

K O G E I
H I G H
S C H O O L
SCHOOL GUIDE
東京都立工芸高等学校



Tokyo Metropolitan Kogei High School

[Full-day Courses] School Guide

Introduction

Through manufacturing, Kogei High School cultivates sharp sensibilities and innovative thinking skills among the students. The goal is to train individuals working in the crafts and design field who will be responsible artists for the 21st century.



Kogei High School is a technical school of professional crafts and design.

By making use of individual personality and creativity, we create a rich expression of human nature through our ingenious activities.

The technique of creating things is a means of communicating ideas.

Since its opening, more than 20,000 Kogei graduates have actively and extensively immersed themselves in society, as crafters, designers, art directors, engineers and more.

1. Educational goals

- To cultivate democratic minds by promoting culture and personality.
- To develop self-realization skills by enhancing the students' qualities and abilities.
- To nurture industrial people who can respond to social changes.

2. Established Departments

- Art Craft Department
- Machine Craft Department
- Interior Department
- Graphic Arts Department
- Design Department

3. Curriculum

- Maximizing of the number of class hours and special activities for the students and development of a fulfilling educational experience.
- Learning about general subjects enables the students to surely comprehend basic skills and basic academic ability.

For second and third years, there are elective classes to accommodate the students' various future courses.

- Learning about technical subjects carefully instructs basic knowledge and skills of crafts and design, centering on experiential lessons (practical training) within small class sizes. From the first grade, the students arrange assignments systematically working on creations and methodically acquire knowledge and skills.

*check curriculum table

4. Class timetable (ex.2nd year)

Period	Day Time	Mon.	Tue.	Wed.	Thu.	Fri.	
*SHR	8:30 – 8:40						
1	8:40 – 9:25	Math	Elective subject	Technical	Technical	English	
2	9:35 – 10:20	Technical		World History		Technical	Technical
3	10:30 – 11:15			English			
4	11:25 – 12:10	Japanese literature		Home Economics		Physics basic	Physical Education
Lunch	12:10 – 12:45						
5	12:50 – 13:35	World History	Basic Physics	Math	Health	Technical	
6	13:45 – 14:30	English	Advanced Physics	Homeroom	Physics basic		
7	14:45 – 15:30	Human and Society	Physical Education		Japanese literature		
	15:30 – 17:00	Leaving school or after school activity					

*Short home room activity

Notes

- “One credit” means that the lesson of that subject is held “once a week” in the schedule.
- In addition, second year students take a school setting subject titled “Human and Society” (1 credit).
- During the summer holiday second year students can take a school setting course called “University intensive course” (1 credit) in which high school students work with universities towards higher educational goals.
- Third year students can take the elective subject “Mathematics C” (2 credits) during 7th period on Monday and Friday.

5. Fulfilling learning environments

Kogei High School has 9 floors above ground and 2 basement levels and is equipped with 4 elevators as well as fully functioning air conditioning system.

There are also comfortable classrooms, practical training rooms with the latest specialized equipment, PC classroom, CALL classroom, indoor heated pool, training gym and many more facilities.

Facilities and equipment are well prepared for the students' school life.



