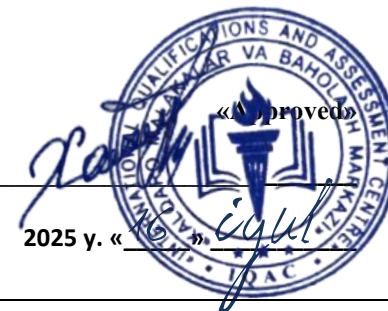




**INTERNATIONAL QUALIFICATIONS
AND ASSESSMENT CENTRE (IQAC)**



Programme	Foundation Year Diploma in Architecture		
Unit Number/ Unit Title	Unit 4 Design principles and creative thinking		
Cohort Code:	L03DPC-U4		
Unit Level	3		
Total Credits/Hours	Total qualification time 200/ Total Guided learning hours 90/ Self-guided learning hours 110		
Credits	20 CATS/ 10 ECTS		
Lecturer			
Start Date		End Date	

Unit Aims	To develop students' creative thinking and design skills. This module focuses on the fundamental principles of design and encourages innovative and critical thinking in architectural projects.		
Differentiation Strategies <i>(e.g. planned activities or support for individual learners according to their needs)</i>	Various approaches to addressing the various identified students needs will be adopted throughout the lesson. Such will include: <ol style="list-style-type: none">1. Progressive tasks2. Digital resources3. Verbal support4. Variable outcomes5. Collaborative learning6. Ongoing assessment7. 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
	<ul style="list-style-type: none"> • "The Architecture Reference & Specification Book: Everything Architects Need to Know Every Day" by Julia McMorrough. • "Form, Space, and Order" by Francis D.K. Ching. • "Architectural Design: Conception and Specification of Interactive Systems" by Chris A. Vissers. • "Thinking Architecture" by Peter Zumthor.

Learning Outcome	Assessment Criteria
1. Demonstrate understanding of elements and principles of design.	1 Written Assessments: 1.1. Explain key elements and principles of design in architectural context. 1.2. Apply design principles to analyze and critique architectural works. 1.3 Interpret design briefs and articulate design concepts effectively.
2. Apply creative thinking and problem-solving techniques in architectural design.	2 Practical Assessments: 2.1 Generate innovative design solutions for given architectural problems. 2.2 Utilize brainstorming and ideation processes to develop design concepts. 2.3 Incorporate user needs, site constraints, and functional requirements into design proposals.
3. Develop and present architectural designs effectively.	3 Design Projects and Presentations: 3.1 Create visually compelling architectural drawings and models. 3.2 Present design ideas and concepts clearly and persuasively. 3.3 Receive and respond to feedback to improve design iterations.
4. Critically evaluate architectural designs based on established criteria.	4 Critique and Review: 4.1 Evaluate design projects based on aesthetic, functional, and contextual considerations. 4.2 Assess the feasibility and practicality of design proposals. 4.3 Reflect on design processes and outcomes to identify strengths and areas for improvement.
5. Collaborate effectively in design teams.	5 Project Assessments: 5.1 Participate actively in collaborative design projects. 5.2 Communicate and negotiate ideas within a team environment. 5.3 Contribute to the development of cohesive design solutions through teamwork.

No	Topic	Learning Outcomes for Each Topic	Which assessment criteria does the session relate to?	Day/month/year/ signature
1.	Introduction to Design Thinking in Architecture	Understand the role of creativity and iteration in design.	LO2	
2.	Elements of Design: Line, Shape, Form, Texture, Colour, and Space	Identify and apply visual elements in architectural contexts.	LO1	
3.	Principles of Design: Balance, Rhythm, Contrast, Unity, Proportion	Explore how design principles organize and elevate form.	LO1	
4.	Composition and Visual Hierarchy in Design	Use visual arrangement to guide architectural focus.	LO1	
5.	Creative Processes and Ideation Methods: Brainstorming, SCAMPER, Mind Maps	Learn structured techniques to foster original ideas.	LO2	
6.	Problem-Solving in Architecture: Constraints as Catalysts	Turn practical challenges into creative opportunities.	LO2	
7.	Concept Development: From Sketch to Conceptual Model	Transform abstract ideas into architectural intention.	LO2	
8.	Architectural Precedents: Learning from Great Designers	Analyze past projects to inspire design solutions.	LO1, LO2	
9.	Spatial Thinking and Imagination in Design	Train perception and intuition to conceptualize space.	LO2	
10.	Experimentation in Form and Materials	Use non-traditional media and materials to generate ideas.	LO2	
11.	Basic Drawing Techniques for Concept Communication	Develop hand-sketching and diagramming skills.	LO3	
12.	Introduction to Model-Making and Physical Prototyping	Express ideas three-dimensionally through form.	LO3	

13.	Using Colour and Light in Design Communication	Enhance presentation impact through visual mood.	LO3	
14.	Digital Tools for Design Presentation (Photoshop, SketchUp, InDesign Basics)	Apply digital media in layout boards and diagrams.	LO3	
15.	Storytelling in Architecture: Concept Narratives	Learn to articulate and defend your design intentions.	LO3	
16.	Midterm	Midterm assessment covering all learning outcomes (theory and practical elements)	LO1, LO2, LO3	
17.	Critique Methods and Constructive Feedback in Design	Learn how to evaluate and be evaluated objectively.	LO4	
18.	Establishing Criteria for Evaluating Design	Define success through function, aesthetics, and innovation.	LO4	
19.	Self-Reflection and Peer Review in the Design Process	Strengthen critical thinking and independent judgment.	LO4	
20.	Design Ethics and Social Responsibility	Analyze the societal impact of creative decisions.	LO4	
21.	Team Roles and Responsibilities in Design Studios	Understand how team dynamics influence outcomes.	LO5	
22.	Collaborative Ideation Techniques: Charrettes, Co-creation, Role Play	Explore group creativity to generate shared ideas.	LO5	
23.	Effective Communication in Teams: Visual, Verbal, and Written	Present ideas clearly and respectfully in groups.	LO5	
24.	Conflict Resolution and Negotiation in Design Teams	Manage disagreement to strengthen group performance.	LO5	
25.	Time and Task Management for Design Projects	Coordinate timelines and responsibilities effectively.	LO5	
26.	Mini Design Challenge: 24-hour Design Sprint (Individual)	Apply rapid creative processes to deliver a concept.	LO2, LO3	

27.	Collaborative Design Challenge: Pop-Up Pavilion (Group Project)	Generate, develop, and present a team-based project.	LO2 – LO5	
28.	Preparing a Design Portfolio	Curate and present your creative development.	LO3	
29.	Final Design Presentation Workshop	Prepare visuals and narrative for critique.	LO3 – LO4	
30.	Course Reflection and Creative Growth Pathways	Summarize learning and set future design goals.	LO1 – LO5	
31.	Final Exam	At the end of the semester, students submit their practical work in the form of an album.		