

Architects in Schools
Spring Break Camp

DAY 2

What is Your Monument's Story?

*Please complete Day 1 activities
before moving ahead*

afo

architecture foundation of oregon

Hey there architects! We hope you had fun learning about architecture, design, and monuments yesterday. Were you able to identify who your hero is? Did you come up with the core principles that will guide the design of your monument that will be dedicated to your hero? Don't worry if you are still working on this. We'll continue to explore this for the rest of camp!

Today we'll be diving into the story of your hero and thinking about how you can design a monument that tells your hero's story. Yesterday we explored the part of the design process where we ask questions and brainstorm. Today we'll be exploring the part of the design process where we **research** and **communicate**. Research and communication will help you come up with the shape and feel of your monument.

Remember, your goal for this week is to design and build a monument that is dedicated to your hero. That means your monument should tell your hero's story.

Are you ready to start thinking about what your monument will look and feel like? Let's dive in!



Today's Themes

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

RESEARCH

COMMUNICATION

Today's Schedule

1. Work your way through this document, the Day 2 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 2 Materials List

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

- Your Architect Journal
- Your Core Principles Tent Card from Day 1
- A few sheets of paper
- Pencil and eraser
- Colored pencils, markers or crayons (something to color with)
- Tape
- A flat surface to work on

Warm Up

Monuments tell stories! Think about what Cleo and Kayin told you about the Statue of Liberty yesterday. The Statue of Liberty tells a story about the enslavement of African Americans ending after the American Civil War. Lady Liberty stands with a broken chain and shackle at her feet, as a symbol of freedom for Black people in the United States.

Yesterday you also learned about Cleo and Kayin's work on the Albina Monument Plan, which you'll learn more about today. Their monuments in the Albina neighborhood work to tell the erased and forgotten stories of the Black community that once thrived in that neighborhood. Learn more about the story of Albina through the link below.

Historic Jazz Clubs of Albina

Read now:
<https://arcg.is/1mfGjO>

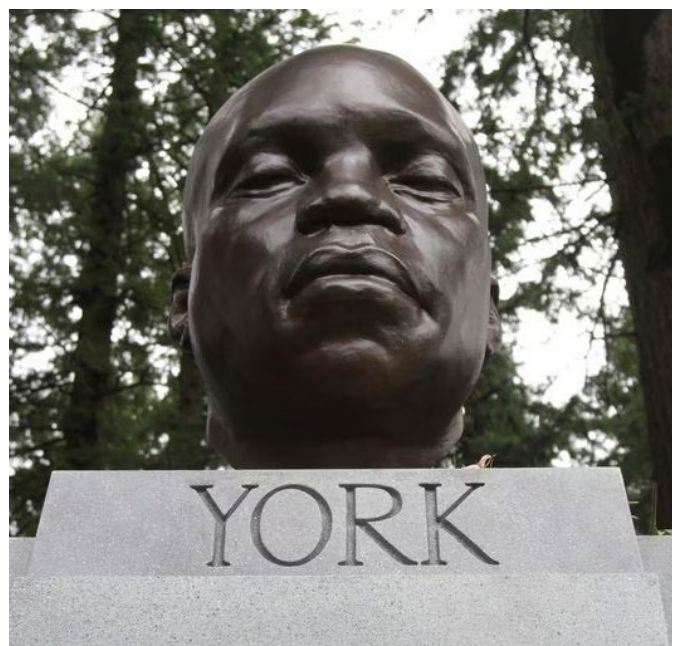
What untold or forgotten story will you tell through the design of your monument? While you explore the links below, think about the story that is being told through these monuments.

York Statue in Portland, Oregon

Read Now:
<https://www.opb.org/article/2021/02/23/new-mysterious-portland-monument-honors-york-early-explorer-of-oregon/>

Monument Facts for Kids

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



Day 2 Vocabulary

Today's words to remember are:

Communication is the process of sending and receiving information, thoughts, and feelings. People learn and share through different forms of communication, including but not limited to talking, listening, writing, reading, body language, facial expression, sound, art, drawing, photo, and much more!

Landscape Designer is a person who is licensed to plan, design, and arrange any part of an outdoor space like a park, a yard, or a public outdoor space for reasons that are practical and aesthetic. "Aesthetic" refers to how something looks.

Mural is a typically large painting or piece of artwork applied to a wall or ceiling.

The mural in the image on the right was designed by an artist named Dede. You'll get to meet her in today's camp video!



Placemaking is the process of creating quality places that people want to live, work, play, and learn in.

Research is the process of searching for new information, new understanding, and new facts.

Today's Camp Video

In today's video you'll see a couple new faces, Molly (an architectural designer!) and Dede (an artist!). You'll also spend some more time with Cleo and Kayin as they tell you more about their Albina Monument Plan. You might be surprised to see all the different shapes and sizes that a monument can be!

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



Day 2 Video: What is Your Monument's Story?

Watch now:

https://youtu.be/_UvsRJVsjts

Day 2 Activities: Communicate Your Hero's Story

We encourage you to watch the recording of today's **LIVE Activity** so we can work through the camp activities together!

Remember, today's themes are **research** and **communication**. Continue researching if you want to know more about your hero! Just like Cleo, Kayin, Molly, and Dede, you can gather important information from people around you. All of your research will make you better at communicating your hero's story through the design of a monument.

After you watch today's video and gather more research, get started on the activities in your **Architect Journal**. You will be exploring your hero's story through different forms of communication: writing, sketching, and more. You will think about how you want your monument to make people feel in the **What Does Your Monument Feel Like?** exercise. You will also identify some shapes, materials, and colors that remind you of your hero in the **What Does Your Monument Look Like?** exercise.

Start by answering the **Day 2 Takeaway Questions** on page 18 of your journal. Your goal by the end of camp today is to have a sketch of what you want your monument to look like! Your sketch is an important part of the design process and you will use it during Day 3 of camp tomorrow.

Watch Today's LIVE Activity!

Watch a recording of our Day 2 LIVE Activity from last summer. Together we will work through today's camp activities!

**CLICK
HERE TO
WATCH**

★ Bonus Challenge: Neighborhood Monument Map

Were you able to identify any monuments in your neighborhood? Today's challenge is to make a monument map and share it with friends and family! Follow the Day 2 Bonus Challenge steps on page 25 and 26 in your **Architect Journal** to get started.

Materials needed:

- A few pieces of paper
- Pencil and eraser
- Colored pencils, markers or crayons (something to color with)
- Any other materials you have!



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

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