



DESIGNING MY FUTURE: VIRTUAL ARCHITECTURE CAMP

PRESENTED BY GLENN|PARTNERS
ELEMENTARY SCHOOL: AGES 8 – 10
SATURDAY, JULY 18

TIME	SESSION	ACTIVITY
9:00 - 10:30 am	Session A	Scavenger Hunt
In google sites, teams will search for a list of 10 items (doors, windows, railings, trellis, overhangs...), 3 or more types of each. They'll screenshot and paste on slides to be used as a library of materials in further activities.		
10:45 am - 11:45 am	Session B	Design Challenge
Teams will design a building using the library of materials they created (school, museum, restaurant, stadium, performing hall). Each team will then present their design.		
11:45 am - 12:45 pm		Lunch
12:45 - 2:15 pm	Session C	Paper Tower
Individually you will build the tower from the ready-made papers we send. Then, draw in the sides what the facades will look like, inspired by the items found in the hunt. At the end, everyone will present their designs.		
<i>*Extension: in a small group with students who finished early, we could intro quickly technical drawings and ask them to draw their tower's elevations and floor plans. They could also add context to their tower, like landscape, natural or city elements, etc. Finally, they could add people in scale anywhere!</i>		
2:30 - 4:00 pm	Session D	BIG Design
Using all previous products, students will design their favorite type of project (school, sports complex, water park, etc.). Facilitators will guide the process of sketching, diagramming, add notes to sketches, etc. Then build it as part of its context (the paper tower) using materials sent and any other materials they have available.		