

DESIGN (CODE-830)

SESSION-2019-20

JOB ROLE: Asstt. Designer

This Course on Design is intended to introduce ideas, methodologies, principles, fundamentals and skills that comprise a common knowledge base important to all design disciplines. These fundamentals will foster a multidisciplinary design experience among students and will prepare them to move to the next level. It will provide the students with foundation and fundamentals of skills in design. The course will benefit applicants who have little or no training or experience in art and design and who wish to begin formal education in this field.

Class XI (2019-20)

Total Marks: 100 (Theory-60+Practical-40)

SCHEME OF UNITS

This course is a planned sequence of instructions consisting of units meant for developing employability and vocational competencies of students of Class XI opting for vocational subject along with general education subjects. The unit-wise distribution of hours and marks for class XI is as follow:

Design (830) CLASS XI session 2019-20				
	Units	No. of Periods for Theory and Practical		Max. Marks for Theory and Practical
		260		100
Part A	Employability Skills			
	Unit 1 : Communication Skills-III	10		10
	Unit 2 : Self-Management Skills-III	10		
	Unit 3 : Information and Communication Technology Skills-III	10		
	Unit 4 : Entrepreneurial Skills-III	15		
	Unit 5 : Green Skills-III	05		
	Total	50		10
Part B		Theory Periods	Practical Periods	
	Unit 1: Introduction to Design	50	30	15
	Unit 2: Design Tools and Techniques	15	20	10 10
	Unit 3: Occupational Health and Safety	15	20	15

	Unit 4: Practical Logo Workshop	30	30	
	Total	110	100	50
Part C	Practical Work			
	Practical Examination			15
	Written Test			10
	Viva Voce			05
	Total			30
Part D	Project Work/field Visit			
	Practical File/Student Portfolio			10
	Total			10
	Grand Total	50+110+100=	260	100

Note:-Detailed Curriculum/ Topics to be covered under employability skill can be downloaded for CBSE website.

Part B:

Unit-1: Introduction to Design

Session-1: Concept of Design

- Design Definition.
- Design versus Art.
- Design and Environment.
- Basis Design Process.
- Use of Design in today's scenario.

Unit 2: Design Tools & Techniques

Session 1 - Produce Drawing

- Introduction to Drawing
- Exploration of Medium
- Nature and Skill-life Drawing
- 1,2 and 3 Point Perspectives
- Composition Basics
- Contour line Drawing

Unit 3: Occupational Health and Safety

- Occupational Health and Safety
- Safety and Health responsibility in Textile, Leather and paper industry.
- Role of wav safe inspection in above industries.
- Hazard identification risk assessment and control.
- Dealing with Emergency.
- Minimum 3 visits to industries related to the above areas.

Unit 4: Practical Logo workshop

Session-3: Graphic Design workshop

- Produce designs for packaging of clothing, shoes and CDs.
- Produce Design of display and control of common household appliances.
- Poster Design for a regional dance performance.

LAB REQUIREMENT FOR TWENTY STUDENTS

1. Technical Drawing Equipment

- Computer station Licensed software (Autocad by Autodesk or Adobe Creative Suite CS6 or higher).
- Printer.
- Photography supplies, digital photo frame, access to photo printers.

2. Drawing Equipment and Materials

- Soft boards All around the walls.
- Stools.
- Black board.
- White board.
- Crayons, pastels, charcoal.
- Colored pencils, pens, washable markers, calligraphy pens, erasers.
- Variety of paper, cardboard.
- Dry-erase boards, markers.
- Chalk, chalk board, erasers.
- Non-toxic paint (tempera, acrylic, oil, water colour, finger paint).
- Colored ink, stamps, wood blocks, natural materials, cardboard.
- Paint brushes, rollers, squeeze bottles, spray bottles, sponges, paint scrapers.
- Glue, paste, glue sticks, pots, brushes, spreaders.
- Paper scraps, magazines, cards, wrapping paper, ribbon, cellophane, newspapers.
- Cardboard tubes, boxes, roll
- Pair of scissors.

- Staplers.
- Geometry sets.
- Paper punches.
- Clips, thumb tacks.
- Adhesive tapes, glue, craft glue.
- Sandpaper, cloth, string, wire.

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