



CENTRE FOR ARCHITECTURE

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PLAYFUL ARCHITECTURE - LEARNING ABOUT SUSTAINABLE SPATIAL DEVELOPMENT



Expert Council and Founders of Architecture and Children in Slovenia

Špela Kuhar, architect

Polona Filipič, architect

Lenka Kavčič, architect

Tanja Maljevac, landscape architect

Ana Struna Bregar, architect

Barbara Šubic, architect



ARCHITECTURE AND CHILDREN IN NUMBERS

- 7 regional coordinators
- 200 workshops in 3 years in Slovenia
 - Architectural 52%, Urban design and landscape design 38%, Design 16%
- 12 lectures for teenagers – video lectures
- 200 architects, landscape architects, designers and other professional
- 33 students
- 1500 children involved / 2500 visits
- 33 institutions
- 10 kindergartens, 42 primary schools, 3 high schools
- Almost 5000 new visits on the web site in two years

PROGRAMS

- Workshops and lectures **Playful architecture**
- Program for **kindergartens, primary schools and high schools**
- **Golden Cube Award** on national and international level
- **Publishing**
- **Toolkits** for workshops
- **Education for teachers**

PROJECTS

- **Travel Exhibition Playful architecture**
- **Wish tree in Slovene Parliament**
- **Habitat day**
- **Cultural bazaar by the Ministries**
- **Charm of Wood**
- **Workshop 'Sightless Common Ground'**

