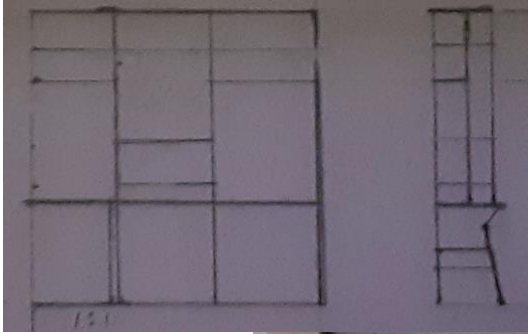


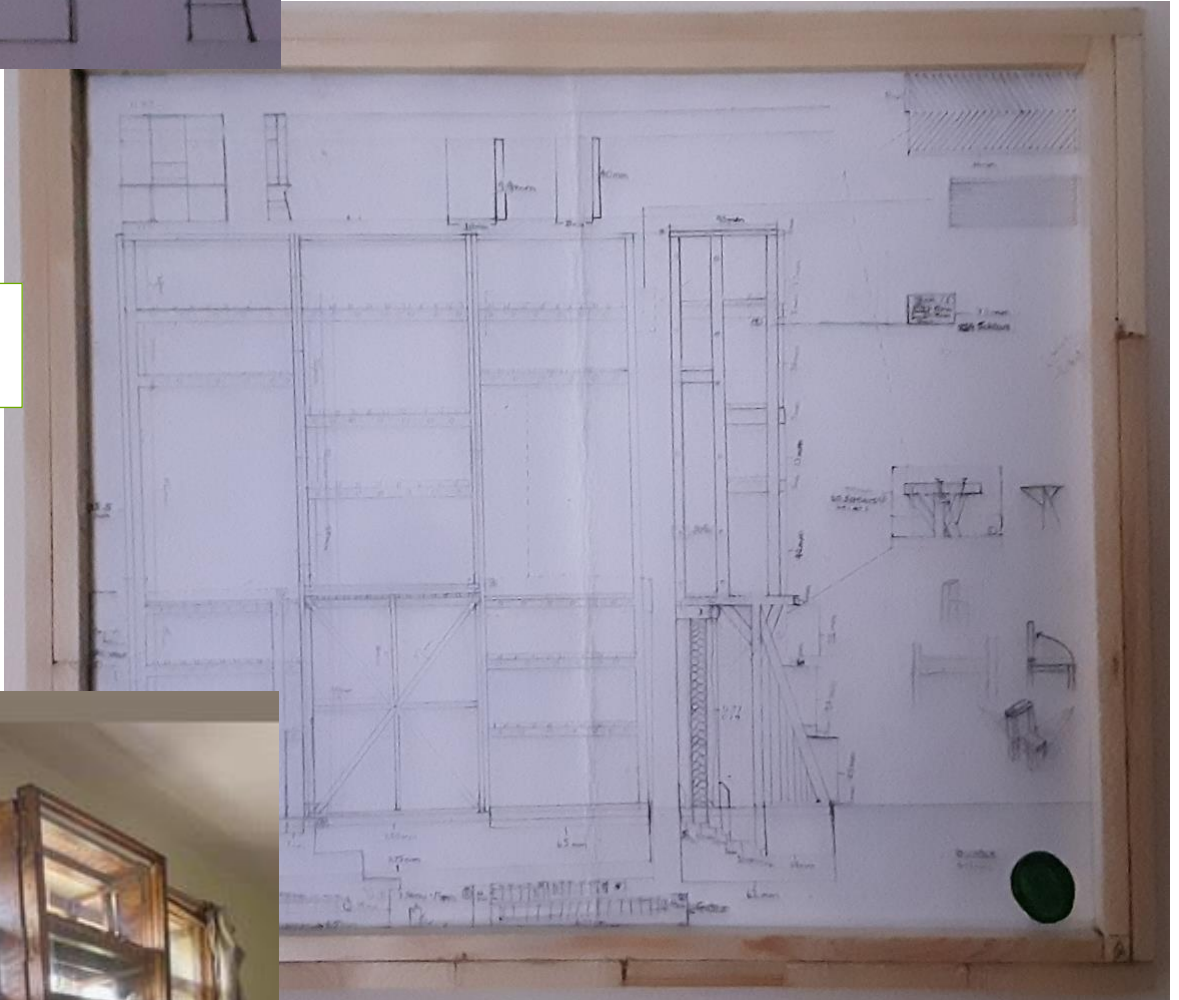


Costic Studio Studies Planning, Design and Construction

Planning



Design



Construction



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Introduction

This course is design too provide the learner with basic knowledge on how too go from: empty patch of land, too a well developed land, like London, Leeds... it will teach them the communication needed for developing empty land, too planning, designing, construction and finished project.

This course has eighteen modules which consists three assignments too each module, each module has a: history assessment, present assessment and future assessment. There is a total of fifty four assessments and one written book, showing there understanding of all the modules they have studied, that year. They have the full year too work on the book. They must use there own words and reference information that can support there work. The book they write is at level 1 and can be carried too the next level in Planning, Design and Construction, each level will request them too improve on their book. So second edition is level 2, then third level 3 and so on. By level twelve they will have a final book, which would be the twelfth edition. They can choose to publish there work at level one or higher. Allowing there readers to see how they have improved as they learn and get older. The book will get bigger and more costly each year.

The main skills developed are: research, reading, creativity, analysing information, writing for textbooks, referencing and citations.

Presenting All Work

All work should be written in Times New Roman and size 12. All titles should be in Times New Roman and size 17, bold and with no underlying. They have to have a content page, reference, front cover and back cover.

They are too design a front cover page with a title relating to the course, for example the book written showing their understanding of years work, could be called: Understanding the Procedures of Developing on Place. Naturally this title will be past on too each improved version.

Front covers are too be design around that topics theme. Such as the communication assignment could be a image of smart phone or watch. They are to design a back cover as well leaving space for text and barcode and any other important information. Please note all photos are too be there own. As they are marked on creativity.

