

Architects in Schools
Spring Break Camp

DAY 3

How are Cities Designed?

*Please complete Day 2 activities
before moving ahead*

afo

architecture foundation of oregon

Hi Architects! Here we are on Day 3 already! Yesterday, you learned about how individual buildings are designed and constructed. Today, we will be thinking beyond individual buildings and will learn all about how cities are designed.

Have you ever wondered how cities and communities get planned out so that certain things go in the right place? Have you ever wondered how roads are organized and designed to take everyone to where they need to go? How about the people who decide if there are enough places to live, stores to shop at and parks to play in? Have you thought about who makes those decisions?

Today, we will get to meet Alison the architect's co-worker and friend, Gabriela. We will hear about her job as a land use planner. A land use planner is a type of urban planner. You may remember that urban planners are like the architects of city design. They help design and plan out where things go in cities.

Day 3 Materials List

Keep these materials nearby as you work through today's lesson

- Your Architect Journal
- A few sheets of paper
- Pencil or pen
- A flat surface to work on

If you choose to do today's **Bonus Challenge**, you will need:

- Paper
- Pencil or pen
- Colored pencils, markers, highlighters or crayons (something to color with)

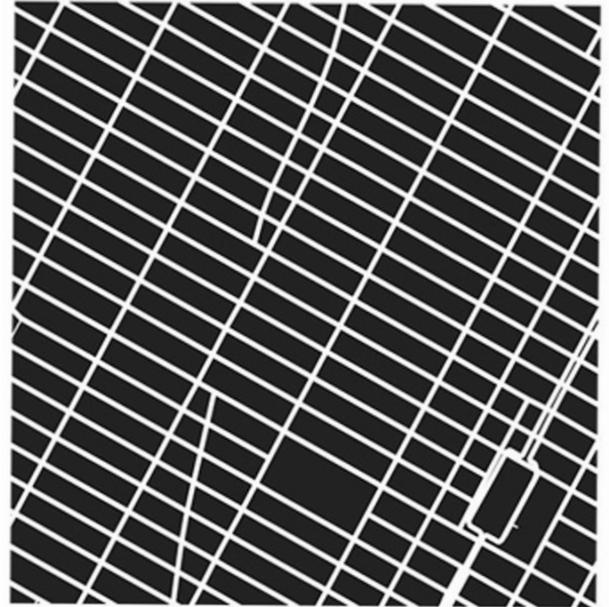
Warm Up

Take a look at these maps of New York City, Paris and Sacramento. Look at the patterns that their streets make on a map. These graphics are called figure ground images or **city plans**.

Remember learning about floor plans yesterday? You can think of a city plan as the same thing, except it's a floor plan of a whole city or of a section or district of a city. You'll learn about what a district is in a bit.

As you can see, different cities and parts of cities can have very different looking plans.

NEW YORK



PARIS



SACRAMENTO



How are Cities Designed?

Isn't it amazing that almost everything around us has been designed by people? I hope you are realizing this week that you have the ability to think about the world in the same creative way that Alison and other architects and designers think. Let's think BIG today about how even the roads and areas of your neighborhood and city are designed by people – and how you can design a city too!

Day 3 Vocabulary

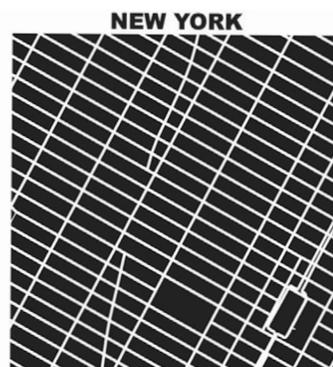
Today's words to remember are:

Development is the process of an area of land being “developed.” The city the land is located in determines its use. For instance, the city decides if the land will be used for residential purposes (houses or apartments), commercial uses (businesses), agricultural uses (like a farm), etc. After that, a building or buildings are designed and constructed on the land.

Districts are areas that have a common use, such as neighborhoods, businesses, manufacturing, waterfront, farms, parks & recreational areas.

Edges are boundaries between two kinds of activities, like a fence, river, freeway, or places where the kind of activity changes, such as between a school and the surrounding neighborhood where people live.

