can demonstrate by drawing lines in 2 common architectural and civil scales
0	No Evidence	No evidence shown.

#### 2.2 I can accurately copy a basic house outline using a common architectural scale.

Learning Target	Descriptor	Definition
4	Proficient	I can accurately copy a basic house outline using a common architectural scale.
3	Developing	I can accurately copy a basic house outline using a common architectural scale but with a few errors
2	Basic	I can copy a basic house outline using a common architectural scale but with a few errors.
1	Minimal	I can copy a basic house outline using a common architectural scale but with many errors.
0	No Evidence	No evidence shown.



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## Architectural Design

### 3. Site Design Elements (3-5 days) (7.69%)

#### Learning Targets

#### 3.1 I can identify 6 site criteria for a new building design.

Learning Target	Descriptor	Definition
4	Proficient	I can identify 6 site criteria for a new building design.
3	Developing	I can identify 5 site criteria for a new building design.
2	Basic	I can identify 4 site criteria for a new building design.
1	Minimal	I can identify 3 site criteria for a new building design.
0	No Evidence	No evidence shown.

#### 3.2 I can generate an accurate plot plan for a new building design given a set of coordinates.

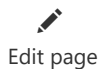
Learning Target	Descriptor	Definition
4	Proficient	I can generate an accurate plot plan for a new building design given a set of coordinates.
3	Developing	I can generate a plot plan for a new building design but with 1-2 errors.
2	Basic	I can generate a plot plan for a new building design but with 3-4 errors.
1	Minimal	I can generate a plot plan for a new building design but with 5-6 errors.
0	No Evidence	No evidence shown.

### 4. Living Areas - Human Factors and Use Design (7.69%)

#### Learning Targets

#### 4.1 I can identify all human factors in Living Areas.

Learning Target	Descriptor	Definition
4	Proficient	I can identify all human factors in Living Areas.
3	Developing	I can identify most human factors in Living Areas.
2	Basic	I can identify some human factors in Living Areas.
1	Minimal	I can only identify a few human factors in Living Areas.
0	No Evidence	No evidence shown.



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## Architectural Design

### 5. Sleeping/Bath - Human Factors and Use Design (7.69%)

#### Learning Targets

#### 5.1 I can identify all human factors in Sleeping and Bath Areas.

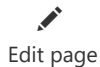
Learning Target	Descriptor	Definition
4	Proficient	I can identify all human factors in Sleeping and Bath Areas.
3	Developing	I can identify most human factors in Sleeping and Bath Areas.
2	Basic	I can identify some human factors in Sleeping and Bath Areas.
1	Minimal	I can only identify a few human factors in Sleeping and Bath Areas.
0	No Evidence	No evidence shown.

### 6. ADA - Americans with Disabilities Act (7.72%)

#### Learning Targets

#### 6.1 I can understand and explain what ADA is and how it impacts architecture.

Learning Target	Descriptor	Definition
4	Proficient	I can understand and explain what ADA is and how it impacts architecture.
3	Developing	I can understand and explain what ADA is but unsure as to how it impacts architecture.
2	Basic	I can barely understand and explain what ADA is but unsure as to how it impacts architecture.
1	Minimal	I can barely understand and explain what ADA is and very unsure as to how it impacts architecture.
0	No Evidence	No evidence shown.



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## Architectural Design

### 7. Kitchen/Service Areas - Human Factors and Use Design (7.69%)

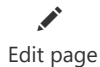
#### Learning Targets

#### 7.1 I can identify all human factors in Kitchen and Service Design.

Learning Target	Descriptor	Definition
4	Proficient	I can identify all human factors in Kitchen and Service Design.
3	Developing	I can identify most human factors in Kitchen and Service Design.
2	Basic	I can identify some human factors in Kitchen and Service Design.
1	Minimal	I can only identify a few human factors in Kitchen and Service Design.
0	No Evidence	No evidence shown.

#### 7.2 I can create a floor plan of the following detailed features of a kitchen into a BIM model: cabinets, counter tops, kitchen islands, appliances, wall openings, plumbing features, and furniture. Schedules included.

Learning Target	Descriptor	Definition
4	Proficient	I can create a floor plan of the following detailed features of a kitchen into a BIM model: cabinets, counter tops, kitchen islands, appliances, wall openings, plumbing features, and furniture. Schedules included.
3	Developing	I can create a floor plan of 90% of the detailed features of a kitchen.
2	Basic	I can create a floor plan of 80% of the detailed features of a kitchen.
1	Minimal	I can create a floor plan of 70% of the detailed features of a kitchen.
0	No Evidence	No evidence shown.



