

Architects in Schools  
**Spring Break Camp**

# DAY 1

*Why is the  
Design of  
Monuments  
Important?*

**afo**

architecture foundation of oregon

**Greetings architects!** We are so glad that we get to spend the week with you learning about how architects and other designers use their special design-thinking skills to honor people who have made positive impacts on our communities by overcoming difficult events and/or making important contributions. Together, we will learn about how monuments are designed and created for special people. We will also think about who still deserves a monument but doesn't have one yet!

**Please note: Much of the content this week will be best supported by watching our **LIVE Activity** recordings from last summer. We encourage you to check out those recordings throughout the week as you work on your project!**

During the week, you will complete activities in your very own **Architect Journal**. Print it out, put your name on it, and fill it out each day as we work through the activities. Be sure to work through the days consecutively as each day builds on what you learned the day before!

Okay – are you ready for some designing fun? Let's get started!

## Have Questions?

If you have questions about the camp at any point during the week, feel free to contact us with your parent or guardian's permission!

Kim, [kim@af-oregon.org](mailto:kim@af-oregon.org)  
Candice, [candice@af-oregon.org](mailto:candice@af-oregon.org)  
Sam, [sam@af-oregon.org](mailto:sam@af-oregon.org)

## Today's Themes

*Keep these in mind as you work through today's lesson*

**ASK QUESTIONS**

**BRAINSTORM**

## Today's Schedule

1. Work your way through this document, the Day 1 Lesson!
2. In this document you will find a link to a daily camp video and lots of other exciting content and links to explore!
3. After you watch the daily camp video and read through this document, begin the activities in your **Architect Journal**.
4. Watch the recorded **LIVE Activity** from last summer for more tips.
5. Continue working in your journal after the live activity.
6. Complete the bonus challenge in your journal if you want to do more!

### Day 1 Materials List

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

- Your Architect Journal
- A few sheets of paper
- Pencil and eraser
- Colored pencils, markers or crayons (something to color with)
- Magazines, newspapers or print outs that you have permission to cut out of
- Glue or glue stick
- Scissors
- A flat surface to work on

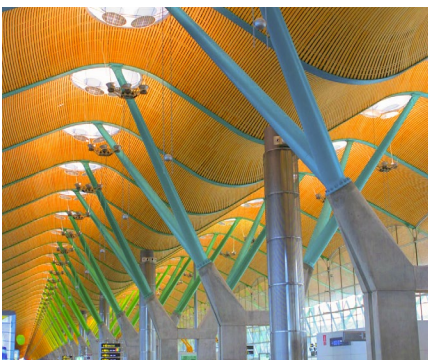
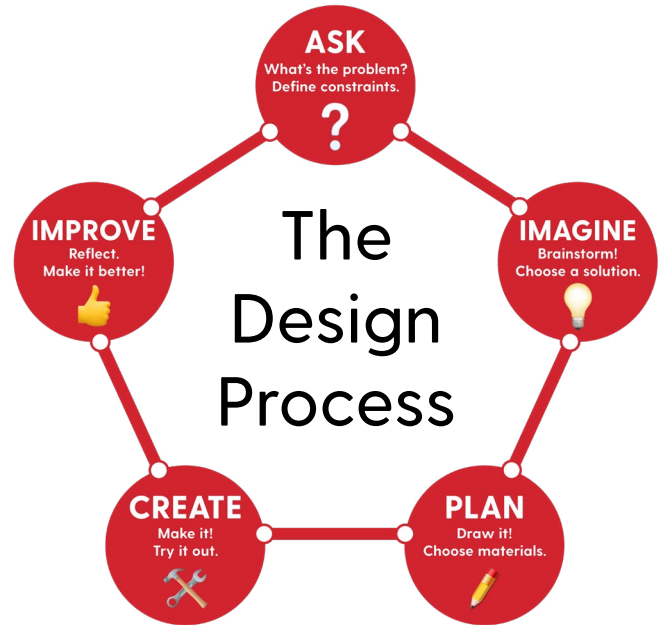
## Warm Up

Today, we are going to learn about the **design process!** The design process is used by architects, engineers, artists and everyone who designs anything!

When an architect or another designer uses the design process, they are following the steps involved in designing something and making it the best it can be for everyone who will experience it or use it.

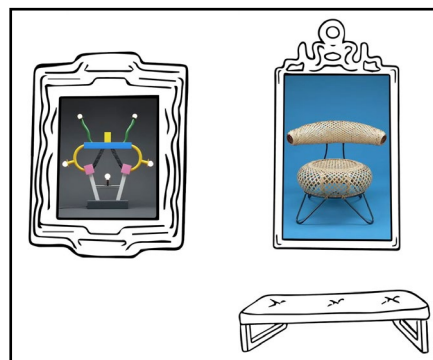
First, you identify the purpose (what's the problem to solve?), next you imagine the solution, make a plan, try it out and then improve your plan to make it even better.

Take a look at these fun links about the design process! We'll be using the design process to have fun in camp all week.



