

# Interior Design I Best Practices

In this class teachers shared their ideas for each standard. We did not get the names of the teachers so if you need clarification you may need to go to the listserve.

## Standard 1:

- ½" & ¼" guides copied for students. Bellringer on board that students copied for practiced each day. Could be vocabulary word definition.
- Thank you card to teachers using the block lettering.
- Cornell notes—they use lettering for their notes
- Emily Housley has the interactive notebook for ID I—it's great

## Standard 2:

- Fold paper into fourths and have students draw the same picture with each type of design and take notes
- Use a chair as a visual aid for form follows function. i.e. "What parts of the chair are needed for it to function as a chair?" "What parts are not necessary but add to the beauty and comfort of the chair?"
- "The Devil In White City" a book with great excerpts.

## Standard 3:

- Texture rubbings on a black and white line drawing of a couch
- Play dough, toothpicks and gumdrops for shape and form.
- Art straws from Dick Blick—have groups build a building
- Draw textures: shiny vs. rough etc.
- Vellum over a picture. Have students draw the different types of line they see.
- Wow points! Give students a couple extra credit points if you literally say "wow" when you see their project. This gives some motivation to do their very best.

## Standard 4:

- Benjamin Moore—color rooms on website. Warm vs. cool, etc.

## Standard 5:

- Unrealistic scale and proportion drawings
- BBC Principles of Design on YouTube (also have light for ID II)
- Scale: Draw a grid on top of a picture of a vase. Then have the students draw it bigger. Shows the item is still the same, just a larger scale.

## Standard 6:

- Use this standard at the beginning of the semester.

## Additional ideas

- Kahoot it! Marianne Beck review game
- USE THE ADDENDUM!!!!