

SKILLED FUTURES VIRTUAL EXPERIENCE

SKILLED FUTURES IN TRADES - CARPENTRY

DESIGN YOUR OWN TINY HOUSE

You've decided that you're ready to take the steps toward living the tiny life. Before you can start to build your tiny home you need to plan it out. In this activity you will design the layout to scale for your very own dream tiny house. Will there be a loft room? Will your shower be inside or outside? Will rooms be combined? Example: your dining room becomes your living room. Will you have a porch? Will it be in front, in back or on the roof? It is all up to you! See below for the specifics about your tiny home.

TOOLS AND SUPPLIES YOU NEED:

Ruler
Pencil
Eraser

Calculator
Scrap paper
Graph Paper

OPTIONAL: Access to the Internet via a device
OPTIONAL: House design magazines

TINY HOUSE CRITERIA:

- It must be 24ft long x 8ft wide x 13.5ft high
- Include a bathroom, kitchen, living area, and a bedroom
- Include table space for eating/working, pantry storage, clothing storage, at least 4 windows and at least 1 door

RESEARCHING AND PLANNING YOUR TINY HOME:

Step 1 - Before starting your design ask yourself a few questions:

- What is your favorite room in the house? This is where you likely will spend most of your time. You may want to show this space extra attention in your design.
- Will your tiny house be placed permanently on a property or do you want to build it on a trailer for travelling with it?



SKILLED FUTURES VIRTUAL EXPERIENCE

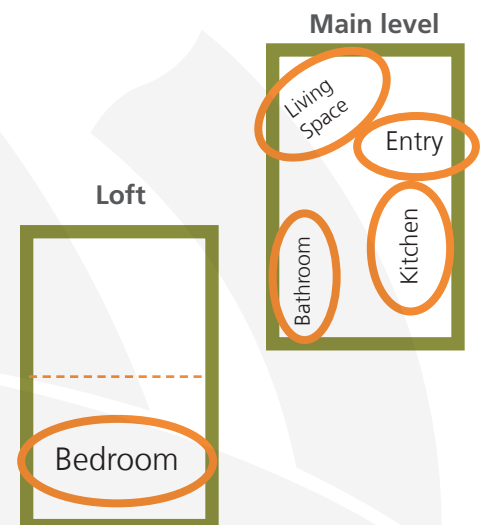
- Will your tiny house be connected to water and sewer or are you planning to collect rain water and use a composting toilet?
- Is outdoor living important to you? If so by expanding your space with a folding deck or a roof top deck you can add more living space to your tiny home.
- Is storage important to you or do you live life minimally? Do you like to cook? Relax on the sofa? Require a queen sized bed?

All of these questions will help you shape the type of tiny house that you will design.

Step 2 - Next, create a design board. Using the internet or magazines do more research on tiny homes and gather ideas of elements you would like to add to your home design. Elements to explore include flooring, paint colors, kitchen counter materials, tile for the bathroom, stairs with storage, etc.

Step 3 - Once you've done your research and have some ideas of what you would like in your tiny home it is time to plan. Take out a piece of scrap paper and using a ruler draw **to scale** the exterior of your tiny home.

Step 4 - It is time to decide the layout of your tiny home. Where will different rooms will be placed, how will your space "flow". This will give you a guide when it is time to start designing where everything will go.



Why do we need to do so much research and planning? When you only have a few thousand square feet to live in you want to make sure it works for your lifestyle, that it covers all your needs and that you love your space.



SKILLED FUTURES VIRTUAL EXPERIENCE

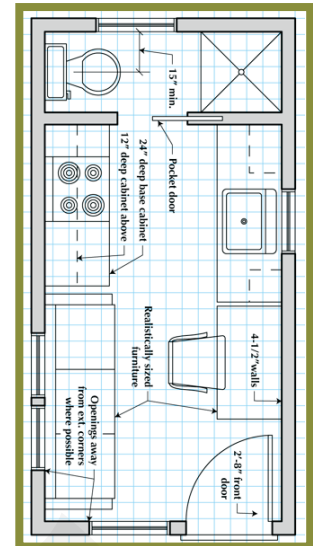
DESIGN YOUR TINY HOUSE:

Step 5 - Using your graph paper, once again use a ruler to draw **to scale** the exterior of your tiny home, and any interior walls you will need and want.

**** Remember to keep everything to scale**

Step 6 - Next, create your dream space. Use your imagination and creativity. Don't forget to identify if you will be using a loft space.

Congratulations you've designed your very own tiny house!!



EXTRA CREDIT:

Want to take your design to the next level? Sketch what your tiny house looks like on the outside. Are you going to use siding? What colour is it going to be? What type of roof will you use? Will your home have a deck? What type of landscaping would you include around your home? Potted plants for easy mobility or shrubs planted in the ground? The sky is the limit.

Do you want to share your creation for a chance to win a prize?

Take a picture of your dream tinyhouse design and share it with us on Facebook and/or Instagram by including #SkilledFutures in your post and tagging @SkillsNS.

HAPPY DESIGNING!



SKILLED FUTURES VIRTUAL EXPERIENCE

CAREER CONNECTIONS - CARPENTRY

This activity can be connected to the following careers in carpentry and the construction industry:

Architecture	Electrical Wiring	Refrigeration and HVAC
Cabinetmaking	Exterior Finishing	Interior Finishing
Carpentry	Framing	Plumbing

CURRICULUM OUTCOME CONNECTIONS

The Skilled Futures Virtual Experience has been confirmed with representatives from the Department of Education & Early Childhood Development to connect with the following curriculum outcomes:

Grade 10 Construction Technology

1. Design and construct a structure that solves an energy consumption problem related to construction technology
2. Use construction-related mathematics skills to solve construction technology design problems

Grade 12 Construction Technology

1. Learners will evaluate the use of modern or alternative construction practices related to energy efficiency
2. Explore career pathways and entrepreneurial skills related to the construction industry.

Grade 11 Design

- 2.1 Describe how human requirements affect design
- 2.2 Describe how the environment has an impact on design
- 2.3 Demonstrate an understanding of the impact of a living environment on human beings
- 2.5 Describe the responsibility design has toward the human and natural environment
- 2.6 Demonstrate competency in the use of design tools useful in the design of built environments
- 2.7 Apply the elements, principles, and processes associated with design in interior, architectural, and/or environmental designs to address human and or environmental needs

Grade 11 Construction Trades

1. Demonstrate an understanding of the nature of work and working conditions in the construction trades
2. Identify the work of carpenters, plumbers, construction electricians, lathers, painters and decorators, and floor covering installers; and the roles and responsibilities of people working in those trades
3. Scale, convert, and interpret trades-related documents and drawings
4. Demonstrate an ability to estimate length, area, and volume

