



Let's be Architects

Spatial design activity developed by CatalyticAction

Let's be architects is an activity that invites children to play the role of architects. Through drawing and/or manipulating 3D models, children explore different configurations of spatial designs, which helps reveal visions and stimulates creativity. Children learn how architects visualise design solutions, discuss the architect's role and become architects by drawing and creating their own intervention based on their needs and aspirations.

Preparation

1. For 2D drawings, prepare and print the supporting drawings and images. The supporting drawings can be a basic plan, an axonometric view or a sketch of the site of intervention produced on an A4 or A3. The images are actual images of the site of intervention which locations are noted on the supporting drawings.
2. For the 3D models, prepare A3 cardboard to use as a base for the model making, draw a basis plan of the space with key features of the site of intervention if present: trees, water fountain, bridge, etc. Print images of the site of intervention and display them.



Purpose:

To design the space of intervention.



Duration:

60-90 minutes



Group size:

Ideally up to 15 participants with one facilitator, up to 30 participants with two facilitators.



Suggested Age:

10+

Materials:

This activity can happen using two mediums of expression:



1) Using 2D drawings: Pencils, coloring pencils, crayons, colored stickers, supporting drawings and images, papers.

2) Using 3D models: Pencils, coloring pencils, glue sticks, scissors, cardboard, toothpicks, tape, supporting drawings, recyclables, etc.



Space:

This activity works best in a room with desks or tables for drawing and model-making.

Step by Step:

2D drawings

- Explain to the participants today's exercise and how important it is that they participate in designing the spatial intervention.
- Discuss with the participants briefly the shared vision they had developed collectively and recall the importance of design.
- Distribute the supporting drawings and images of the site of intervention.
- Explain to the participants the supporting drawings and images provided.
- Ask participants 'What do you think is presented in this drawing? 'Who usually draws such drawings? and why?' Introduce the term architect and open up a discussion on the role of an architect. You may ask questions like: What are the steps to build a house?
- Explain what is the zoning of a spatial intervention.
- Conclude the discussion by saying that now, they will be architects designing the spatial intervention, and that they will present their designs at the end of the session.
- Ask the participants to draw on the supporting drawings provided their design; they can also use text and symbols, whatever they are more comfortable with, to express their design.
- Explain to them how to use the coloured stickers to designate the different zones of their design for example: red for play items, green for greenery, blue for sports games, yellow for resting areas.
- Distribute pencils, stickers, and other material to invite participants to begin, by drawing and writing down all the ideas they have.
- Walk around the room and ask questions out of curiosity about their design, individually such as: why did you put the garden near the bathrooms, or how many swings would you imagine in that spot?
- Once the designs are finalised, the participants present their designs to the group in a panel discussion format where the team discuss and give feedback to each other on the design.



Note: It is possible to use the two mediums, moving from one to the other, but this requires more time and can happen across multiple sessions.