



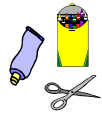
Teaching Resource Sheet Home 3



A ROOM AT HOME

FOR AGES 6 - 13 years

RESOURCES NEEDED



Computer, SPEX with the Home Environment, squared and plain paper, metric tape measures or rulers, printer, photocopied worksheets 3a & 3b, furniture catalogues, home decor magazines

PREPARATION



Revise measuring and associated words, width, depth, length. Explain that interior designers can use computers to help them imagine how different schemes inside a room would look. For instance how would the room look with yellow walls and a blue carpet? Would two sofas be better than one sofa and two armchairs?

OUT OF SCHOOL



The week before the lesson, tell the children that next week they are going to reproduce a room in their own home on the computer. At home they choose a rectangular room in their own home and measure and record its width and length. Using squared paper, they draw a plan or bird's eye view of the room in pencil on a piece of paper, including the positions of doors, windows and furniture, electricity sockets and radiators.

WHAT TO DO



At school, using the sketch plan they drew at home, the pupils re-create the room on the computer with Spex.

They enter the room dimensions in the Spex startup window, and in the planning window they place the windows and doors and select furniture similar to that at home and place it in the same positions as in the real room. Using the colours icon, they can reproduce a colour scheme similar to the real room.

Now the pupils are ready to print out a plan view and a 3D view of the room. Does the Spex room look like the room at home? In what ways is it different? In what ways is it the same?

EXTENSION WORK

Think about the people who use the room and the things they do in it. Can you think of 3 ways in which you would like to improve the room? Maybe it should be bigger, perhaps there are not enough places to sit down...



Use the Spex program to alter the room if you can. Otherwise draw in the changes you would like to make on the Spex printout.



NAME.....

Worksheet 3a



A ROOM AT HOME

A Room at Home

WHAT TO DO - AT HOME



1. Choose a room in your house which is rectangular, and measure its length and width in metres. Write down the measurements.
2. On the squared paper, draw a plan view (bird's eye view) of the room, and mark in where the windows and doors are.
3. Draw in the furniture as if you were looking down at it from above.

WHAT TO DO - AT SCHOOL

Design the room on the computer using Spex.



1. Enter the width and length in the Dimensions window.



Tick when task is done

2. Put in windows, doors, & electricity sockets



3. Put in the furniture.



4. Make the colour scheme like the room at home.

5. Save the design.



6. Print a 3D view of the room.



7. Print a plan view of the room.





NAME.....

Worksheet 3b



A ROOM AT HOME

A Room at Home

On the printout of the plan and the 3D view of the room;



1. Mark the measurements of the room.
2. Mark which wall is North, South, East and West.
3. Label all the items of furniture and fittings.



Think of 3 things about the Spex room that are different from the room at home

- 1.....
- 2.....
- 3.....



Think about the people who use the room and the things they do in it.



Can you think of 3 changes which would improve the room? (Maybe it should be bigger, perhaps there are not enough places to sit down, or maybe you don't like the colour of the walls)



- 1.....
- 2.....
- 3.....



Use the Spex program to alter the room if you can. Or you could draw the changes on the 3D view printout.