Grid Street Plan is a type of city plan in which streets run at right angles to each other, forming a grid. This plan is most commonly seen in central or downtown areas of cities, like New York City.



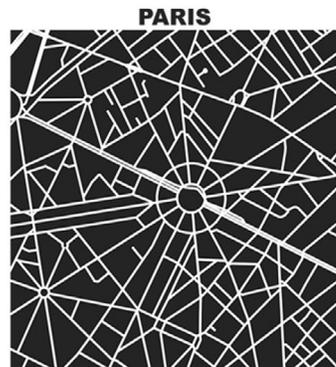
Day 3 Vocabulary

Landmarks are special objects or places that identify a certain place, such as a statue, a tower, a sign, or your favorite store.

Nodes are points where something special happens, such as an intersection, a park, a bus station, a school, a library, or a special meeting place.

Paths are ways in which people move through spaces and get from one point to another such as streets, walkways, bike paths and rivers.

Radial Street Plan is a type of city plan where smaller streets radiate out from central circle streets like the spokes of a wheel, like you can see here in Paris, France.



Random Path Plan is a very old type of city plan with winding streets and lots of different shapes, like you can see here in Osaka, Japan.



Rural refers to the countryside rather than a city or town.

Suburban is a mixed use or residential area that is more spread out like a rural area but is in close driving distance to an urban area.

Urban refers to the area of a city or town.

Declaration of Kid's Rights

These are rights that you have as a person in this world and as a citizen of your community. An important thing to understand about these rights is that everyone around you has them too. We all need to respect each other and work to make sure everyone's rights are upheld so we can have a loving and healthy community.

You have the right to be seen, heard, and respected as a citizen of your community

You have the right to a community that is peaceful

You have the right to justice and to be treated equally

You have the right to be protected from harm, injustice, racism and hatred

You have the right to have access to healthy food

You have the right to your opinions and feelings, even if others don't agree with them

You have the right to live, learn and play in a safe, healthy space

You have the right to have access to an education and to information that prepares you to make good decisions for your community

As you continue making your way through camp this week, keep these Kid's Rights in mind. These are the rights that the people in your future city will live by. The design of your future city must help make sure that everyone in your city can live by these rights.

Today's Video with Alison

In today's video, Alison will introduce you to Gabriela, an urban planner that she works with at Mackenzie. They will talk about who designs cities, what to think about when designing a city, and what makes cities work best.



Day 3 Video: How are Cities Designed?

Watch now:

<https://youtu.be/mmRS2zZZMx0>

Now that you've watched today's video and learned all about cities, plans, Kevin Lynch's annotation system and met Gabriela the urban planner, its your turn to think about what your future city will be like!

Day 3 Activity: Your Ideal Future City

Go to page 14 of your **Architect Journal** to begin thinking about how you want to design your future city. Take your time answering the *My Ideal Future City* questions and keep the Declaration of Kid's Rights in mind as you make decisions.

How can you design a future city that is accessible, equitable, safe and supportive of all of the different types of people who live there?

As you work through the *My Ideal Future City* questions in your journal, think about your own neighborhood or city. What do you like about the area you live in? What are some things that could make it work better? What are your ideas to make them better? Write them all down!



Day 3 Vocabulary Mix & Match

Go to page 16 of your **Architect Journal**. Go ahead and see if you can remember the definitions of some of the vocabulary words. Match the definitions to the word you think they go with!

★ Bonus Challenge: How is Your Neighborhood Designed?

Today's challenge is to apply Kevin Lynch's annotation system to your own neighborhood! Go on a walk or drive with an adult through your neighborhood. Look around and try to find some of the nodes, paths, new discoveries and other places. Record them on the challenge sheet or on a map of your neighborhood!

Take me to the challenge: bit.ly/day3bonus2021

Materials needed for the Bonus Challenge:

- Paper
- Pencil or pen
- Colored pencils, markers, highlighters or crayons (something to color with)

Share Your Work With Us!

Don't forget to take pictures and videos of the things you design, draw and build. We would love to see what you create!

Ask a parent or guardian to help you submit your work using this form: bit.ly/aiscamp2021-submissions

Or post pictures of your work to social media, tag the Architecture Foundation of Oregon and use the hashtag [#architectsinschools](https://twitter.com/architectsinschools)



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