Qualification Equivalent Tree

Level	Age	Qualification Equivalent
1	14	Foundation GCSE
1	15	Foundation GCSE
2	16	Higher GCSE
2	17	Higher GCSE
3	18	A level
3	19	A level
4	20	Undergraduate
5	21	Undergraduate
6	22	Undergraduate
7	23	Marsters
8	24	Marsters
9	25	PhD
10	26	PhD
11	27	PhD
12	28	PhD

Employment

Module	Profession
Communication	Admin Historian
Builders	Any of the craft trade chosen by student Historian
Regulations	H&S Officer Building Regulation Officer Historian
Surveying	Land Surveyor Building Surveyor Quantity Surveyor Historian
Innovative Materials	Innovator
Landscaping	Landscaper Archaeologist
Architecture	Architect Archaeologist
Construction	Construction Manager
Agriculture	Landscaper Gardener
Project Management	Project Manager
Project Planning	Planning Officer
Businesses	Company Owner
Banking	Finance Officer
Settlement Development	Urban Planner
Interior Design	Interior Decorator
Mathematics	Mathematician
Structural Engineering	Structural Engineer
Reading and Writing	Author

Course Codes

There are twelve course for the twelve levels in Planning, Design and Construction. Each course has a code and each module has a code. Below are all the codes for Planning, Design and Construction, in short PDC.

Course Provider	Topic Number	Topic	Level
CS	1	PDC	01

Course provider stands for which company created the course. Topic number stands for the order of which topic came first, such as PDC is the first topic to be released by Costic Studio Studies. Topic stands for what your studying. The level shows how difficult the course will be. We have 12 levels under PDC. As it's the same topic at each level, the topic number stays same. See list below.

CS1/PDC01	CS1/PDC05	CS1/PDC09
CS1/PDC02	CS1/PDC06	CS1/PDC10
CS1/PDC03	CS1/PDC07	CS1/PDC11
CS1/PDC04	CS1/PDC08	CS1/PDC12

Term Dates and Holidays

Term one = 1st September too 17th December

Christmas = 18th December too 7th January

Term two = 8th January too 31st March

Easter = 1st April too 21st April

Term three = 22nd April too 8th June

Summer = 9th June too 1st September

Grading

Below is a detail table showing what the Costic Studio grades you can get. Also the equivalent grades at Foundation GCSE level. All topics are at Foundation GCSE level and it covers 2 years to study on Costic Studio Studies path of education.