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### 8. Communicating Basic Architectural Structures in REVIT (7.69%)

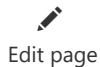
#### Learning Targets

#### 8.1 I can use CAD software to create and fully dimension exterior and interior walls of a building.

Learning Target	Descriptor	Definition
4	Proficient	I can use CAD software to create and fully dimension exterior and interior walls of a building.
3	Developing	I can use CAD software to create and dimension a few exterior and interior walls of a building.
2	Basic	I can use CAD software to create and dimension a few exterior and interior walls of a building but with many missing dimensions.
1	Minimal	I can use CAD software to create and dimension a few exterior and interior walls of a building but with many missing dimensions and walls.
0	No Evidence	No evidence shown.

#### 8.2 I can demonstrate REVIT applications with complete and easy to understand Schedules.

Learning Target	Descriptor	Definition
4	Proficient	I can demonstrate REVIT applications with complete and easy to understand Schedules.
3	Developing	I can demonstrate REVIT applications with but with missing items or with difficult to understand Schedules.
2	Basic	I can demonstrate REVIT applications with but with missing items and with difficult to understand Schedules.
1	Minimal	I can demonstrate REVIT applications with but with many missing items and with very difficult to understand Schedules.
0	No Evidence	No evidence shown.



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### 9. Building Information Management (BIM) (2 days) (7.69%)

#### Learning Targets

#### 9.1 I can understand and comprehensively contribute to Building Information Management networks and forums.

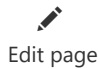
Learning Target	Descriptor	Definition
4	Proficient	I can understand and comprehensively contribute to Building Information Management networks and forums.
3	Developing	I can understand but missing items in my contribution to Building Information Management networks and forums.
2	Basic	I can understand but missing many items in my contribution to Building Information Management networks and forums.
1	Minimal	I can understand but missing a contribution to Building Information Management networks and forums.
0	No Evidence	No evidence shown.

### 10. Floors (3 days) (7.69%)

#### Learning Targets

#### 10.1 I can create an efficient layout of a floor system in a REVIT model.

Learning Target	Descriptor	Definition
4	Proficient	I can create an efficient layout of a floor system in a REVIT model.
3	Developing	I can create a layout of a floor and stair system but a few elements are difficult to build or cumbersome for a user.
2	Basic	I can create a layout of a floor system but many elements are difficult to build or cumbersome for a user.
1	Minimal	I can create a layout of a floor system but only few elements are efficient to build or cumbersome for a user.
0	No Evidence	No evidence shown.



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## Architectural Design

### 11. Stairs (7.69%)

#### Learning Targets

##### 11.1 I can create an efficient layout of a stair system in a REVIT model.

Learning Target	Descriptor	Definition
4	Proficient	I can create an efficient layout of a stair system in a REVIT model.
3	Developing	I can create a layout of a stair system but a few elements are difficult to understand or cumbersome for a user.
2	Basic	I can create a layout of a stair system but many many elements are difficult to understand or cumbersome for a user.
1	Minimal	I can create a layout of a stair system many elements are difficult to understand and very cumbersome for a user.
0	No Evidence	No evidence shown.


### 12. Roof Systems (3 days) (7.69%)

#### Learning Targets

##### 12.1 I can identify and generate the following roof systems: gable, hip, custom.

Learning Target	Descriptor	Definition
4	Proficient	I can identify and generate the following roof systems: gable, hip, custom.
3	Developing	I can identify and generate two of the following roof systems: gable, hip, custom.
2	Basic	I can identify or generate (but not both) two of the following roof systems: gable, hip, custom.
1	Minimal	I can identify or generate (but not both) one of the following roof systems: gable, hip, custom.
0	No Evidence	No evidence shown.





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## Architectural Design

### 13. Sheet layout and title blocks (7.69%)

#### Learning Targets

13.1 I can layout sheets that are efficient and easy to read all listed views.

Learning Target	Descriptor	Definition
4	Proficient	I can layout sheets that are efficient and easy to read all listed views.
3	Developing	I can layout some sheets that are efficient and easy to read 7-8 of the listed views.
2	Basic	I can layout some sheets that are efficient and easy to read 5-6 of the listed views.
1	Minimal	I can layout some sheets that are efficient and easy to read 3-4 of the listed views.
0	No Evidence	No evidence shown.

Submitted on 6/21/2021 by