INTERNATIONAL QUALIFICATIONS

AND ASSESSMENT CENTRE (IQAC)

Approved:

2025 y. «16» avgust

Programme	**Foundation Year Diploma in Architecture**		
Unit Number/ Unit Title	**Unit 3 Introduction to architecture**		
Cohort Code:	L03ITA-U3		
Unit Level	3		
Total Credits/Hours	Total qualification time 120 / Total Guided learning hours 48/ Self-guided learning hours 72		
Credits	12 CATS/ 6 ECTS		
Lecturer			
Start Date		**End Date**	

Unit Aims	To provide students with a broad overview of architecture, including its history, theory, and practice. This module introduces key architectural concepts, design principles, and notable works and architects.
Differentiation Strategies *(e.g. planned activities or support for individual learners according to their needs)*	Various approaches to addressing the various identified students' needs will be adopted throughout the lesson. Such will include: 1. Progressive tasks 2. Digital resources 3. Verbal support 4. Variable outcomes 5. Collaborative learning 6. Ongoing assessment 7. Flexible-pace learning
Equality & Diversity	Variety of teaching techniques will be employed to ensure that the needs of each individual learner are met.

Safeguarding & Prevent	Safeguarding policies and the Prevent duty are strictly observed to ensure the safety, well-being, and inclusivity of all students and staff.
Health & Safety	SIRM H&S policies will be maintained.
Learning Resources	**Teaching and Learning Materials** • "A Global History of Architecture" by Francis D. K. Ching, Mark M. Jarzombek, and Vikramaditya Prakash. • "Architecture: Form, Space, and Order" by Francis D. K. Ching. • "Understanding Architecture: Its Elements, History, and Meaning" by Leland M. Roth. • "The Architecture Reference & Specification Book: Everything Architects Need to Know Every Day" by Julia McMorrough.

Learning Outcome	Assessment Criteria
1. Understand the history and evolution of architecture.	**1. Written Assessments:** 1.1 Describe key architectural movements and periods. 1.2 Identify notable architects and their contributions. 1.3 Analyze the influence of historical events on architectural styles.
2. Comprehend **fundamental architectural theories and design principles.**	**2. Written Assessments:** 2.1 Explain core architectural theories and concepts. 2.2 Discuss the principles of architectural design. 2.3 Illustrate how design principles are applied in various architectural works.
3. Develop basic architectural drawing and modeling skills.	**3. Practical Assessments:** 3.1 Create architectural sketches and drawings. 3.2 Produce simple architectural models. 3.3 Demonstrate proficiency in using basic architectural tools and software.
4. Understand the role of architecture in society and culture.	**4. Oral and Written Assessments:** 4.1 Discuss the relationship between architecture and its cultural context. 4.2 Explain the role of architects in shaping the built environment. 4.3 Reflect on the ethical responsibilities of architects in society.
5. Develop an introductory understanding of architectural project development.	**5. Project-Based Assessments:** 5.1 Plan and develop a basic architectural project. 5.2 Apply design principles and theoretical knowledge to the project. 5.3 Present the project through drawings, models, oral presentations and ethical principles in real-world scenarios.

No	Topic	Mastering the basic methods of expressing architectural information through graphic tools.	Which assessment criteria does the session relate to?	Day/month/ year/ signature
1	What Is Architecture? Definitions, Scope, and Purpose	Explore architecture's societal and cultural relevance.	LO4	
2	Origins of Architecture: Prehistoric and Ancient Civilisations	Understand early human structures and their evolution.	LO1	
3	Classical Architecture: Greek and Roman Traditions	Examine key architectural features and their influence.	LO1	
4	Gothic and Romanesque Architecture in Medieval Europe as well as in Central Asia	Study religious and civic structures of the Middle Ages and the later period.	LO1	
5	Architectural Movements and their Influence on Contemporary Architecture	Understanding the connection between architectural history and contemporary projects.	LO1	

6	Contemporary Architecture and Global Trends	Examine sustainable and digital age design approaches.	LO1	
7	Key Architectural Theories: Form, Function, and Space	Explore how space, structure, and experience shape theory.	LO1	
8	Principles of Architectural Design: Proportion, Balance, Rhythm	Understand formal design elements used in practice.	LO1	
9	Conceptual Thinking and Design Process	Learn how designers move from idea to form.	LO1	
10	Famous Architects and Their Influence (e.g., Le Corbusier, Zaha Hadid, Tadao Ando)	Study innovators and how theory informs their work.	LO1, LO2	
11	Architecture and the Environment: Contextual Design	Understand how geography and climate shape buildings.	LO4	
12	Architecture and Society: Urbanism, Housing, and Public Space	Explore architecture's impact on human behaviour and city life.	LO4	
13	Introduction to Architectural Drawing: Lines, Symbols, and Scales	Learn visual language used in architectural drafting.	LO3	

14	Orthographic Projection: Plans, Elevations, and Sections	Understand technical communication of design.	LO3	
15	Perspective Drawing: 1-point and 2-point	Learn techniques for realistic spatial representation.	LO3	
16	Midterm	**Midterm assessment** covering all learning outcomes (theory and practical elements)	LO1, LO2, LO3	
17	Sketching and Diagramming for Idea Development	Practice visual thinking tools used in concept work.	LO3	
18	Introduction to Physical Modeling Techniques	Use materials to translate ideas into 3D form.	LO3	
19	Digital Tools in Architecture: CAD and 3D Modelling Basics	Begin exploring digital workflows in design.	LO3	
20	Site Analysis and Contextual Response	Understand how to begin developing a project based on place.	LO5	
21	Programming and User Requirements in Architectural Design	Translate client/user needs into architectural solutions.	LO5	

22	Space Planning and Functional Layouts	Learn to organize interior/exterior space based on function.	LO5	
23	Sustainability Basics in Architecture	Integrate environment and resource efficiency in early designs.	LO4, LO5	
24	Building Materials and Systems Overview	Understand how structure and materials shape form.	LO5	
25	The Design Brief and Concept Development	Start forming a basic architectural concept from a brief.	LO5	
26	Small-Scale Project Workshop: Concept, Site, and Program	Apply drawing/modeling in a simplified project.	LO3 – LO5	
27	Presentation Techniques: Visual Boards, Drawings, and Models	Develop skills in communicating design ideas.	LO3, LO5	
28	Group Review and Peer Critique: Developing Design Literacy	Build reflective, evaluative, and teamwork capacity.	LO2 – LO5	
29	Final Project Presentations	Synthesize all module knowledge in presentation.	LO1 – LO5	
30	Final Exam Preparation & Review			
31	Final Exam			