Topic	Grading Criteria			
	Pass	Merit	Distinction	Distinction Star
Communication	Achieve all passes for grade 1	Achieve all passes and a all merits to achieve grad 2.	Achieve all passes, all merits and all distinction to achieve grade 3.	Achieve all passes, merits, distinction too achieve grade 4. Achieve all passes, merits, distinctions and textbook to achieve grade 5.
Builders				
Regulations				
Surveying				
Innovative Materials				
Landscaping				
Architecture				
Construction				
Agriculture				
Project Management				
Project Planning				
Businesses				
Banking				
Settlement Development				
Interior Design				
Mathematics				
Structural Engineering				
Reading and Writing				

One pass is worth 0 ucas points

One merit is worth 0 ucas points

One distinction is worth 0 ucas points

One distinction star is worth 0 ucas points

Module Codes

The module code has the course code such as the one for this one, as a reminder: CS1/PDC01. On the end you will have the module code. For Level one Communication it's CL1. C stands for Communication, L1 stands for level one, so L2 is level 2. This is the code know CS1/PDC01/CL1.

Assessment Codes

The assessment code has the course code such as the one for this one, as a reminder: CS1/PDC01. In the middle you will have the module code. For Level one Communication it's CL1. C stands for Communication, L1 stands for level one, so L2 is level 2. On the end is the assignment code you have HL1. H stands for history, L1 stands for level one. The code is now CS1/PDC01/CL1/HL1. Please note P stands for present and F stands for Future.

Syllabus Information

Please note all syllabus will only show a brief introduction to what the learners need to learn. There are separate documents for each assignment, which will show all tasks. All assignments have nine passes, two merits and one distinction. To get distinction star they must write a chapter for each module. The next level is an improvement on this one, hence the reason for the same questions and tasks in each level. This allows them to improve on their mistake. They will show the improvements in each edition of their book. Every author goes through editing, which is what the student is doing.

Communication

They are to write a chapter on communication stating the positives and negatives of all communication methods from history, present and the student futuristic methods. This will gain the student a D*.

Assessment one – Communication History = CS1/PDC01/CL1/HL1

Show a understanding of historical communication since the times before settlements, showing each type of communication up to present day.

Assessment two – Communication Present = CS1/PDC01/CL1/PL1

Show a understanding of present day communication and why we still use primitive communication.

Assessment three – Communication Future = CS1/PDC01/CL1/FL1

Using their creative skills, they have to come up with several future forms of communication and state why they are better.

Builders

They are to write a chapter on the craft trade they have chosen. Change craft trades each time they level up. That's if they choose to continue on the Planning, Design and Construction. They need to show understanding of the history, present and future.

Assessment one – Builders History = CS1/PDC01/BL1/HL1

Show a understanding of historical methods used at the start of settlements, showing each type of method up to present day. These methods are based on the craft trade or trades the student had chosen.

Assessment two – Builders Present = CS1/PDC01/BL1/PL1

Demonstrate full understanding of the chosen craft trade or trades and excellent skill in practice. Show all present day methods you can find.

Assessment three – Builders Future = CS1/PDC01/BL1/FL1

Using their creative skills, they have to come up with several future methods of their chosen craft trade or trades and state why they are better.

Regulations

They are to write a chapter on Building Regulations and Health and Safety Regulations showing examples on how they change over time. They are to also find current problems that need to be sorted out by a future date. If possible find the dates to when the regulations were first introduced. This will gain the student a D*.

Assessment one – Regulations History = CS1/PDC01/RL1/HL1

Show a deep understanding to why Regulations change over the years and provide cases where problems arose and what happened to the people involved. What changes were made due to it.

Assessment two – Regulations Present = CS1/PDC01/RL1/PL1

Show a understanding of current building and health and safety regulations. They must show how they can be followed and who are involved.

