

Lesson Plan | Tear Sheet

Title
Unit Topic | Significant Idea
Class Duration
Age

'mi casa es su casa'
Architecture
1hr 15minutes
11+

SU Art Workshops for Young People

Learning Object



Process Documentation



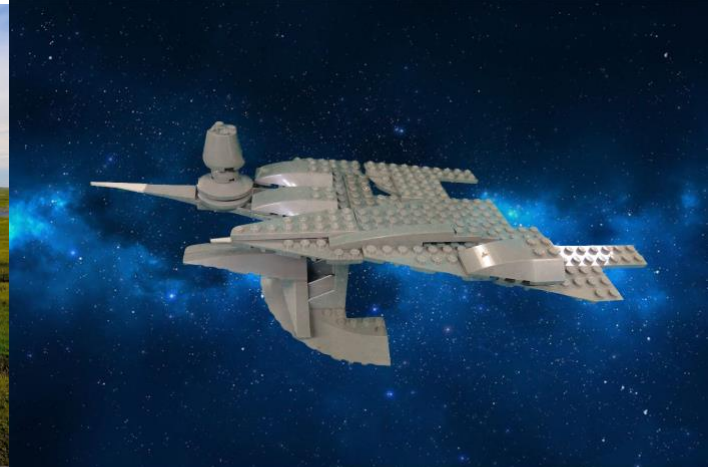
Finished Works



EARTH 2062
Project:
Family Residence

Architect:
Client: Modular Units
Needs:
Elevator
Mobile units

Earth Environment:
Grasslands



EARTH 2062
Project:
Family Residence

Architect:
Client: 1000 people colony
Needs:
Accessible
Water from tap

Earth Environment:
Space colony

Overview

Students were asked to think about the year 2062. What would the conditions of the Earth be like then? They then had to develop a client for which they would design a home that was both livable and sustainable. Students created client notes and sketches. Then they proceeded to design a model of their homes using either modeling clay or Lego building blocks. The designs were photographed with a green screen where futuristic backgrounds were added afterwards.

Essential Question

What will future buildings that are livable and sustainable look like?

Learning Objective

Students will learn that they can design sustainable buildings through modeling clay and building bricks.

Andrea Buckvold

Linked Assessment Outcomes

Students will discuss ideas about what makes a “livable” and “sustainable” building.
Students will develop architectural forms suitable for a family dwelling.
Students will consider environmental factors for design
Students will assess their designs for functionality.

Content Standard Connections

VA:Cr2.3.HSI a. Develop a proposal and create sketches or a model for an installation, artwork, or space design that transforms the perception and experience of a particular place.
VA:Cn11.2.8 a. Identify and explore careers in which innovation and creative problem-solving skills are fundamental to success.

Vocabulary

Architecture – the art of building
Sustainability – creating a balance of needs and uses without harm to the environment
High-density – populations of people living in close proximity to each other
Ecology- the whole living system around which something exists
Site-specific – a design for a particular place, which cannot exist somewhere else in the same way.
Bio-mimicry – creating designs based on natural systems/techniques.
Design Charrette – a process of working together to critique and adapt designs.

Developmental References

Christie, D. & Viner, R. (2005) ABC of adolescence. *BMJ*. Vol.330 pp301-304
Burton, J. (2004) *A Guide for Teaching and Learning in the Visual Arts*. New York. Teachers College. Columbia University
Kracke, B. (2002) The Role of personality, parents and peers in adolescents career exploration. *Journal of Adolescence*. Vol. 25. Iss. 1 Feb. 2002 p.19-30

Guided Discussion Questions

What are some qualities of future Earth?
What kinds of things might houses be built out of in the future?
When we look at homes from the past, what kinds of forms do we see?
If we think about ‘bio-mimicry’ for homes, what might they look like?
Who is our client? What are their needs?
How can we adapt the housing of today for the conditions of the future?