

Architects in Schools  
**Spring Break Camp**

# DAY 4

## *Discover the Details of Your Monument*

*Please complete Day 3 activities  
before moving ahead*

**afo**

architecture foundation of oregon

**Hey architects!** You are more than halfway through camp! At this point, you should have a pretty good idea of what story your monument is telling about your hero. You should have some ideas of what your monument will look like, how you want your monument to make people feel, and you should have received some feedback on your designs.

Did you make any changes to your design after you received feedback? Remember, monuments are typically public spaces that anyone can go visit and see. This means you will need to think about how another person might experience your monument, and one easy way to do that is to ask someone for feedback on your design.

You might feel ready to jump into the create stage of the design process (which is to build a model of your monument!), but we have one more step for you to explore first. Today will be focused on a part of the design process called **refinement**.

Usually, an architect spends several months or even YEARS creating and refining their design before it's ready to get built. You might know what shape you want your monument to be and how big or small it is, but do you know what materials it will be made of? Do you know if you will have any words or stories written on your monument? Do you know what your monument is surrounded by or how someone might approach it?

Thinking through these details and making small adjustments is all a part of refinement. So let's get to refining!

### Today's Theme

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

**REFINEMENT**

## Today's Schedule

1. Work your way through this document, the Day 4 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 4 Materials List

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

- Your Architect Journal
- Your Core Principles Tent Card from Day 1
- Your telescope from Day 2
- A few sheets of paper
- Pencil and eraser
- Colored pencils, markers or crayons (something to color with)
- A flat surface to work on

## Warm Up

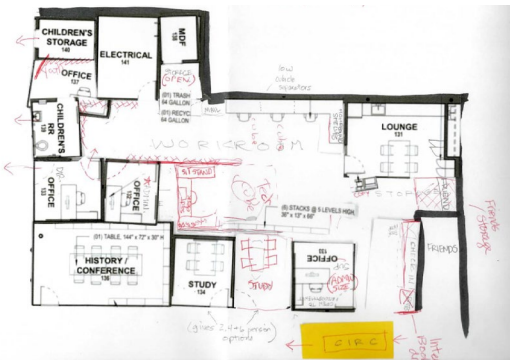
You might be wondering what the difference is between today's theme: **refinement**, and yesterday's theme: **revision**. While they may seem similar, there are some main differences to note between the two.

### Revision

The process of updating and improving a design idea or concept.

Revision happens throughout the design process as you take in feedback and explore design ideas.

During revision, there is a lot of quick sketching, concept modeling, collaging, brainstorming, and more.

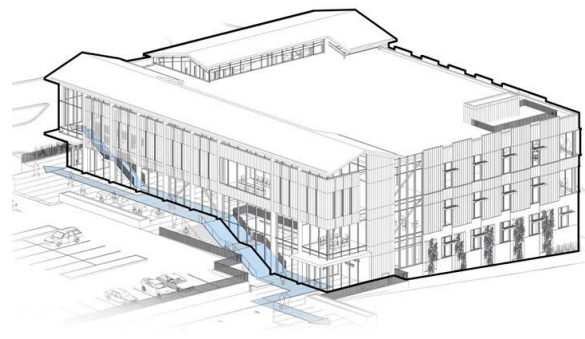


### Refinement

The process of finalizing all of your design decisions and details.

Refinement happens toward the end of the design process when you are ready to finalize your design.

During refinement, designers create very accurate, clean, detailed drawings that are often to scale.



Even if you feel like your monument design is perfect as is and ready to build, we challenge you to refine some more and embrace a **growth mindset**. Watch this video to learn more about why having a growth mindset is important!



### Growth & Fixed Mindset

Watch now:

<https://youtu.be/S6xw6Yv8i7g>

### Today's Camp Video

Today you get to spend time with our architect friend Alison. You also get to spend some more time with Dede, the mural artist you met on Day 2! They will explain why refinement is an important part of the design process and how they each go through the process of refinement at their jobs.

You'll quickly learn that architects, artists, and designers have A LOT of details that they have to think through when designing a project. As a designer participating in this camp, you will get to think through those details, too!

