bringingthegameshome!

site appraisal

Local Context

1. Make an inventory of the types of buildings and spaces you see in the area?

2. Can you see any similarities to the area you live in?

Yes 🔿 No 🔿

3. What is the character of the area?

How does it feel?

What is the atmosphere of the area?

What is or was the function of this space?

What happens in this area ? Circle the words and add your own below

argument, art, architecture, buying, business, communicating, comparing, cooking, design, display, discussion, debate, dancing, design, eating, education, entertainment, exhibition, exploring, information, interpreting, investigating, jokes, learning, looking, making, meetings, parties, playing, presentations, reading, researching, seeing, showing, sitting, socialising, sports, sunbathing, talking, thinking, valuing, viewing, walking, wandering, wanting, welcoming, wondering.

4. Locate yourself on the map.

Note to teacher: Pasting a map of the local area in here will help the children to locate the site in relation to school, home etc.

5. Draw and label different activities happening in the area.

6. Do you have any other thoughts about this area?

Site

Entering a building or space - If you visit a site

1. On entering the site make a quick 2 minute drawing of what you see in the space.

2. Draw a freehand plan of the site

Look at the site. What shape is it? Can you see if it is made up of a series of geometric shape, rectangles, squares, curved boundaries, ovals or circles? Mark on the site boundaries roughly in pencil, then sketch in roads railways, rivers surrounding buildings etc.

Teacher tip! Demonstrate and then get your class to try drawing a simple freehand plan of the playground or classroom before the site visit. There is no wrong way to do this and it is just a quick sketch to help them understand the chosen site. Encourage them to label all the roads, shops, trees etc.

3. Was it easy to find this space?
4. What is your opinion of the signs directing you to this space?
5. If you are in a building why do you think that the entrance is placed where it is?
6. Is it easy to move around the space?
7. Watch what people are doing, how do they move around the space?
8. Do you know where to go?
9. Look at these words and describe the structure of the space - Levels, scale, surface, shiny, matt, heat, air, colour, texture, decor, signage, shapes, forms, light, detail, materials.

10. Before you leave take some photographs of the site and use the doodle pages to sketch ideas for designs or improvements dependant on your project. What can you learn and use from the design of this space?

Doodle page

Doodle page