playful
architecture





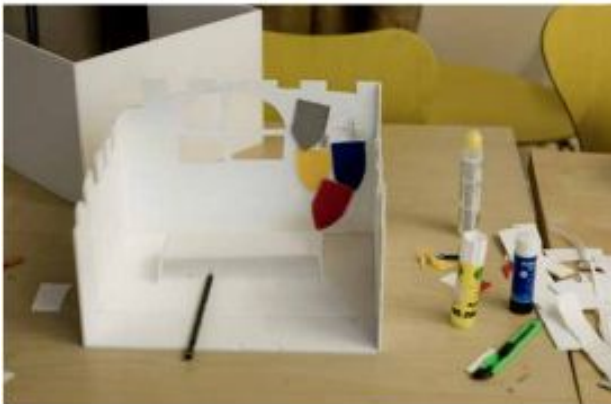
HABITAT DAY – LJUBLJANA 2009



HABITAT DAY – LJUBLJANA 2010



HABITAT DAY – LJUBLJANA 2011



WORKSHOP HOME – 2010/2011



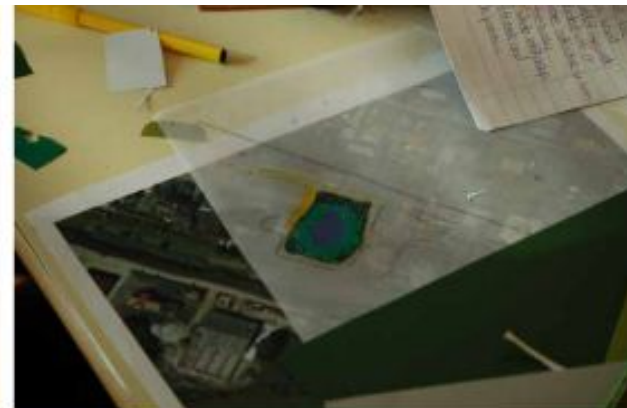
WORKSHOP CLAY – 2009/2010



WORKSHOP – 2009/2010



WORKSHOP STREET – 2009/2010



WORKSHOP CITY PARK – 2010/2011



WORKSHOP CHARM OF WOOD – 2012





NATIONAL AND INTERNATIONAL GOLDEN CUBES AWARDS

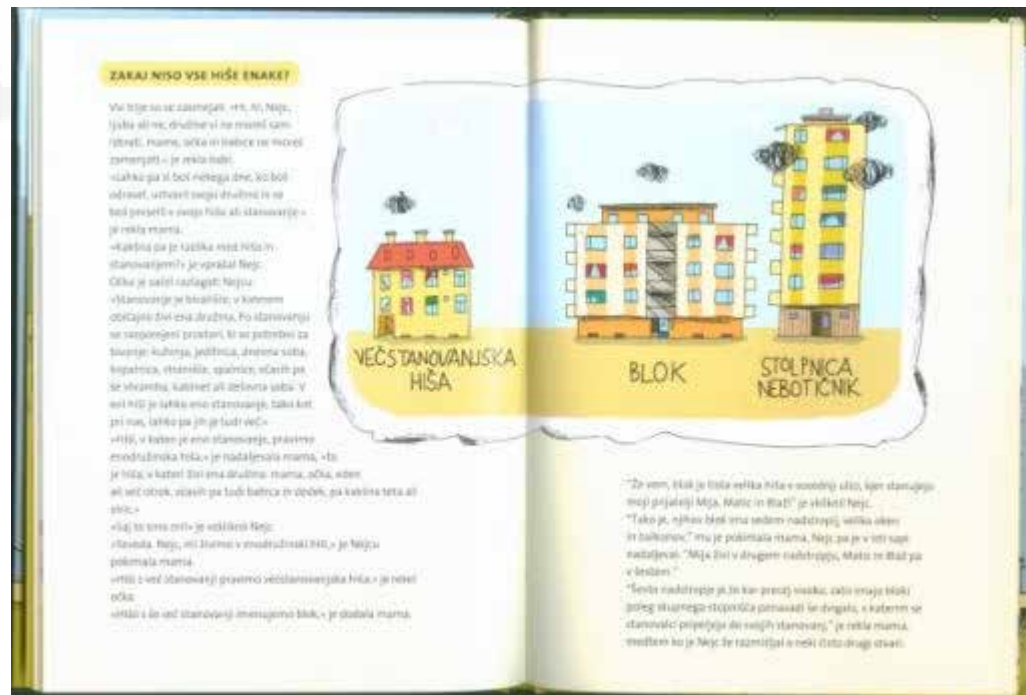
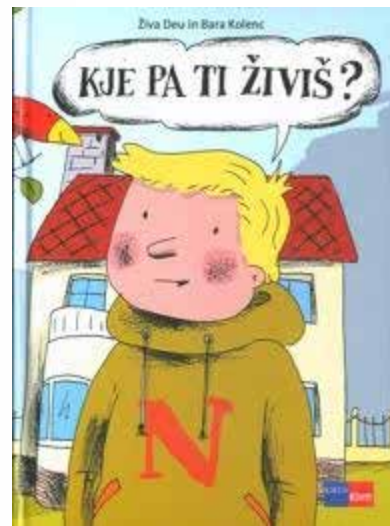
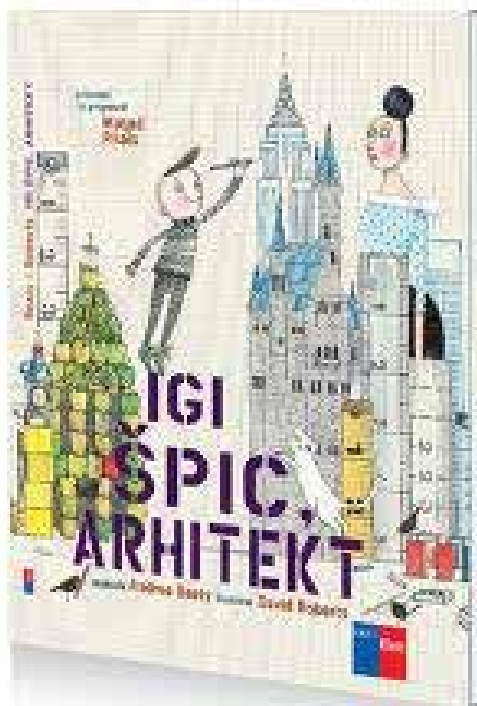


Arhitekturni Detektiv

Raziskuj, opazuj,
začuti, prisluhni!