• Schoolyard



• Swimming pool



• Audiovisual hall



• Judo field



• Kendo training room



• Gymnasium



• Japanese tea room



• PC room



• Library



• Students entrance hall



• Exhibition space

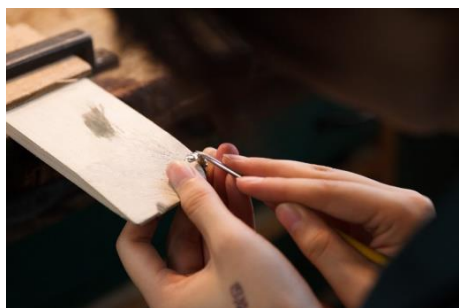
■ Curriculum Table

Subjects	1 st year	2 nd year	3 rd year	Total
Integrated Japanese Language	4			4
Japanese Language Expression			*2	2
Contemporary Japanese Language B		2	2	4
Japanese Classics B		*2	*2	*2-4
World History A		2	*2	2*2
Japanese History A			2	2
Contemporary Society	2			2
Mathematics I	3			3
Mathematics II		3		3
Mathematics III			*4	*4
Mathematics A	1			1
Mathematics B		*2		*2
Mathematics C			*2	*2
General Mathematics			*2	*2
Science and Our Daily Life	2			2
Basic Physics		3		3
Advanced Physics			*2	*2
Basic Chemistry			*2	*2
Basic Biology			*2	*2
Physical Education	2	2	3	7
Health	1	1		2
Life Sports			*2	*2
Crafts Production I	2			2
English Communication I	3			3
English Communication II		3	2	5
English Communication III			*4	*4
English Conversation			*2	*2
English Expression I	2			2
English Expression II		*2	*2	*2-4
Basic Home Economics		2	*2	2*2
Human and Society		1		1
General Subjects total	20	19	9	48
Technical Subjects total	11	11	14	36
2 nd year Required Elective Subjects total		*2		*2
3 rd year Required Elective Subjects total			*6	*6
3 rd year Free Elective Subjects total			*4	*0-4
Home room Activities	1	1	1	3
Total	32	33	30-34	95-99

■ Art Craft Department

We want to express softness and warmth through the metals in our works.

It is our desire to learn traditional techniques of metalworking inherited from ancient times, and to create beautiful craft works full of contemporary senses. In practical training, the students will create a wide range of practical items such as jewelry, tableware, furniture, etc. also handy crafts and sculptures. All items are handmade by the students. For that purpose, basic learning skills such as drawing, drafting and composition are indispensable. In the Art Craft Department, you can wear and use what you design and produce yourself. So you can enjoy the deep pleasure and fulfillment of manufacturing. We will develop adaptable individuals who can acquire useful skills in real society and engage with people, as well as, society through their production.



■ Learning Contents

■ First year

Chasing, Forging, Metal casting, Sketching, Painting, Design, Drafting, Metal material science, History of art and craft, etc.

□ Example works

Silver rings and pendant, Copper bowl, Bronze bell, Pencil sketching, Transparent watercolor painting, Planning construction, etc.

■ Second year

Chasing, Forging, Precision casting, Paste of glass technique, Stone setting, Sketching, Painting copying, Style design, Technical illustration, Product design, Charcoal drawing, Image editing with Mac, Aquarium decoration, etc.

□ Example works

Mosaic inlay box with watermark, Forging and rising, Silver jewelry, Glass ware, Designing tape cutter, Design illustration, etc.

■ Third year

Themed research (Chasing, Forging, Metal casting, Jewelry), Cloisonné, Wrought iron,

Sketching, Tape cutter, Image and movie editing with Mac, Jewelry science, Jewelry CAD, Glass bead making, Package design, etc.

□ **Example works**

Repoussé relief, Jewelry, Bronze engraving, Illumination, Copper pot, Forging flower vase, Cloisonné, Forging furniture, Tape cutter, Portfolio, Animation, etc.

■ **Institution & Equipment**

■ Chasing room

14 Chasing work desk, Rolling machine, Lathe, Microscope, Roll bender, Sandblaster, Shirring casting machine, Ultrasonic cleaner, Wire drawing bench

■ Casting room

High-frequency melting furnace, Vacuum pressure casting machine, Laser welding machine, Steam jet washer, Barrel polishing machine, Presser, Wax injector, Sandblaster, Diamond saw, Diamond polisher, Punching machine,

■ Forging room

Wood base, Shirring casting machine, Plasma processing machine, Welding machines (gas, argon gas, arc, electric), Belt sander, Bending machine

■ Mac room

18 Mac computer, Jewelry CAD, Photography studio

■ Drafting room

39 Drafting table

■ Drawing room

Plaster statues (discus throwing, Amour, St. Joseph, Large bust, Geometry)



Machine Craft Department

“Forming myself by machine”, we create ourselves through manufacturing.