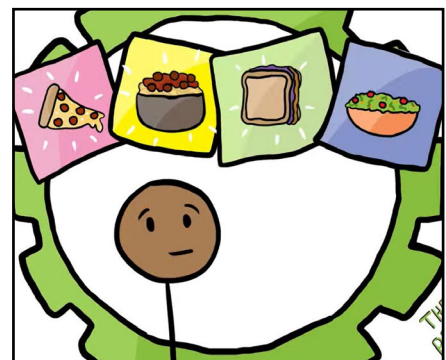
**Design Facts for Kids**

Read now:  
<https://kids.kiddle.co/Design>



**How Artists Solve Problems**

Watch now:  
<https://youtu.be/OqBuXJQprBw>



**The Engineering Design Process Taco Party**

Watch now:  
<https://education.nationalgeographic.org/resource/engineering-design-process-taco-party/>

As you continue to make your way through camp this week, keep these Kid's Rights in mind. These are the rights that everyone in your community should be able to live by. Designers need to consider the rights of all the people that will be impacted by their designs. And, we all need to make sure everyone feels safe and respected in our communities whether it's at home, school, or during camp this week!

## ***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 and 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*

## Day 1 Vocabulary

On most days this week, we'll send you definitions of words that are fun to learn. They will help you as you explore camp content. There is also a Day 1 Vocabulary Mix & Match to do on page 5 of your **Architect Journal** if you would like to.

Today's words to remember are:

**Architecture** is the art, practice, and technique of designing structures and spaces.

**Architect** is a person who designs structures, buildings, and spaces. They go to school to get a special license that shows they know how to design safe spaces and structures in our communities.

**Collaboration** is when people work with each other to complete a task. It involves cooperation and teamwork and the sharing of ideas, knowledge, and skills to reach the same objective. The objective is usually creative in nature.



An example of collaboration is working with your teammates in a sports game... Or working with your friends to win a game of tug-of-war!

**Contractor** is a person or company who furnishes building materials and actively builds a structure that is often designed by an architect and/or engineer.

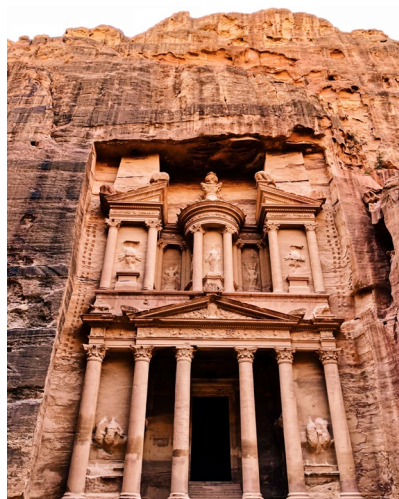
## Day 1 Vocabulary

**Core Principles** are values that describe the most important goals of a design and what the finished product should convey. They are used to guide decisions as a designer forms and completes a project.

**Designer** is a person who creates and carries out plans for a project, a structure, a new style of product, or creates a visual look or shape for something.

**Engineer** is a person who designs the systems in structures. Examples of different types of engineers are civil engineers (who design roads and bridges), structural engineers (who design how structures, like tall buildings, will stand up under their own weight and against other forces like wind, snow and earthquakes), and a mechanical engineer (who designs the infrastructure of machines).

**Monument** is something that serves as a memorial and/or a celebration of a culture, memory, event, person, or an entire community. It is often a building, pillar, stone, wall, mural, or statue honoring a person, group of people, or event. It is a way to remember and share stories as well as inspire the future.



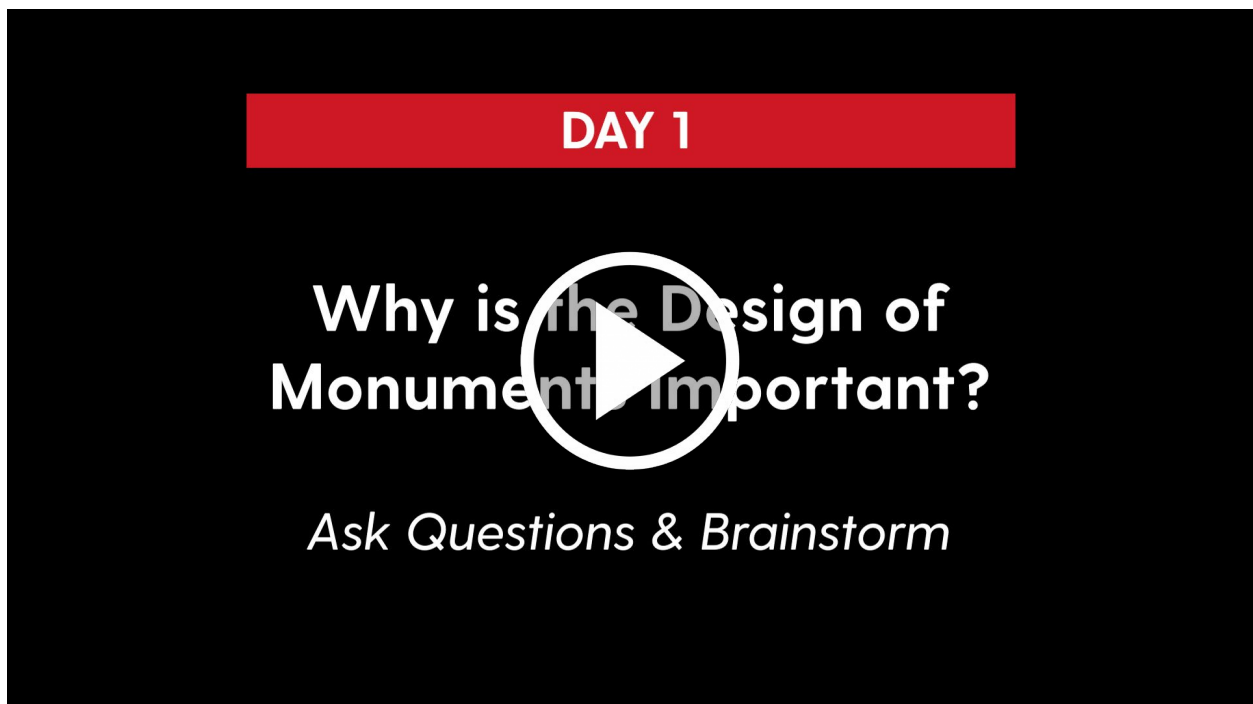
Some monument examples are the Statue of Liberty in New York, Petra in Jordan, and the Martin Luther King Jr. Memorial in Washington D.C.

