

# BAS DESIGN

COURSE GRID | ENTRY YEAR 2025-2026



▲ ● ■ Azrieli School of  
Architecture and Urbanism

	1ST YEAR	2ND YEAR	3RD YEAR	4TH YEAR
<b>FALL</b>	<b>ARCH 1111 (1.0 Credits)</b> Studio 1A: Land	<b>ARCH 2111 (1.0 Credits)</b> Studio 2A: Fundamentals of Urbanism	<b>ARCH 3111 (1.0 Credits)</b> Studio 3A: Adaptive Reuse	<b>ARCH 4111 (1.0 Credits)</b> Studio 4A: Integrated
	<b>ARCH 1221 (0.5 Credits)</b> Material Histories of Architecture	<b>ARCH 2221 (0.5 Credits)</b> Ecological & Regulatory Systems	<b>ARCH 3221 (0.5 Credits)</b> Assemblies	<b>ARCH 4221 (0.5 Credits)</b> Environmental Systems
	<b>ARCH 1331 (0.5 Credits)</b> Introduction to Architecture	<b>ARCH 2331 (0.5 Credits)</b> Modernism and Global Urbanism	<b>ARCH 3331 (0.5 Credits)</b> Architectural Conservation Philosophy and Ethics	<b>ARCH 4772 (0.5 Credits)</b> The Cost of Building
	<b>ARCH 1441 (0.5 Credits)</b> Drawing and Media	<b>DBST 2001 (0.5 Credits)</b> Introduction to Disability Studies	<b>ARCH 3441 (0.5 Credits)</b> Digital Computation and Simulation	<b>Free Elective (0.5 Credits)</b>
			<b>COOP 1000 (0.0 Credits)</b> Co-op Preparation	
<b>Winter</b>	<b>ARCH 1112 (1.0 Credits)</b> Studio 1B: Fundamentals of Design	<b>ARCH 2172 (1.0 Credits)</b> Studio 2B: Local (Design)	<b>ARCH 3172 (1.0 Credits)</b> Studio 3B: Global (Design)	<b>ARCH 4172 (1.0 Credits)</b> Studio 4B: Option (Design)
	<b>ARCH 1222 (0.5 Credits)</b> Design, Climate, Environment	<b>ARCH 2222 (0.5 Credits)</b> Structures	<b>ARCH 4771(0.5 Credits)</b> Architectural Discourse and Methods	<b>ARCH 4332 (0.5 Credits)</b> Contemporary Theories in Architecture
	<b>ARCH 1442 (0.5 Credits)</b> Digital Drawing and Modelling	<b>ARCH 2332 (0.5 Credits)</b> Architectures in Canada	<b>ARCH 4777 (0.5 Credits)</b> Land Ethics and Identities	<b>ARCH 4773 (0.5 Credits)</b> Designed Landscapes
	<b>ARTH 1201 (0.5 Credits)</b> History & Theory of Architecture: 1500 to Present	<b>HRSJ 2001 or HRSJ 2202 (0.5 Credits)</b>	<b>Free Elective (0.5 Credits)</b>	<b>Free Elective (0.5 Credits)</b>