Crafts and industrial products bring fulfillment to our lives. Through designing and model making, the students learn the basics of product design. In order to shape what machine craft students imagine, they learn various kinds of working methods necessary for manufacturing, such as drawing, drafting, illustration CAD and more. They also learn skills of cutting, casting, welding, and more. These skills are used for processing machining materials such as metal and plastics. In the third year, there is a group creation that gathers the power and skills of all the classmates and they make one work throughout the year. Through this group creation, the students deepen the unity with classmates, learn human relationship, and make marvelous memories of high school life.



Learning Contents

First year

- Industrial bases (a single-flower vase, paperweight, coaster, color theory)
- Practical training (Technical illustration, sketching, PC computer skills, Machine craft drafting)

Second year

- Practical training A (wine cup, hand bell, paperweight, welding basis)
- Practical training B (CAD, Sketching with color, Color separation, PC computer skills)
- Machine craft drafting, Designing techniques
- Information technology basics (Word, Excel, Power point, other computer skills)

Third year

- Themed research (Mechanical shaping, Welding modeling, Casting, Waterjet cutter processing)
- Practical training (wind chime, 3D CAD, inlay cloisonné, 2D configuration)
- Collaborative production, Machine craft designing, Product designing

■ Institution & Equipment

■ Machine training room

Lathe machine, Milling machine, Boring machine, Band saw machine, Water jet cutter, Machining center (ROBODRILL)

■ Welding training room

Gas welding machine, Arc welding machine, Electric welding machine

■ Casting training room

Aluminum electric furnace

■ Drafting room

Drafter

■ Computer room

Computers, Various printers, Cutting plotter, Scanner

■ CAD room

Computers, 3D printer, Laser processing machine



■ Interior department

We create a refreshing space with the smell of wood and warmth.

Cozy living room, comfortable kitchen, a restaurant where you can enjoy your meal under warm lighting, functional chairs and furniture, and so on. We design and produce these with our own hands. This is what we learn in the interior department. There are many things to know for, such as buildings, furniture, lighting and so on. In addition, we are engaged in woodworking technologies for making furniture such as chairs, how to draw finished projections to show customers the finished image, how to make models, simulation techniques and interior decoration using computer graphics (CG), as well as, the method of presentation.



■ Learning Contents

■ First year

Sketching, Lettering, 2D construction, 3D construction, Color construction, Furniture drafting bases, Perspective, Woodwork basics, CG basics, Interior element production

■ Second year

Color scheme, Texture expression, 3D CG, CAD, Furniture drafting, Architecture drafting, Architecture modeling, Woodwork advance, Painting, Interior structure and planning

■ Third year

Graduation production (making furniture and play equipment, designing houses and shops, Interior modeling, Interior perspective, 3D CG) , Practical training (sketching, 3D modeling, coloration research, craft, structural mechanics, Interior construction, making portfolio)
Design history, Interior equipment, Preparation for various competitions and qualifications

■ Institution & Equipment

■ Design practical training room

Used for training and producing about planar works such as construction and coloring.

■ Drafting room

Every student drafts using drafter.

■ Indoor planning practical training room

Computers which can edit 3D CG, CAD, and videos, laser processing machines, and materials for interior planning are provided in this room.

■ Woodwork machine room

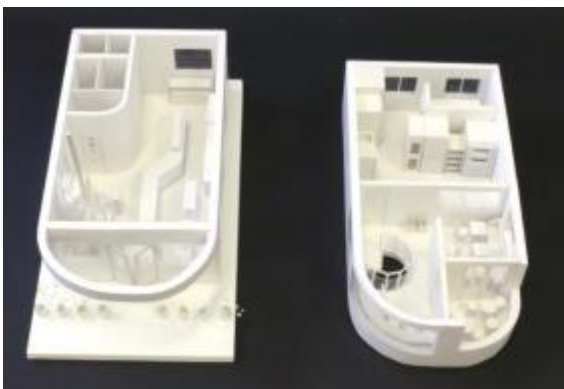
Large-scale woodworking machines used for anything from lumbering to assembling, and a painting booth complete with dust collection facilities are provided in this room.

