

Abstract

From Architectural Play to
Passion for Architecture

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FROM ARCHITECTURAL PLAY TO PASSION FOR ARCHITECTURE

In my presentation I will present the ideology and pedagogy of Arkki, School of Architecture for children and Youth. Through its varied activities, Arkki hopes to ignite a spark in the minds of young people so that they will want to influence and participate in the development of their environments in the future, whatever their occupations may be.

We believe that architecture education to children can make a difference - the engaged citizens and users are a cornerstone in the foundation of an architecture-friendly and architecture-interested ecosystem of the future.

Teaching and learning methods

"Imagination is more important than knowledge" –Albert Einstein.

We believe that most important in architecture and design education for youth is not to teach specific skills, but rather foster the creative mind and broaden the ordinary way of thinking. In addition to teaching architecture, Arkki educational program fosters imagination and creativity through education.

Our operational principle is that arising personal interest to the subject matter is much more important than learning specific facts.

In Arkki we focus on the methods of transmitting knowledge, we re-imagine learning and develop pedagogical projects and open ended activities to enhance learning about architecture and inspire children and youth to become interested in the built environment. During 20 years, Arkki has developed and tested different methods to teach architecture to children. Arkki has created its own pedagogical approach intertwining different learning approaches and methods.

Play and fantasy

In Arkki, play and fantasy are used as means to discover the different phenomena of architecture. Learning happens through carefully conducted investigations, constructing and experimenting with different materials. The projects in Arkki educational program are designed so that everybody succeeds and learns through success, positive feedback and comparison to other children's projects.

PPPP – Play, Passion, Projects, Peers

Learning through play empowers children to become creative, engaged, life long learners. In my presentation I will introduce several concrete project examples utilizing various educational methods.

Participatory projects

During the last 10 years, Arkki pupils have participated in numerous participatory projects involving children and youth in the creation of the real life environment. These projects include participatory planning in urban design, architectural design, interior design, playground design, as well as working with architectural competition briefs, judging competitions, etc.

I will present a few examples of recent participatory planning cases, where young people have participated in the planning of the real built environment in different scales from interiors to a whole housing area.

About Arkki Design and Architectural Program for Youth

Arkki educational program of architecture and design for children and youth is a unique program of enhancing creativity. Arkki educational program consists of up to a 15 year program from 4 to 19 year olds with a total of 1800 teaching hours.

For two decades Arkki has taught children about architecture, design, engineering, urban planning, and construction through programs that enhance critical thinking, problem-solving, and communication skills. The programs intertwine architecture, city planning, design, math, science, social studies, language, arts, technological literacy, technical skills and social skills. Arkki's education programs teach youth also about civic involvement and aim to cultivate a life-long interest in the built environment.