

VoCATS Course Blueprint

Family and Consumer Sciences Education

7056 Housing and Interiors II

Public Schools of North Carolina
State Board of Education • Department of Public Instruction
Curriculum and School Reform Services
Division of Instructional Services

Raleigh, North Carolina
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Special thanks to the following educators who developed this blueprint.

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This blueprint has been reviewed by business and industry representatives for technical content and appropriateness for the industry. Contact dcooley@dpi.state.nc.us for more information.

VoCATS Course Blueprint

A course blueprint is a document laying out the framework of the curriculum for a given course.

Shown on the blueprint are the units of instruction, the core competencies in each unit, and the specific objectives for each competency. The blueprint illustrates the recommended sequence of units and competencies and the cognitive and performance weight of the objective within the course.

The blueprint should be used by teachers to plan the course of work for the year, prepare daily lesson plans, construct instructionally valid interim assessments. Statewide assessments are aligned directly with the course blueprint.

For additional information about this blueprint, contact program area staff. For additional information about VoCATS, contact program area staff or VoCATS, Career-Technical Education, Division of Instructional Services, North Carolina Department of Public Instruction, 6358 Mail Service Center, Raleigh, North Carolina 27699-5358, 919/807-3876, email: rwelfare@dpi.state.nc.us.

Interpretation of Columns on VoCATS Course Blueprints

No.	Heading	Column information
1	Comp# Obj.#	Comp=Competency number (two digits); Obj.=Objective number (unique course identifier plus competency number and two-digit objective number).
2	Unit Titles/Competency and Objective Statements	Statements of unit titles, competencies per unit, and specific objectives per competency. Each competency statement or specific objective begins with an action verb and makes a complete sentence when combined with the stem "The learner will be able to. . ." (The stem appears once in Column 2.) Outcome behavior in each competency/objective statement is denoted by the verb plus its object.
3	Time Hrs	Space for teachers to calculate time to be spent on each objective based on the course blueprint, their individual school schedule, and analysis of students' previous knowledge on the topic.
4&5	<u>Course Weight</u> Cognitive Performance	Shows the relative importance of each objective, competency, and unit. Weight is broken down into two components: cognitive and performance. Add the cognitive and performance weights shown for an objective in columns 4 and 5 to determine its total course weight. Course weight is used to help determine the percentage of total class time that is spent on each objective. The breakdown in columns 4 and 5 indicates the relative amount of class time that should be devoted to cognitive and performance activities as part of the instruction and assessment of each objective. Objectives with performance weight should include performance activities as part of instruction and/or assessment.
6	Type Behavior	Classification of outcome behavior in competency and objective statements. (C=Cognitive; P=Performance)
7	Integrated Skill Area	Shows links to other academic areas. Integrated skills codes: A=Arts; E=English Language Arts; CD=Career Development; CS=Information/Computer Skills; H=Healthful Living; M=Math; SC=Science; SS=Social Studies.
8	Core Supp	Designation of the competencies and objectives as Core or Supplemental. Competencies and objectives designated "Core" must be included in the Annual Planning Calendar and are assessed on the statewide assessments..

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FAMILY AND CONSUMER SCIENCES EDUCATION
COURSE BLUEPRINT for 7056 HOUSING AND INTERIORS II
(Recommended hours of instruction: 270-360)

Comp # Obj #	Unit Titles/Competency and Objective Statements (The learner will be able to:)	Time Hours	Course Weight		Type Behavior	Integrated Skill Area	Core Supp
			Cognitive 4	Performance 5			
1	2				6	7	8
			100%				
	Total Course Weight		53%	47%			
A	CAREER DEVELOPMENT		13%	4%			
2HI01.00	Analyze career development techniques appropriate for entry-level and technical employment in the residential and non-residential design field.		4%	3%	C3P	CD/CS/E/SS	Core
2HI01.01	Describe employment opportunities, educational requirements, and job trends.		1%		C1	CD/SS	Core
2HI01.02	Relate workplace readiness standards and behaviors.		1%		C2	CD/SS	Core
2HI01.03	Demonstrate job seeking skills.		2%	3%	C3P	CD/CS/E/SS	Core
2HI02.00	Interpret career development techniques appropriate for professional and entrepreneurial positions in the residential and non-residential design field.		3%		C2	CD/E/SS	Core
2HI02.01	Explain employment opportunities, educational requirements, and job trends.		2%		C2	C/E?SS	Core
2HI02.02	Relate workplace readiness standards and behaviors to a professional environment.		1%		C2	C/SS	Core
2HI03.00	Evaluate business skills needed by an entrepreneur or a professional in the residential and non-residential design field.		6%	1%	C3P	A/CD/E/M/SS	Core
2HI03.01	Define factors influencing entrepreneurship.		2%		C1	CD/SS	Core
2HI03.02	Determine managerial skills needed to operate a business.		2%		C3	CD/E/SS	Core
2HI03.03	Demonstrate ways to compute a client's cost of goods and services.		1%	1%	C3P	E/M/SS	Core
2HI03.04	Explain simple project presentation techniques appropriate for residential and non-residential design.		1%		C2	A/CD/E/M/SS	Core