■ Woodwork assembling room

This room performs hand processing such as assembling parts processed in the woodworking machine room.

■ Experiment room

It is a room that examines the properties of various materials by experimental equipment. Currently in this room, we are shooting works created for assignments.



■ Graphic Art Department

We cultivate excellent sensibility and humanity to create media content.

In the graphic arts industry, people are trying to build an advanced information society, the era of mixed media. Among them, the Graphic Arts Department is aiming for human resources education and human resource development that looks at the next stage. One is visual communication skills based on digital media. One is planning skills and presentation skills necessary for media content creation. One is information designing, editing, processing capability that corresponds to various media. Students create web content that has become a general information medium, and also images, video, CG animation and so on. They also learn letters and images with existing paper media such as newspapers, books and posters. In addition, they also learn about media literacy as media users, utilizing electronic media such as CD, DVD and Blue-ray Disc. Through such learning, students will cultivate excellent sensibility and human nature to create media contents.



■ Learning Contents

■ First year

Students will learn about the fundamentals of graphic arts. Specifically, they will learn through work creation such as graphic design, DTP, photographs as content, illustration, image processing etc. Then they will start learning presentation skills.

■ Second year

Students deepen their knowledge of graphic arts theory and technology. They will learn about planning, photography, paper layout, printing, imaging equipment, web design, typography, color theory and animation.

■ Third year

As final grades, students do voluntary and subjective learning.

Students will learn from marketing, planning, designing to outputting for sales promotion through creation of posters, CG animation, video images, etc.

Students cultivate advanced skills to push forward various tasks including presentation.

■ Institution & Equipment

■ Graphic media and typography practical training room

In this room, students will do from marketing, planning, designing, posting and presentation of posters and books, to presentation. They can input the digital image with the scanner, and output using the specified equipment.

■ Studio practice room, Photograph practical training room, Dark room

Students will shoot products and portraits as basic learning of studio shooting. They also shoot video materials used for video commercials, etc.

■ Paper press practical training room

Students learn imaging and color reproduction on paper as paper medium with a 4 color offset printing machine and complete them as actual products.

■ Craft printing practical training room

Students can learn various way of printing such as letterpress, lithography, intaglio, silkscreen and more in this room.

■ Graphic arts course computer practical training room

Students will perform nonlinear editing of 2D and 3D computer graphics images and digital video images.



■ Design Department

We sharpen sensitivity and nurture a creative spirit.

Visual communication design such as poster, package, CG, video and so on. Product design such as automobiles and electric appliances. Or environmental design such as cities and public spaces. "Design" plays an important role indispensable in our lives. And the designers involved in these jobs are required to have sharp sensibility, flexible idea and aesthetic shaping power. Learning of drawing and composition as the foundation of the designer is meaningful regardless of employment or entering college. In design department, students are concentrating on basic education that can respond to a wide range of design fields in order to make expressive skills and technological abilities to utilize skills of favorite manufacturing such as drawing and model making in real society.



■ Learning Contents

■ First year

Color, Lettering, 2D construction, 3D construction, Critical thinking, Basic modeling, DTP basics, Sketching, Drafting and more.

Students will learn about the basics of design work and the design overview.

□ Example works

Croquis, Gypsum sketching, Image color scheme, Perspective, Rendering and more.

■ Second year

Graphic design, DTP, computer graphics, product design, materials, photograph, mark and logo, lettering, sketching, design overview and more.

□ Example works

CD jacket, poster for movie and theater, logos, film camera shooting, package design, design of daily necessities and more.

■ Third year

Overview and production of advertisement, overview and production of product design, illustration, editing and designing (book binding), movie (filming and editing), web design,

photograph (studio shooting), sketching, 2D construction, pottery, design history, designing skills and more.

□ **Example works**

Advertisements for products and companies, planning and designing products, making TV program and advertisement, typography, portrait, ceramics and more.

