This tutorial is a very basic method for modeling buildings and houses very quickly in Blender. We will cover Walls, Roofs, Windows & Doors, and Columns. The first thing to do is to select the default plane that Blender starts with in top view (NUMPAD 7) and go into edit mode (TAB) and delete all vertices (XKEY). Staying in editmode add each vertex in the appropriate place with CRTL+LM button. To close the polygon select the 2 open vertices and press the FKEY. Try to match the image below.

Go into Front view (NUMPAD 1) select all vertices (AKEY) then extrude upwards (EKEY). To make a peak on the side of the walls place the 3D cursor as seen below. Go into edit mode and with all vertices unselected add a single vertex (CTRL+LM) near the cursor. The new vertex can be aligned by engaging the SNAP MENU (SHIFT+S) and selecting 'Sel->Curs'. Connect the vertex to the two below it by selecting 2 at a time (SHIFT+RM) and pressing the FKEY.
Place the 3D cursor as shown below (use the SNAP menu as much as possible) and add a vertex connecting to the last vertex we added with the FKEY.

Connect the new vertex to the other ones on the walls until you end up with a wire frame similar to the one below. Again, use your SNAP menu (SHIFT+S) as much as possible for perfect alignment.
Select the new roof and TAB into edit mode. Select all vertices (AKEY) and extrude the Roof (EKEY) and enlarge it slightly (SKEY).
To add some windows we are going to start off with a Curve: SPACEBAR - ADD - Curve

>>Bezier Curve.

Go to the edit buttons (F9) and press the 'Poly' button in the 'Convert' section.

1: Delete all but 4 vertices and arrange them into a rectangle and press CKEY to make whole.

2: Duplicate a vertex (SHIFT+D) and place it in the appropriate position.

3: CTRL+LM to make a small rectangle by adding 3 more vertices.

4: Duplicate the small rectangle 3 times and arrange them as in the image below.

1: In the edit buttons (F9) set the extrusion to 3.00

2: Convert the Curve to a mesh (ALT+C) and assign the new window frame a material (F5)

3: Place the 3D cursor at object center using the snap menu Curs->Sel and add a Plane.

4: Join the two meshes (CTRL+J) while they are both selected

You can duplicate the new window as many time as you like rescaling the new ones or even use them for Doors as you will see in the finished product.

We will now add some support columns.

1: Add a 32 vert. circle (SPACEBAR - ADD - Mesh>>Circle) and duplicate it (SHIFT+S).
2: After scaling down the circle select two vertices and connect them with the FKEY.
3: Repeat the process around the entire circle.
4: Select all of the unneeded vertices and delete them (XKEY)
5: This is a cross-section for our column (and can use this for gears also!)

1: In side view (NUMPAD 3) select all vertices (AKEY) and extrude (EKEY) upward
2: Scale down the top (SKEY)
3: With the 3D cursor placed as shown, add a circle (SPACEBAR - ADD - Mesh>>Circle)
4: Extrude the circle (EKEY) upward, and duplicate the new base for the top (SHIFT+D)

That basically it. This, of course, is just a starting point, but all types of buildings can be modeled this easily. For practice you can scan in a floor plan from a Better Homes and Garden Magazine and use it as a background to trace around (SHIFT+F7).