

Architects in Schools
Spring Break Camp

2021

DAY 4

Draw Your Future City!

*Please complete Day 3 activities
before moving ahead*

DAY 4

AiS Spring Break Camp

Hey Architects! You are more than halfway through the camp and well on your way to designing a future city! Today we will transition from the planning phase of the design process to the creation phase. You will get to transform your written future city ideas into a colorful city plan!

Throughout this week, Alison has reminded us that architects and urban planners have the responsibility to consider all community members, all cultures, all abilities and all differences when designing buildings and places. This is not an easy task! It takes a lot of listening, a lot of teamwork and a lot of design revision.

As a matter of fact, historically, architects and urban planners have not always made decisions that benefit all people. Black, Indigenous, Latinx, Asians and other people of color have often faced hardship due to the decisions of architects, engineers, urban planners and city officials.

We believe that communities can be inclusive, equitable, and support all the different people living in it. We also believe that architects and other designers must help make this happen - meaning YOU, as a student architect, must also think this way when you design your future city!



Day 4 Materials List

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

- Your Architect Journal
- A few sheets of plain white paper
- Pencil or pen
- Colored pencils, markers or crayons (something to color with)
- A flat surface to work on

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

- Paper
- Pencil or pen
- Items to put inside your time capsule
- A container to use as your time capsule

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Warm Up

Architecture impacts everyone. It impacts how we live, how we interact with others and the experiences we have every day. Architecture can impact people in positive and negative ways. Have you ever entered a building and felt uncomfortable? Maybe it was cold and dark. Have you ever gone to a park or playground and felt joy?

Let's look at a couple examples to better understand how architecture can have positive and negative impacts on people and communities.

The High Line, New York City



image credit: Martin Tychtl



image credit: Iwan Baan

The High Line is a 1.5 mile long urban park in New York City's Chelsea District. It was built in 2009 on an abandoned railroad track. The park was intended to be an escape for local Chelsea District residents. What it became is one of the most visited tourist destinations in New York City. It also contributed to rising property values, which displaced many of Chelsea's low-income residents and people of color.

Take a virtual walk through The High Line park:
bit.ly/thehighlinestreetview

Warm Up

The High Line, continued

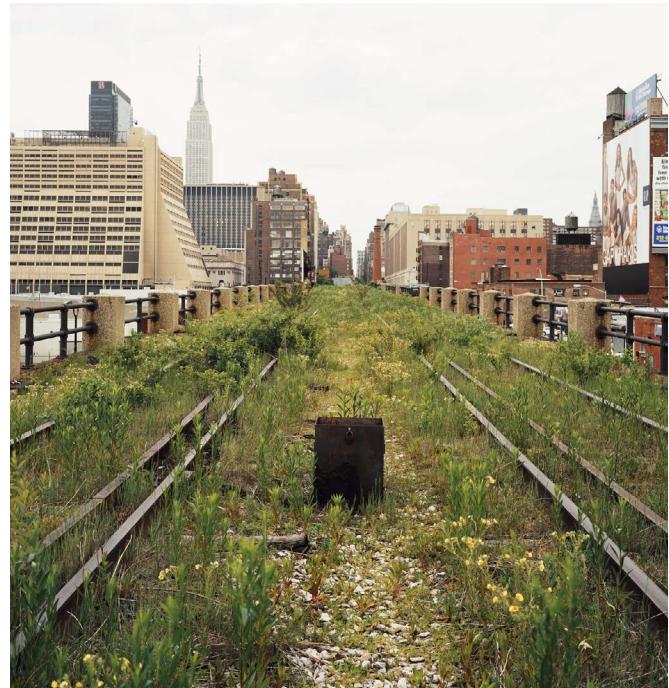
Positive Design Impacts:

Sustainability! The park is a great example of “adaptive reuse” which is the process of using an existing structure for a new purpose. In this case, it was an abandoned railroad track transformed into a park. Think of it like recycling and reusing an old building instead of demolishing it. Reusing structures can have positive environmental and cultural impacts. It reduces waste and preserves a city’s history.