Those are created as graduation projects.

■ **Institution & Equipment**

■ **Computer room**

In the computer room students will learn basic operations of software such as Illustrator, Photoshop, InDesign, Flash, Dreamweaver and do creative works such as advertisement production, editing design, package design, and web design.

■ **Design planning room**

In this room, students edit the materials shot in digital video, and create video works such as, TV program and advertisement, music video and animation.

■ **Photograph practical training room**

In this room, students use film and digital cameras to learn portrait productions and lighting. In the darkroom, students develop monochrome and other printings methods.

■ **Print practical training room**

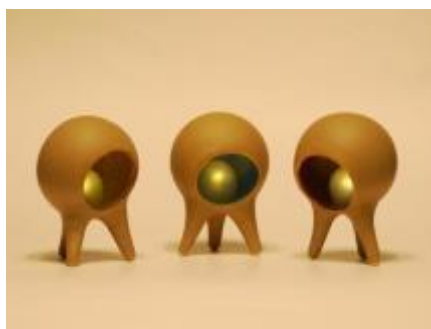
Students learn and practice the concepts and techniques of copperplate printing and silk screen printing.

■ **Product design room, modeling practical training room**

Students will do various fabrication material processing, product design planning, production, presentation and more.

■ **Pottery room**

There are 15 electricity potter's wheels in the ceramic room, and students will produce works by oxidation and reduction firing in an electric firing kiln.



School Life

Energetic school life of Kogei students

Club activity

A total of 29 clubs, including the alpine club participating in Inter-High School Championships, the craft club and pottery club that made use of unique crafting techniques and facilities of our school, the 14 physical activity clubs and the 15 cultural activity clubs, are always actively engaged.

■ The physical activity clubs

Volleyball club, Gymnastics club, Track and field club, Basketball club, Baseball club, Badminton club, Judo club, Tennis club, Karate club, Kendo club, Table tennis club, Swimming club, Soccer club, Alpine club

■ The cultural activity clubs

Theatre club, Pottery club, “Go” club, Photography club, Film studies club, Traditional incense-smelling and Japanese tea ceremony club, Art club, Hand craft club, Technical club, Music club, Modeling club, Glass art club, Comics studies club, Science club, Literary art club



School events

■ April

Spring holiday, Opening ceremony, Entrance ceremony, Freshman orientation, Interview week

■ May

Social study tour, Sketching, Photo taking, **Sports festival**

■ June

School open day, Parent committee meeting, Lecture meeting about future path

■ July

Meeting of student council, Evacuation drill, Overnight emergency drill, Closing ceremony, Summer holiday, Various workshops

■ August

Summer holiday, Various workshop, Club activity trip

■ September

Opening ceremony, Interview week, Evacuation drill

■ October

Kogei Festival

■ November

School open day, Parent committee meeting, Book reading week

■ December

Evacuation drill, Closing ceremony, Winter holiday

■ January

Opening ceremony

■ February

Farewell party, Graduation Production Presentation

■ March

Graduation Exhibition, Graduation ceremony, Meeting of student council, Evacuation drill, Ball game festival, Completion ceremony, Spring holiday

■ Others

1st year grade and 3rd year field trip, 2nd year grade school trip, 2nd year grade internship, Future path and career employment guidance

■ **Sports Festival**

In the sports festival held in the opposition of five departments, each department shows strong unity for the purpose of winning. Students participate in various parts from preparation to the day, cheering each other, and strengthen their friendship.

■ **Kogei Festival**

The Kogei Festival, which is the biggest event of our school, is highly praised, centered mainly on exhibitions that students have worked hard on, as a place to present everyday learning outcomes. On the day, the whole school building will be full of students' energy.

■ **Graduating Exhibition**

For graduating exhibition, students will display culmination works by knowledge and skills learned in the last 3 years. Every Kogei High School student loves to make things and discuss the designs of gates and decorations every time big events are held, and they will produce them. Kogei High School students' spirit is the mind of creation.