

Project Development

Sketch & Updated Description

Keywords:

Learning Through Play
Sensory Design
Biophilic Design
Modular Design
Parametric Design
Adaptive
Learning Types
Architecture as a Teacher
Early Childhood Development
Physics-Based Design

What if public school playgrounds were more like science museums? What if, in addition to slides, swings, and other traditional playset equipment, a playground or play structure contained interactive and playful spaces and exhibits that serve as another teacher, introducing the physical and material sciences as a part of

early childhood education?
And what if part of the playground was broken down into modules that could be taken apart and reassembled inside to continue the fun in the classroom throughout the winter? If you can imagine that, you're pretty close to understanding what my vision for this project is.

The sketch below depicts an idea for one of the additional play spaces, a sort of bridge about 1'-2' off the ground connecting different modules of the overall structure. The bridge would be made of blocks large enough for 1-2 preschool-age children to safely stand on. The blocks would be on a sort of hinge which would cause them to move depending on which side of the block a child was on, teaching them about the forces of weight and gravity intuitively.