Negative Design Impacts:

Gentrification! This is a big word that you may have heard before. A way to describe it is to think of a new park being built in a neighborhood with low-income families. People from all over the city, beyond the surrounding neighborhood, start going to the park. The park is visited so frequently that new businesses start opening up around the park.

You might be asking, “how does that have negative impacts?” What you might not notice are the low-income families who have lived in the neighborhood surrounding the park



The abandoned railroad track before The High Line was built. Image credit: Joel Sternfeld

for many years. They are now struggling to afford their rent. With more people coming to their neighborhood to enjoy the park and businesses, property values increase. Financially wealthier people start moving to the neighborhood and low-income families are forced to move to a new neighborhood.

Something similar to this situation happened when The High Line was constructed. You can read more about it here: bit.ly/aiscamp-highline

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Warm Up

Here is an example of how architecture and urban planning can have negative impacts on Black people and Black communities. It is important to learn about this history so we can make better decisions in the future.

The Vanport Flood - Vanport, Oregon

In the 1940's, Vanport was the second largest city in Oregon. It was built as a temporary housing project and was meant to provide homes and community for the influx of new people coming to Oregon to work during World War II. After the war ended, many residents moved out of the city and a population of 18,500 remained.

In May of 1948, the dikes that held the Columbia River from flooding the city broke without warning. Because Vanport was built to be temporary, housing and buildings were built very cheaply, and were easily destroyed in the flood.

18,500 people were left without homes and belongings. Roughly 6,300 of them were Black people.

See more images of the Vanport Flood here: bit.ly/aiscamp-vanportimages



Vanport before the flood. Image credit: Oregon Historical Society



Vanport, 1948. Image credit: Oregon Historical Society

Warm Up

The Vanport Flood, continued



Vanport, 1948. Image credit: Oregon Historical Society

Negative Design Impacts:

This tragedy shows how racist values and laws can influence architecture and urban planning decisions. Black people displaced from Vanport had very few options for where they could relocate and start a new life, since laws in Oregon at the time banned Black people from living in certain neighborhoods and purchasing homes in those neighborhoods.

Think about how you would feel if your home was destroyed by a flood. You lost most of your belongings and are now looking for a place to live, but the city you are in does not allow you to choose which neighborhood you want to live in because of the color of your skin. The one neighborhood that you are allowed to live in is already overcrowded, which means that finding a home for you and your family would be very hard. You feel like you have nowhere to go and that you are not accepted in this city. This is how many Black residents of Vanport felt after the flood.

Learn more about the Vanport Flood here: bit.ly/aiscamp-vanport

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Everybody deserves access to good architecture and design, but this isn't always what happens, especially for Black, Indigenous and other people of color. Architects and urban planners are still learning how to create inclusive and equitable communities, and a good designer is consistently responding to the changing needs of a community.

Keep this in mind today as you continue designing your future city. How can you, as the architect and urban planner of your future city, make sure that all people in your city are valued and treated equitably?

Day 4 Vocabulary

Collective Value acknowledges that everybody is important and everyone has the right to be safe and happy. We need to design spaces with everyone's needs in mind.

Equity is making sure that everyone has access to the resources, opportunities and responsibility they need to reach their full, healthy potential. This includes making changes so that unfair differences may be understood and addressed, as well as acknowledging all of the elements that make people unique from one another.