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			Cognitive	Performance			
1	2		4	5	6	7	8
B	DESIGN FUNDAMENTALS AND THEORY		20%	12%			
2HI04.00	Apply the elements and principles of design in the residential and non-residential design field.		3%	1%	C3P	A/E/SS	Core
2HI04.01	Illustrate the elements and principles of design.		2%		C2	A/E/SS	Core
2HI04.02	Document how the elements and principles of design are used in interior design.		1%	1%	C3P	A/E/SS	Core
2HI05.00	Critique residential and non-residential space in respect to space planning guidelines.		3%	2%	C3P	A/E/M	Core
2HI05.01	Explain the use of residential and non-residential spaces.		2%		C2	A/E/M	Core
2HI05.02	Organize furniture layout using floor plans.		1%	2%	C3P	A/E/M	Core
2HI06.00	Produce simple residential and non-residential architectural drawings.		14%	9%	C3P	A/CS/E/H /M/SC	Core
2HI06.01	Interpret architectural styles.		5%		C2	A/E/SS	Core
2HI06.02	Interpret architectural terms and symbols.		1%		C2	A/E/M/S C	Core
2HI06.03	Cite sources and usage of building code requirements.		1%		C1	E/SC	Core
2HI06.04	Design a landscape plan incorporating natural and manufactured elements.		2%	2%	C3P	A/E/M/ SC	Core
2HI06.05	Identify the components of house plans.		2%	1%	C3P	A/E/M	Core
2HI06.06	Draw basic floor plans and elevations.		2%	3%	C3P	A/E/M	Core
2HI06.07	Produce computer-aided floor plan designs.		1%	3%	C3P	A/CS/E/ M	Core
C	DESIGN MATERIALS AND COMPONENTS		20%	13%			
2HI07.00	Analyze materials and components used in residential and non-residential design according to client needs.		8%	4%	C3P	A/C/M	Core
2HI07.01	Discuss wall coverings.		1%		C2	A/E/M	Core
2HI07.02	Compare acceptable floor coverings.		1%		C3	A/E/M	Core

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			Cognitive	Performance			
1	2		4	5	6	7	8
2HI07.03	Compare acceptable upholstery materials.		1%		C3	A/E/M/S C	Core
2HI07.04	Select interior lighting fixtures.		1%		C2	A/E/M	Core
2HI07.05	Illustrate windows and window treatments.		2%		C2	A/E/M	Core
2HI07.06	Produce simple window treatments.		1%	2%	C3P	A/E/M	Core
2HI07.07	Apply simple wall coverings.		1%	2%	C3P	A/E/M	Core
2HI08.00	Synthesize furniture and accessories that create an aesthetically pleasing environment.		7%	1%	C3P	A/E/M/ SS	Core
2HI08.01	Describe furniture styles from a historical perspective.		4%		C2	A/E/SS	Core
2HI08.02	Explain the guidelines for selecting furniture.		2%		C2	A/E	Core
2HI08.03	Outline criteria for selecting and providing accessories.		1%	1%	C3P	A/E/M	Core
2HI09.00	Apply renovation techniques to residential and non-residential spaces and furnishings.		5%	8%	C3P	A/M	Core
2HI09.01	Analyze the components of renovation.		2%		C3	A/M	Core
2HI09.02	Demonstrate renovation techniques for a project.		3%	8%	C3P	A/M	Core
D	DESIGN PRESENTATION			18%			
2HI010.00	Implement a cumulative housing and interiors-related project within the classroom for a target audience.			18%	C3P	A/CD/CS /E/M/SC/ SS	Core