 DIDAKTA





ZBORNICA ZA
ARHITEKTURO
IN PROSTOR
SLOVENIJE



la Biennale di Venezia
A10

13. Mostra
Internazionale
di Architettura



CONFERENCE AND WORKSHOP Initiative Baukulturvermittlung

Architectural & built environment education for
young people 19th and 20th October 2013
Venice

»Sightless common ground«

WISHES TREE

in Slovene parliament 2012

2400 wishes from Slovene children

33 schools

400 hours voluntary work



ODPRTE HIŠE
SLOVENIJE



OPEN HOUSE
SLOVENIA



OHS Pomlad

Vstopite v najbolj obiskane stavbe
OHS leta 2012. Rezervirajte sobote
za zanimive arhitekturne izkušnje.

5 javnih stavb / 5 zasebnih stavb

REZERVIRAJTE ZDAJ!

FAMILY CENTER MALA ULICA

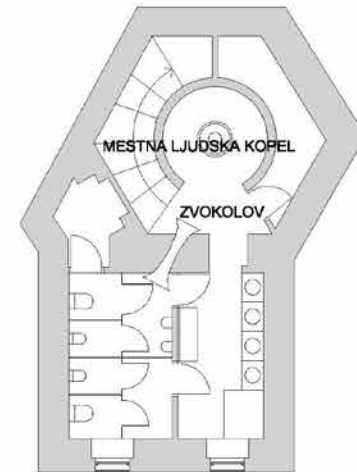
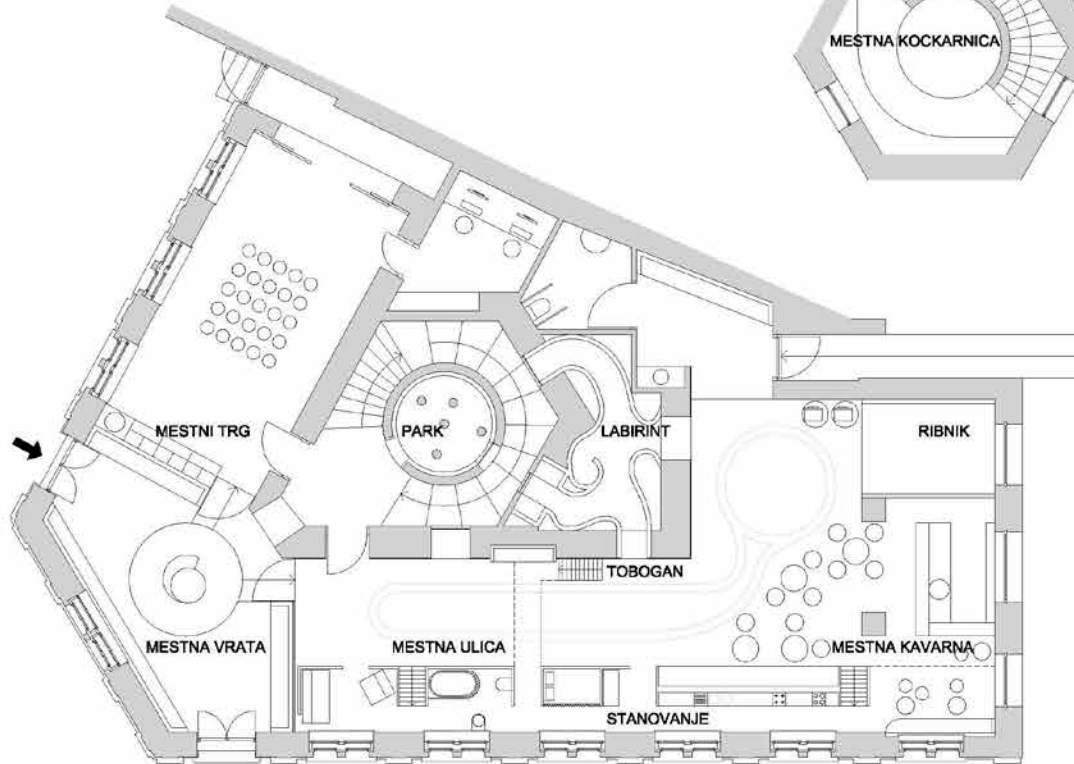
ambient and interior design