Assessment three – Regulations Future = CS1/PDC01/RL1/FL1

They are to give examples of regulations they believe should be changed, clearly stating why and how long it would take.

Surveying

They are to write a chapter on the historical and present methods of building surveying, land surveying and quantity surveying. They also have to come up with future ideas and state why it would benefit surveyors. This will gain the student a D*.

Assessment one – Surveying History = CS1/PDC01/SL1/HL1

Show how building surveying, land surveying and quantity surveying have improved, starting as far back as you can.

Assessment two – Surveying Present = CS1/PDC01/SL1/PL1

Find a building with land, this can be their home, they must find a team and survey the land and building. Before you do this teach them how to survey. Use an example to teach them quantity surveying.

Assessment three – Surveying Future = CS1/PDC01/SL1/FL1

Find problems with current methods of all three types of surveying and create new methods for each one.

Innovative Materials

They are to write a chapter on innovative ideas of the past and show how they have improved throughout history. This will gain the student a D*.

Assessment one – Innovative Materials History = CS1/PDC01/IML1/HL1

They are to recreate a premodern style and find out when it was introduced as an innovative idea.

Assessment two – Innovative Materials Present = CS1/PDC01/IML1/PL1

They are to find three innovative materials that have just passed their tests and taught to the craft men and women. They are to show the positives and negatives too all three.

Assessment three – Innovative Materials Future = CS1/PDC01/IML1/FL1

They are to come up with three new materials to be used in the craft trade. Showing how they have experimented and test the new method. This can be implied to any craft trade.

Landscaping

The student have to write a chapter on a cases study of a historical landscape project and compered it to a current finished project and work on there own project in text form providing vivid description of what it will look like. This will gain the student a D*.

Assessment one – Landscaping History = CS1/PDC01/LL1/HL1

They are to find cases study of a historical landscape project and state there opinion of it. Explaining what they like and what they will change.

Assessment two – Landscaping Present = CS1/PDC01/LL1/PL1

With this assignment they are to research into current projects and show understanding of why they have designed the landscape the way they have.

Assessment three – Landscaping Future = CS1/PDC01/LL1/FL1

The student is to work on a landsape project of there own, they are to take pictures of models and any artwork that will express what the finished project will look like.

Architecture

They are to write a chapter on why architecture has changed throughout history, using examples of these changes. They also must show the changes currently happing. This will gain the student a D*.

Assessment one – Architecture History = CS1/PDC01/ArcL1/HL1

Research into several historical styles and compare to present day.

Assessment two – Architecture Present = CS1/PDC01/ArcL1/PL1

Research into the current trend for architecture. Explain what they like and don't like.

Assessment three – Architecture Future = CS1/PDC01/ArcL1/FL1

Creat a portfolio of a future project they would like to do.

Construction

They are to write a chapter on how the construction prosses works. This will gain the student a D*.

Assessment one – Construction History = CS1/PDC01/ConL1/HL1

They are to show understanding of construction team in historical times, how many job role where there at that time of history.

Assessment two – Construction Present = CS1/PDC01/ConL1/PL1

They are to understand who is involved during the construction phase. As well as showing the chain of command.

Assessment three – Construction Future = CS1/PDC01/ConL1/FL1

They are to come up with a way of reducing conflicts during construction problems. They also need to come up with some possible job rules to help prevent conflict.

Agriculture

The learner must write a chapter on plants of any type. Also how they have evolved naturally and genetically engineered. This will gain the student a D*.

Assessment one – Agriculture History = CS1/PDC01/AL1/HL1

Research into how plants have damaged the development of places and how where they solved.

Assessment two – Agriculture Present = CS1/PDC01/AL1/PL1

What actions are taking place, to prevent plant damaged buildings.

Assessment three – Agriculture Future = CS1/PDC01/AL1/FL1

What would you do to stop the damage that people have done, due to living development.

Project Management

Write a chapter on how we have gone about changing management on projects, since the early settlements This will gain the student a D*.

Assessment one – Project Management History = CS1/PDC01/PML1/HL1

Research into historical settlement and how they where developed. What parts do you like and don't.

