

THE IDEAL CLASSROOM

This is your chance to be an architect and design the ultimate — and ideal — classroom! Learn about scale and space layout.

MATERIALS

- Graph paper
- Architect's scale (optional)
- Writing utensils

METHOD

1. Brainstorm
 - a. What activities and functions does a classroom need to meet?
 - b. What are some must-haves for the space?
 - c. Is there flexibility to do multiple activities at once or change up the space by function?
2. Challenge
 - a. Set a scale for the classroom based on the graph paper available. (For example, 1 inch equals 5 feet.)
 - b. Sketch the ultimate design using the chosen scale. An architect's scale can help you calculate dimensions.
 - c. Lay out the important features of the ideal classroom to scale. Think about the activities and functions brainstormed in step 1.
3. Share
 - a. Convince teammates that this is the ideal classroom!

TAKE IT BACK TO CLASS

- Calculate square footage.
- Note what compromises are made throughout the process to create the ideal classroom. What features had to be changed or discarded?
- Design a classroom for a friend. When architects work for a client, the client's needs supersede personal aesthetics. What challenges did you face?
- How do you work around constraints?
- For an online resource, visit SimCity and develop your ideal plan — for any space — in multiple dimensions.

NOTES

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