### Today's Camp Video

Every day this week, we'll send a video for you to watch that will cover some ideas to think about and activities to do during that day of camp. If you need to pause the videos at any point, take a break, and come back to finish, that is totally fine. You can watch and learn at your own pace. This week, you get to spend time with our friends Sina, Alison, Molly, Cleo, Kayin, and Dede. They are all different types of designers such as architects and artists.

Today, you'll get to meet Sina, Cleo, and Kayin and learn more about the different types of designers who create monuments and why monuments are important.

Be sure to come back to this document and finish reading through it after you watch today's video!



#### **Day 1 Video: Why is the Design of Monuments Important?**

Watch now:

<https://youtu.be/CAC90wFENps>



## Day 1 Activities: Brainstorm & Identify Your Hero!

We encourage you to watch the **LIVE Activity** recording so we can work through the camp activities together. But before you watch the live activity, let's cover brainstorming, how to create a collage, and get started on the activities in your **Architect Journal**.

Architects and designers use **brainstorming** during step 1 and step 2 of the design process to think of ideas that will help answer a question. This helps them come up with the best solutions. In your case, the question you are looking to answer is *who will you honor through the design of a monument and who has traditionally not been celebrated?* Each step in the design process involves specific activities, and today we will explore brainstorming as the first activity.

You may already know what brainstorming is. If you don't or need a reminder, watch this video.

### **Innoventure Jr: Brainstorming**

Watch Now:

<https://youtu.be/mgMlrYSX-xQ>



Today, you will be completing the **Brainstorm Your Hero Mind Map** in your journal. This is an initial brainstorm about the monument you will design this week. After that, you will work on the **Identify Your Hero! Collage** exercise!

Architects and designers often use **collage** as a visual way to think through what is most important to them as they imagine the best outcome for a project. In your case this week, you will be thinking about what are the most important things you want to tell about your hero? Identifying these will help you as you design a monument for your hero.

# DAY 1

## AiS Spring Break Camp

**What is a collage?** A collage is a way of making pictures by sticking pieces of colored paper and cut out images onto paper. You can cut out pictures from magazines or newspapers (with permission) or draw some images that make you think about who your monument should be for and why.

Explore more about collages, here:

<https://kids.kiddle.co/Collage>

The collage activity will then lead you to the final activity of Day 1, the **Core Principles Brainstorm** and **Core Principles Tent Card**. Your core principles are what will guide the design of your monument throughout this whole week of camp!

**Ready to get started?** Begin by answering the **Day 1 Takeaway Questions** on page 4 of your **Architect Journal** and don't forget to watch today's **LIVE Activity!**



Artist: Em Brennan, My Right Eye Art



Artist: 2022 Architects in Schools Summer Camp Student!

## Watch Today's LIVE Activity!

Watch a recording of our Day 1 LIVE Activity from last summer. Together we will work through today's camp activities!

[CLICK  
HERE TO  
WATCH](#)

## ★ Bonus Challenge: Design a Functional Folder

Did you have so much fun today that you want to do more designing? The result of this challenge is a folder that you'll get to use all week! Follow the Day 1 Bonus Challenge steps on page 16 in your **Architect Journal** to get started.

Materials needed:

- One 12 x 18 inch piece of paper
- Two 8.5 x 11 inch pieces of paper
- Scissors
- Stapler
- Tape or glue
- Colored pencils, markers 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 throughout this camp. We would love to see what you create! Plus, when you submit images of your work, you'll have the chance to be featured on our [shared camp board!](#)

Ask a parent or guardian to help you submit your work using this form: [bit.ly/aisSC23-shareyourwork](http://bit.ly/aisSC23-shareyourwork)

See other  
people's work  
on our shared  
camp board!  
[TAKE ME  
THERE!](#)