

Aesthetics and Innovation Unit 2- Outline

- Week 1: Introduce the concepts of aesthetics and innovation. Review rooms of a house and its features. (Remember) Each team will draw a room from a bag. Each student will make a sketch in their notebook of their "Dream Room." (Apply)
- Week 2: We will look at some architectural structures around the world to get some ideas. (Understand) Students will explain their ideas to their classmates. The team will then merge the ideas to include each team member in the process of making a blueprint. Students will discuss their ideas with the team and decide on the best location for each of the items. Each team member will contribute. (Analyze)
- Week 3: Each team will look and discuss the blueprint they made to see if they can feasibly build a model from looking at the blueprint. (Evaluate) Then after discussing and agreement upon the different aspects of the room, the students will begin to construct a model of their dream room idea using given materials. Students will need to use critical thinking skills to efficiently utilize the space of the room. (Create)
- Week 4: Students will continue to build and add features to their model. (Create)
- Week 5: Introduce the concept of biomimicry. Ask the students to sketch some furniture or other features of their room after something in nature. (Apply)
- Week 6: Students will build the furniture they sketched the week before using modeling clay. The students will need to use critical thinking skills to achieve the appropriate scale size to fit inside the room. (Create)
- Week 7: Finish Furniture. Start to talk about how science and technology are using biomimicry to design state-of-the-art medical equipment and technological devices.

