# Architecture

**Course Description**
Gaining an understanding of the work of different architects and developing a contextual understanding of their work through a group research project. Drawing for different reasons and audiences - to record observations, convey ideas, illustrate systems etc. Explore a range of methods to generate innovative ideas through experimental freeform paper-sculpting, welding and scribble strategies and biomimicry. Develop spatial awareness, practical skills and confidence in model-making. Visit iconic buildings in Hong Kong on field trips Learn about the importance and challenges of building conservation at the Heritage Discovery Centre Opportunity to use specialist software/apps - CAD (computer aided design) - such as Google SketchUp, TinkerCAD. Opportunity to use specialist equipment such as 3D printer and laser-cutter

**Learning Outcomes**

- Group presentation on architect research project
- Concept sketches
- Group sketch model for the Serpentine Pavilion challenge
- Architectural drawings (e.g. elevation and section drawings, floor and site plans)
- 3D architectural model
- Digital portfolio on Google Slides

.

**Compatible Courses**

- GCSE Engineering (Year 10-11)
- GCSE Art, Craft and Design (Year 10-11)
- IB DP Design Technology (Year 12-13)
- IB DP Visual Arts (Year 12-13)
- IB CP: BTEC Level 3 Art and Design (Year 12-13).

**Skills**

- Creativity
  - Leveraging digital
  - Considering and pursuing novel ideas and solutions
- Critical Thinking
  - Making connections and identifying patterns
  - Meaningful knowledge
  - Collaborative knowledge construction
  - Experimenting, reflecting and taking action on their ideas in the real world
- Communication
  - Coherent communication using a range of communication modes
  - Communication designed for particular audiences
  - Substantive, multi-modal communication
  - Leveraging digital
  - Reflection on and use of the process of learning to further develop and improve communication

**Future Study**
The Architecture Elements course is an insight into the exciting world of architecture and is designed to develop students' creativity, drawing, spatial awareness, 3D-modelling skills, contextual understanding and confidence necessary in Art and/or Design courses at GCSE and IB DP/CP level:

A strong academic background in Physics and/or Mathematics and Visual Art (HL) is crucial for students who wish to apply for Architecture at university.

.

| | |
|---|---|
| ● Character<br>○ Learning to deep learn<br>○ Leveraging digital<br>○ Grit, tenacity, perseverance and resilience<br>○ Self-regulation and responsibility for learning<br>● Citizenship<br>○ A global perspective<br>○ Understanding of diverse values and worldviews<br>○ Genuine interest in human environmental sustainability<br>○ Solving ambiguous and complex problems in the real world to benefit citizens<br>● Collaboration<br>○ Working interdependently as a team<br>○ Interpersonal and team-related skills<br>○ Social, emotional, and intercultural skills<br>○ Managing team dynamics and challenges | |

**Student comment**

| **Teacher** | **Semester** | **Block (A=Years 9-11 B=Years 10-11)** |
|---|---|---|
| RJ Chuah | 1 & 2 | A |