Design a House

Your activity this week will be to design a house and then furnish the house. Your house must be at least 1500 square feet and no more than 4000 square feet. Obviously, it would be easier to design a one-story house; however, if you want to challenge yourself with a second floor on your house you will need to plan its design on a second piece of graph paper and label each floor. If you have a second floor you will need to have a set of stairs to connect the floors. You will be creating a blueprint - a drawing where you look down at the house as though the roof has been removed.

Your house design must include all of the following rooms.

- □ Living room and/or family room
- Kitchen
- At least 1 bathroom
- □ At least 2 bedrooms
- □ Hallways to link different rooms

Other rooms you may wish to consider could include, but are not limited to:

- ~ Media room
- ~ Fitness room
- ~ Office
- ~ Laundry room
- ~ Stairways

- ~ Games room
- ~ Dining room
- ~ Storage room
- ~ Garage
- ~ Other rooms?

A key of symbols to Help in your design.

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_	Window			
	Window			
	Door with its swing-			
	Silding Dear			
	Door Placement			
DD .	Totet			
	Beth			
\boxtimes	Shower			
	Sink			

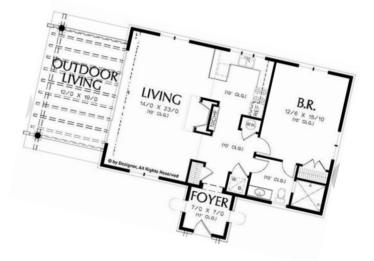
Your design must include:

- 1. a **legend** (see example following)
- 2. use <u>colour coded</u> rooms
- 3. show calculations of the **area of each room**, including hallways.
 - (**A** = **L x W** so using a scale and knowing dimensions is important!)
- 4. The total square feet of your design must also be included.

5. <u>A table</u> should be included that shows all the pertinent information (Please look at the sample of this activity to see what your completed activity may look like.)

To best complete this activity, you will need to use graph paper. If you do not have graph paper you can download graph paper to print from the file that accompanies this document. Each square on the graph paper is 2 feet by 2 feet or 4 square feet. You can find the area by

counting the squares or using the formula $A = L \times W$.



Yes, you got the Job!

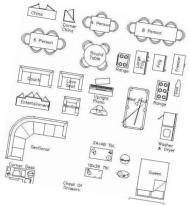
All of your hard work has paid off and you have been given an opportunity as an interior designer. You will have \$10 000 to furnish **any TWO rooms** in your newly drafted house. You could select a living room and kitchen, or perhaps you would prefer to look at a bedroom and dining room. You select which TWO rooms you will furnish. You will create your shopping list of required items (do not draw them into your house! There won't be room)

Using the online Ikea catalogue you will decide on what you would like to include in your rooms. Link: <u>https://www.ikea.com/ca/en/</u> For this project Ikea is the sponsor, so you need to work from their catalogue - no family donations, or sales from other companies. There are many stylistic options, so create something that you would enjoy living in.

Check out this short tutorial on creating birds eye view room designs: <u>https://safeYouTube.net/w/8KBG</u>

Ideas to consider:

1. <u>Space to move around</u> - check out how much room you need to walk around your coffee table, or to be able to pull out your chair and not hit the wall. If everyone is seated, can anyone move in your kitchen or dining room? You will need to work within the dimensions of the rooms you have create



within the dimensions of the rooms you have created in your house design.

- 2. <u>Colour schemes</u> look to create a comfortable space neither sterile like a hospital, nor randomly thrown together like a jumble sale. Be intentional with your choices.
- 3. <u>Functionality</u> is there room for everyone in your family to sit down? Do you have a place for your clothes? Do you need a lamp? (For Example: closet and chest of drawers)
- 4. <u>Budget</u> all items must total under \$10 000.
- 5. <u>Scale</u> as you used a scale in your house design this needs to be continued with furniture to know how it will fit.
- 6. <u>Legend</u> your items must be clear <u>Use a key</u> to show the kind of furniture you place in the "map" of your design. Do NOT write "couch" on the couch, that is

Room Logend a constrained by the series a c what your legend or key is for.

This is an example where they have colour coded the rooms – as you have done. Using examples from the image above you can create a legend where simplified furniture shapes represent your selections. Details are on the legend – not in the diagram.

As you can see - **NEATNESS is KEY** in architecture and design. Begin with a <u>ruler and pencil</u>. Once all furniture is placed. You may fineline if you like.

Item name and model	Colour or material	Cost	Running Total	
Room:	Add new amount each time			
Malm Bed frame (queen)	white	\$212.00	212.00	
Haugsvar mattress	grey	\$339.00	551.00	
	1	L	1	

Working Budget for Ikea Furniture

 Room 1: ______ Grand Total: ______

 Room 2: ______
 Grand Total: ______

Interior decoration cost for two rooms:

Architectural Design Symbols

There are some Symbols to spark your creativity. You are welcome to keep things very simple; you can use these, make your own, or use simple shapes and a legend to define details. So long as we can understand your design - that is great. The first set are about structural aspects like windows, doors and built in details. The second set is possible furniture. You choose how you execute your plan.