Assessment two – Project Management Present = CS1/PDC01/PML1/PL1

Find a project thats new, as in from planning, design and construction, follow it all the way through and explain what you learnt.

Assessment three – Project Management Future = CS1/PDC01/PML1/FL1

The learner should state how they would improve projects management and explain why.

Project Planning

Write a chapter on the process of planning and given examples of settlement planing, landscape planning and building planning. This will gain the student a D*.

Assessment one – Project Planning History = CS1/PDC01/PPL1/HL1

Research into how places, where planned in the early days upto present day. Showing understanding of why we have to get planning promission. Look into the type of lands you can develop on, the building you can alter.

Assessment two – Project Planning Present = CS1/PDC01/PPL1/PL1

Find a current project and request to follow the project too the end. Write about the experience gained, explaining all the positives and negatives. They are to also find out how much the planning process will cost on average.

Assessment three – Project Planning Future = CS1/PDC01/PPL1/FL1

They are to create a mock project and take it to the planning commission and make the changes requested. Also show your understanding of any of the legal requirements for any projects.

Businesses

Write a chapter on planning, design and construction companies. Show understanding of business laws. Give examples of other planning, design and construction companies compared to their business plan. This will gain the student a D*.

Assessment one – Business History = CS1/PDC01/BusL1/HL1

They are to research into and show understanding of how construction business worked before money.

Assessment two – Business Present = CS1/PDC01/BusL1/PL1

Research into current business laws and show understanding of how planning, designing, and construction work.

Assessment three – Business Future = CS1/PDC01/BusL1/FL1

They are to create a business plan for them to create their own company along with a six year plan.

Banking

The learner has to write a chapter on company finances. They are to create a scenario of a planning, designing or construction on founding projects. They have to show understanding of the procedures that take place. This will gain the student a D*.

Assessment one – Banking History = CS1/PDC01/BL1/HL1

They are to research into and show understanding of how construction business worked before money. Explain how they protected company resources or the person's resources.

Assessment two – Banking Present = CS1/PDC01/BL1/PL1

Show understanding of how banking works for companies these days.

Assessment three – Banking Future = CS1/PDC01/BL1/FL1

They are to create a financial plan for their own company. Use same plan from CS1/PDC01/BusL1/HL1.

Settlement Development

Write a chapter on how settlements have changed style over the years, providing evidence of who changed them. State if the settlements worked well or not. This will gain the student a D*.

Assessment one – Settlement Development History = CS1/PDC01/SDL1/HL1

Find an example of a historical settlement that has influenced the settlements of today. Explain the benefits and downsides.

Assessment two – Settlement Development Present = CS1/PDC01/SDL1/PL1

Find a settlement that exists and is still being developed on give your outlook to the place.

Assessment three – Settlement Development Future = CS1/PDC01/SDL1/FL1

Create a new settlement plane show models and create a portfolio for it. Also create a diary showing all the changes been made through out the assessment.

Interior Design

Write a chapter on how interior design has changed over the years, what influenced it and how was the historical designs influenced and built to last. This will gain the student a D*.

Assessment one – Interior Design History = CS1/PDC01/IDL1/HL1

Take a look at the classic architecture and compare it with present day interior design. Explain what influenced historical designs.

Assessment two – Interior Design Present = CS1/PDC01/IDL1/PL1

Research into companies that sell room styles, like a design for a kitchen. Explain how you feel from this experience of been there of looking at an image.

Assessment three – Interior Design Future = CS1/PDC01/IDL1/FL1

Create a peace of furniture for indoors. Then explain why it looks the way it dose and create a portfolio showing the full process. From planning to construction.

Mathematics

Right a chapter on mathematics involved with project. Explain the mathematics that is involved in the planning, designing and construction. This will gain the student a D*.

Assessment one – Mathematics History = CS1/PDC01/ML1/HL1

Research into historical methods for planning, designing and construction mathematics and understanding.

Assessment two – Mathematics Present = CS1/PDC01/ML1/PL1

Practice construction mathematics and show understanding of the maths.