foto Blaž Budja

1.nadstropje

2.nadstropje



pritičje

klet







PLAYFUL ARCHITECTURE - LEARNING ABOUT SUSTAINABLE SPATIAL DEVELOPMENT

GOALS OF EDUCATION ABOUT SPACE AND ARCHITECTURE:

- § raising awareness about quality space
 - § development of spatial values and spatial literacy
 - § active participation in the decision-making
 - § indirectly changing urban and built structures
 - § demands for high quality built environment
-
- § TO RAISE CRITICAL THINKING ADULTS, ACTIVE CITIZENS,
AND INFORMED, RESPONSIBLE INVESTORS!

WHY WORKSHOPS?

§ direct experience

§ space is the main factor of learning - children are active researchers of it,

§ possibility to include a variety of teaching methods such as; practical work, problem-solving approach, case studies, project work, action planning, designing, site tours with the emphasis on observation, orientation, analysis, evaluation and reporting.

THROUGH WORKSHOPS/CASES CHILDREN CAN:

- § observe built environment and landscape in a day-to-day life,
- § draw relations between different information,
- § use architectural terminology spontaneously,
- § form answers to different questions related to architecture and space,
- § face multitude of different views and needs that need to be compared and evaluated,
- § acquire the competence of finding a common solution,
- § play active role in the processes of spatial design and planning.

CASE STUDY

THE LOCATION OF SETTLEMENTS IN SPACE



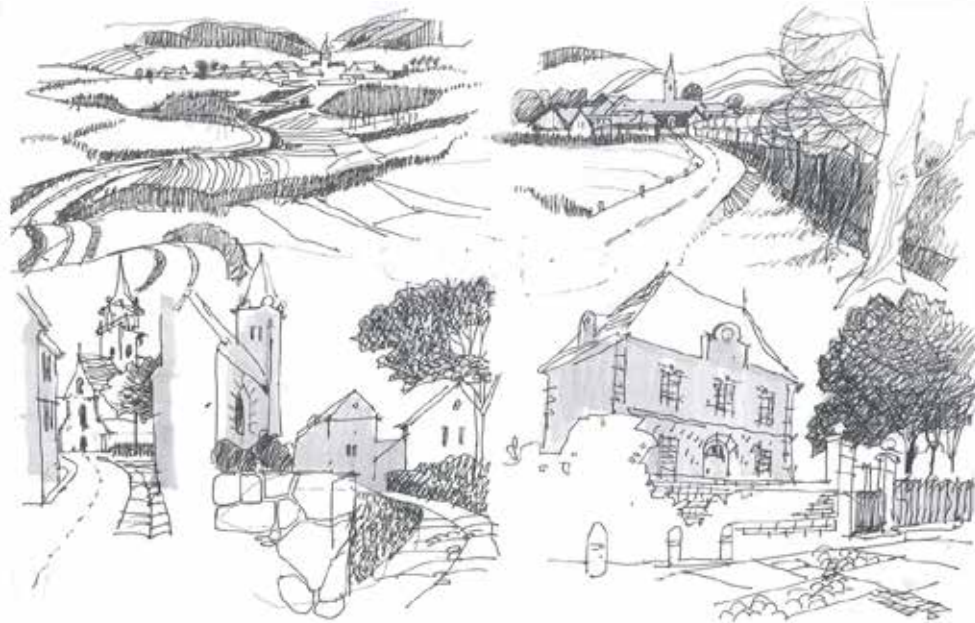
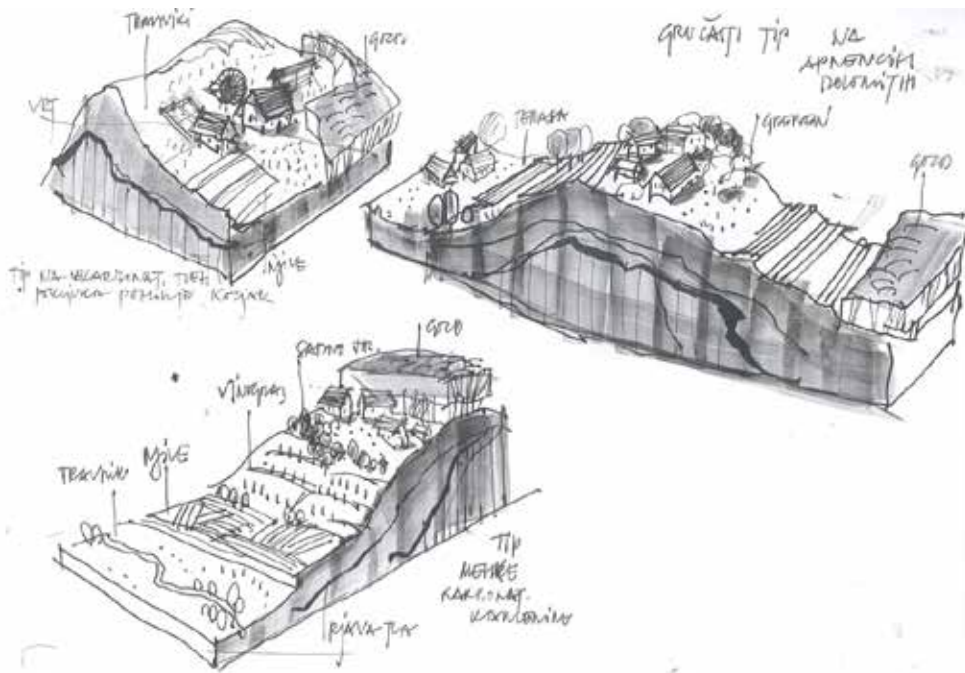
HOW TO CHOOSE THE BEST CASE?

