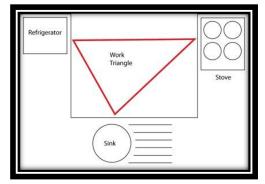
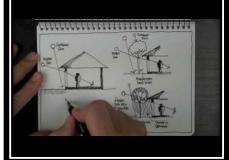
Principles of Architecture





NEGISTRICAL ECOM SUBJECT O
(a) STORMAL MEAN (7) GYM (8) BAR (8) GAME ROOM BASEMENT PLAN

Prerequisite: None Course:1819CT

Credits: 1

Length: 18 weeks

Placement: 9-12

Course Description

Do you like to create things? You can learn to draw in AutoCAD (Automated Computer Aided Design). Learn to use all the architecture tools: drafting table, drawing board, compass, protractor, T-square, French curve and architect's scale. If you like creating houses, landscaping or interior design, you need to enroll in the Principles of Architecture class. Learn to design a floor plan in AutoCAD and Revit (the computer aided design software). Learn how to design residential and commercial blueprints. Students will receive a technology credit by taking this course.

Student Activities

Students will learn about careers in the architecture industry. Students will learn how to become an Architect, construction manager and urban designer. Students will learn about professional skills.
Students will learn how the architect industry and quality work are put together. Students will learn how to be team players. Students will learn how to read an architect's scale. Students will learn essential skills like: communication, networking, workplace documents and how to build an architect portfolio. Students will learn about industry safety. Students will complete hands-on drawings in AutoCAD and Revit software. Students' activities will apply towards the AutoCAD/Revit certification.

Organizations



SkillsUSA is a partnership of students, teachers and industry working together to ensure America has a skilled workforce.