Assessment three – Mathematics Future = CS1/PDC01/ML1/FL1

Create a modern method that will callulate

Structural Engineering

Write a chapter on several structure designs and explain there benefits and down falls. Show how you would improve on them. This will gain the student a D*.

Assessment one – Structural Engineering History = CS1/PDC01/SEL1/HL1

Research into historical structures and explain how they where created

Assessment two – Structural Engineering Present = CS1/PDC01/SEL1/PL1

Show understanding of how structures with stand current forces and if older methods are more appealing to the eye.

Assessment three – Structural Engineering Future = CS1/PDC01/SEL1/FL1

Just like with innovative materials design a new structure that can withstand the earthquakes, flooding and any other natural weater event.

Reading and Writing

They must write a chapter stating how they found reading the books and writing up every assignment and chapter. State what books were used for each chapter. Use harvard referenceing and citations. This will gain the student a D*.

Assessment one – Reading and Writing History = CS1/PDC01/RWL1/HL1

Research into historical book on all models not including this one.

Assessment two – Reading and Writing Present = CS1/PDC01/RWL1/PL1

Research into present book on all models not including this one.

Assessment three – Reading and Writing Future = CS1/PDC01/RWL1/FL1

Research into future book, that aren't out yet, on all models not including this one.

Books

Teach Yourself Understand Tax for Small Businesses ISBN 978-1-444-17128-0

Cloud Learn A-Level Classical Civilisation Course OCR Syllabus H441 ISBN 978-1-291-92914-0

Causeway Press Higher Mathematics for AQA GCSE Modular ISBN 1-4058-3142-1

Hourly History Akkadian Empire A History from Beginning to End ISBN 9781790416103

Hourly History Babylon A History from Beginning to End ISBN 9781729460788

Hourly History Hittites A History from Beginning to End ISBN 9781098656966

Hourly History Assyrian Empire A History from Beginning to End ISBN 9781699769225

Persons Business Start Up 2017/18 Edition ISBN 978-1-292-17586-7

Teach Yourself Accounting and Finance ISBN 978-1473605077

Teach Yourself The Business Plan ISBN 978-1-471-80155-6

Hourly History The Sumerians Empire A History from Beginning to End ISBN 9781534611344

The Seduction of Place The City in the Twenty First Century ISBN 0-375-40048-6

Roman Stones ISBN 978-615-5209-02-4

Enlightenment Brition and the Creation of the Creation of the Modern World ISBN 0-71-399152-6

Hadrians Wall ISBN 978-0-7112-2857-3

The City as a Work of Art ISBN 0-300-04212-4

Liverpool One Remaking a City Center ISBN 978-0-470-71409-6

Urban Regional Planning Fourth Edition ISBN 0-415-21777-6

Ancient Town Planning ISBN 978-1015693395

Arcadia for all The Legacy of a Makeshift Landscape ISBN 0-720-1743-7

The Silk Roads A New History Of The World ISBN 978-1-4088-3999-7

Oxford Dictionary Of Architecture ISBN 978-0-19-967499-2

Only in Budapest ISBN 978-963-87782-9-1

Investigating the Social World Introduction

Investigating the Social World Two ISBN 978-1-7800-7956-1

Investigating the Social World One ISBN 978-1-7800-7955-4

Discovering The Arts and Humanities Reputations ISBN 978-1-4730-2462-5

Discovering The Arts and Humanities Crossing Boundaries ISBN 978-1-4730-2464-9

Discovering The Arts and Humanities Traditions ISBN 978-1-4730-2463-2

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Skyscraper ISBN 9781786691187

The Death And Life Of Great American ISBN 978-0-679-60047-3

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Planning And Urban Change Second Edition ISBN 0-7619-4318-8

Britains New Towns Garden Cities To Sustainable Communities ISBN 978-0-415-47513-6

Planing In Brition ISBN 0-7619-4930-5

Cities Of Tomorrow Fourth Edition ISBN 978-1-118-45647-7

The Rules of Perspective ISBN 0-224-05187-3

London Regeneration ISBN 978-1-119-99378-0

Cities In Civilization ISBN 0-297-84219-6

The City Shaped Urban Patterns and Meanings Through History ISBN 0-500-34118-4

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