- § example of a settlement in their region they are familiar with it,
- § settlement they can visit it, walk through it, and look at it from a distance.

HOW TO DO IT?

- § debate while looking at photos or take a field trip,
- § explore, discover answers to questions through observation,
- § space analysis, conversations with people
- § integration of acquired information and different views at the end of the workshop; a simple, effective and plastic method of synthesis is the production of a model.





SOME OF THE RELEVANT QUESTIONS:

- § historical - social perspective
- § the overall appearance and the structure of the settlement
- § expansion of settlements, contact with the landscape, the impact on the landscape
- § types of settlement
- § future development of the settlement

CASE STUDY

DESIGNED PUBLIC OPEN SPACES / OUR PARK



HOW IMPORTANT SPATIAL PLANING AND PUBLIC OPEN SPACES ARE FOR QUALITY OF LIFE

- § positive impact on health, well-being,
- § strengthening social contacts and attachment to living environment,
- § mitigation effects of on climate changes
- § cycling networks, footpaths and pedestrian areas promote sustainable mobility and a sustainable lifestyle,
- § sustainable space meet diverse wishes and needs of different user groups and responds to the characteristics of the surrounding context,
- § Importance of careful, inclusive planning, maintainability and accessibility for all (design for all)

HOW TO DO IT?

- § planning on case of small, manageable spaces children are familiar with,
- § experience of space through observation, site survey, evaluation,
- § defining the problem and forming solutions by coordination of various views,
- § drawing elements or new arrangements and place them inside the park,



TOPICS DISCUSSED IN THE WORKSHOP:

- § types of parks and their uses,
- § identification of biotic components as important features of the park,
- § identification of challenging issues in the park,
- § observation and analysis of urban equipment and tidiness
- § expression of individual interests and needs and compliance with other users,
- § visual representation of their ideas,
- § visual representation of new plan suggestions.

playful
architecture