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



#### **Day 4 Video: Discover the Details of Your Monument**

Watch now:

<https://youtu.be/dYN0EqA2iKo>

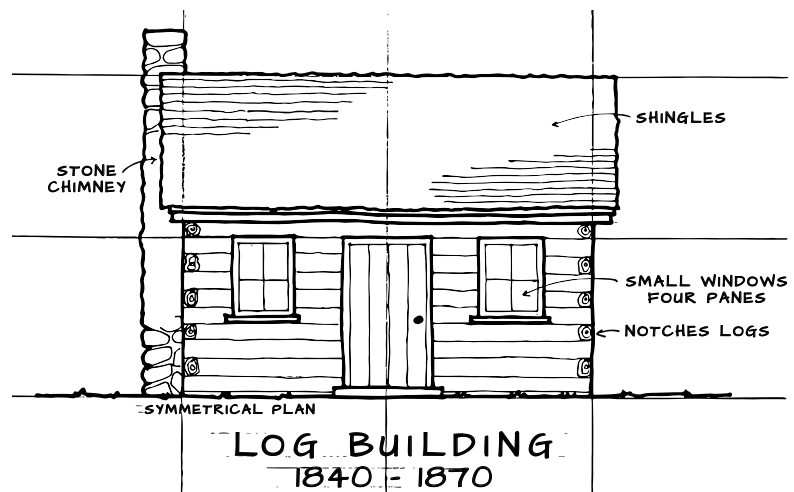
## Day 4 Activities: Draw an Elevation, Draw the Details

Refinement and details! Refinement and details! If you haven't yet thought about what materials your monument will be made of, what sort of environment it will exist in, how someone might interact with it, and more, today is the day to explore those details and make adjustments! We encourage you to watch the recording of today's **LIVE Activity** so we can work through the refinement process, together!

To help you finalize what your monument will look like, you will be creating an elevation drawing and detailed drawings, similar to what Alison showed you in today's camp video.

An **elevation** is an architectural drawing that shows an exterior wall or face of a building or structure (or in your case, a monument).

Elevation drawings are an important tool that architects use to not only show what a building exterior will look like, but to also identify building materials, the height of a building, and details that are important for contractors to know before they start building a structure.



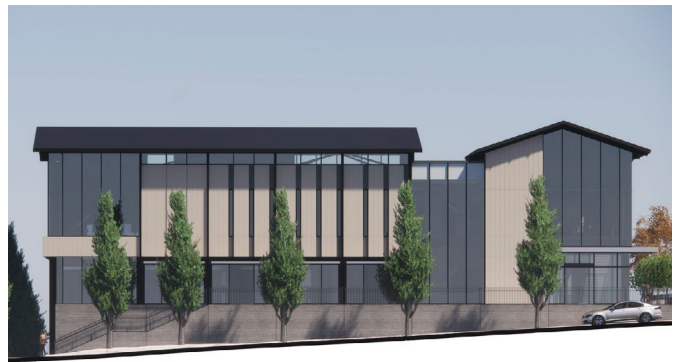
A hand drawn elevation of a log building.

When an architect is designing a building, they will create an elevation drawing for each side of the building to show what every building face will look like. For an architect, creating elevation drawings is an essential part of the **design process**.

# DAY 4

## AiS Spring Break Camp

**Ready to get started?** Go to page 36 of your **Architect Journal** and answer the **Day 4 Takeaway Questions**. After that, work through the **Refinement Brainstorm** on page 37 to help you finalize details for your monument. Once you have thought through those details, you'll be able to move onto the **Draw an Elevation** and **Draw the Details** exercises. These drawings will help you tomorrow when you explore the create part of the design process and build a model of your monument!



Computer generated elevations of Lake Oswego City Hall

As always, keep your Core Principles Tent Card in front of you as you work. Keep your hero in mind. Stay curious. Research more if you want to. Ask for more feedback! The design process is collaborative and takes a lot of brainstorming, communication, listening, and of course, refinement.

Lastly, as you work through today, be thinking about how you might translate your drawings and details into a three-dimensional model of your monument. You'll get to spend all of the last day of camp working on your model!

### Watch Today's LIVE Activity!

Watch a recording of our Day 4 LIVE Activity from last summer. Together we will work through today's camp activities!

[CLICK  
HERE TO  
WATCH](#)

## ★ Bonus Challenge: Heroes Holiday!

Our heroes are clearly worth celebrating, so let's find more ways to celebrate them! In today's bonus challenge, you will get to create a holiday for your special hero. You'll think through holiday traditions, meals, special colors, and all the activities that you want people to do as they celebrate your hero on this holiday. Follow the Day 4 Bonus Challenge steps on page 41 and 42 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)



## 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](https://bit.ly/aisSC23-shareyourwork)

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