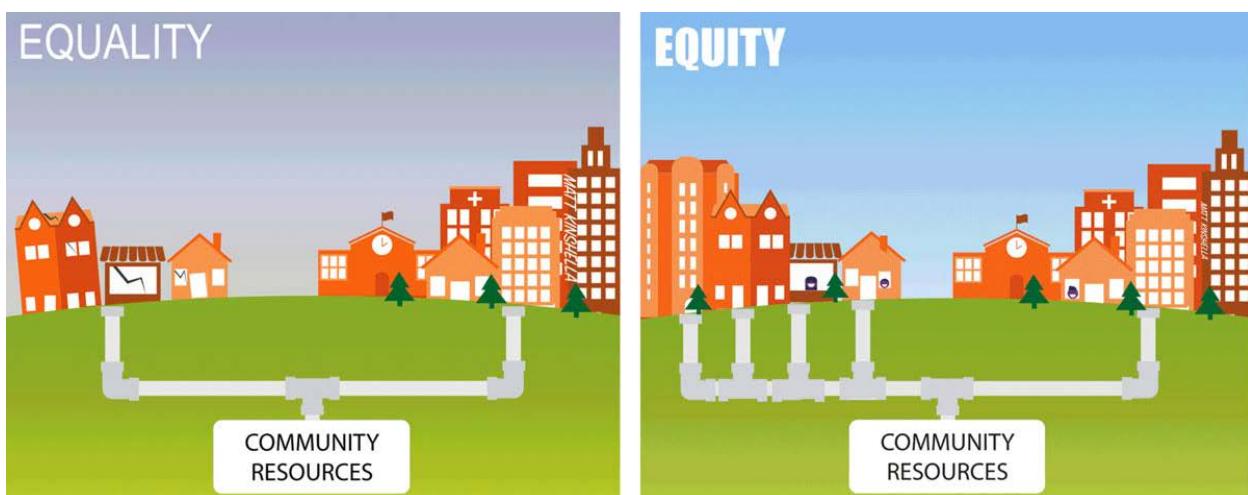


image credit: Matt Kinshella

Day 4 Vocabulary

Empathy is the ability to understand and share the feelings of another person and the ability to connect with others by building relationships on mutual trust and understanding. It's so important to think about how other people feel, because different people have different feelings and experiences. Sometimes it helps to think about how you would feel if the same thing that happened to your friend happened to you.

Intergenerational Design is a space that is designed for access to and use by all ages of people. It's important that we design spaces that are accessible and comfortable for people of many different generations as well as have spaces where people of different ages can come together and learn from each other.

Restorative Justice is the commitment to building a loving community that is sustainable and growing. It's the idea that we have to help people when something happens to them, even if it was by accident.

Universal Design is the design of buildings, products or environments that incorporate diversity, ability, age and other factors, allowing them to be accessible and enjoyed by all people. **Accessibility** means equal access for people with differing abilities to any environment, movement, information or communication.



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Today's Video with Alison

Are you still trying to understand some of the concepts presented in your vocabulary words for today? Don't worry! In today's video, Alison will dive deeper into those ideas and show you how architects and designers are consistently adapting to people's needs and current events like the coronavirus or COVID-19.



Day 4 Video: Draw Your Future City!

Watch now:

<https://youtu.be/oMWsc5zmVoU>

Whew! You just explored a lot of really big ideas and concepts. Do you now see how architecture and design can impact a person's everyday experience? Do you now see how different each person's experience can be as they enter buildings and places on a daily basis? A good architect is thinking about all these things all the time.

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Day 4 Activity: Draw Your Future City!

Go to page 18 of your **Architect Journal** and get started on drawing a plan of your future city.

Be sure to take another look at the ideas you wrote about on Day 3 on pages 14 and 15 of your journal. Use your answers to help guide what you plan to include in your future city. Read through the design criteria on page 20. Your city must include all of these things!

Think about how the layout of your city will impact the people living in it. Remember that your city must aim to be equitable, safe and inclusive of all the different types of people living there!



Day 4 Vocabulary Mix & Match

Go to page 22 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: Create a Time Capsule for the Future

This past year has been challenging and historical for people all across the world. How do you think we will look back on this time five years from now? What about 25 years from now? Write a letter to the people in your future city and tell them about the things you have experienced and learned over this past year.

Take me to the challenge: bit.ly/day4bonus2021

Materials needed for the Bonus Challenge:

- Paper
- Pencil or pen
- Items to put inside your time capsule
- A container to use as your time capsule (a box, bottle or tube)

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**



Instagram

[@architecture_or](https://www.instagram.com/@architecture_or)



Facebook

[@aforegon](https://www.facebook.com/@aforegon)