INSTRUCTIONS:

I'd like you to draw a map of your neighborhood from your childhood. By neighborhood, I mean the area around your house where you spent most of your time and where you played. The only thing you have to include on your map is your own house. Beyond that, it's up to you to show the places that were special or important to you. It's fine to show other houses, but be sure to include your special places. Your map can include everywhere you were allowed to travel by yourself or with friends.

Engaging Youth in the DESIGN Process







PARTICIPATION

Engaging Youth in the DESIGN Process



You call us the future, but we are also the PRESENT.

Voices from the United Nations Special Session on Children, May 2002.

PARTICIPATION

Engaging Youth in the DESIGN Process

How can we engage children to find out what their desires are for outdoor learning environments?



Fostering Ecological Literacy Through Mapmaking

• Sobel considers mapmaking a crucially valuable tool in elementary schools.

• Maps are a valuable bridge between the real world and the abstract world and can prepare children for understanding graphs of math and scientific information.

• Mapmaking is useful for teaching the content of social studies and geography + developing a sense of place.

• Maps and drawings are representations of things that are emotionally important to children.

• In the beginning maps represent their experiences of beauty, secrecy, adventure and comfort.

Sobel believes that there is a sensitive period for helping children bond with the natural world.

Sobel looks at children's relationship with the natural world and social community from ages 5-13.

• Ages 5-7 - children start to move away from home and parents and explore the natural world.

• Ages 7-11 - children are predisposed to merging with nature and making geographic sense of the world around them.

• Ages 11-13 - children's geographic skills mature, and they start to move into a stage of social consciousness.

•These stages = children's ability to make and understand maps.

Neighborhood Maps

• Sobel has been collecting children's maps for 15 years – to enter into their world.

• He also asks children to take him on field trips to show him the places on their maps.

• This gives him access to the stories and adventures that shape their play lives and allows him to check the map against the actual landscape.

INSTRUCTIONS:

I am working on a project about children's maps, and I'd like some help from you. Today, I'd like you to draw a map of your neighborhood. By neighborhood, I mean the area around your house where you spend most of your time and where you play. The only thing you have to include on your map is your own house. Beyond that, it's up to you to show me the places that are special or important to you. It's fine to show other houses, but be sure to include your special places. Your map can include everywhere you are allowed to travel by yourself or with friends, but if you want to show a smaller area, that's fine. Work on your own map and please don't talk with others while you are working.

If younger children appear puzzled by the notion of a "map,"

I say:

A map is like a picture of where things are or how things are arranged. If you feel that it's too hard to draw a map, draw a picture of your house and all the special places around your house where you like to play by yourself or with friends.

Sobel is looking for what children see as a "map concept"

If children ask if you want a helicopter view or a bird's view, his response is:

There are many different ways to draw a map. Any way you choose will be fine. Just try to figure out a way to show me your favorite places.

he provides: 15 x 22 inch paper

pencils

erasers

assortment of crayons

NO rulers – he wants more naturalistic, freehand maps

He then asks each child about their map and asks them to select their favorite place.

If the child has not included that place on the map, he allows them to add another sheet to their map.

UNDERLYING PATTERNS

From these processes – he has observed consistent patterns of development that appear to be somewhat independent of environment and culture

- He focuses on two aspects of the maps:
- SCOPE size and range of the child's world

PERSPECTIVE angle from which the child draws the map

what vantage point does the child choose to look at his/her surroundings



No Place Like Home (Rebecca, 5 years old)

Scope: House and yard Perspective: Pictorial

Attributes: Child's house central and large People included Sun and rainbows present Lots of colors



Out and About (Matthew, 7 years old)

Scope:Immediate neighborsPerspective:Slightly elevated (Low oblique)Attributes:Two or three housesMultiple baselinesRoads appearTrees, paths, bushes



It Takes a Village (Heather and Vivian, 9 years old)

Scope:Neighborhood/communityPerspective:45° Elevated
(High oblique)Attributes:Houses pictorial
Roads provide structure
Forts and hideouts are common
Legends often used



Up, Up, and Away (Travis, 11 years old)

Scope:Nearby towns/regionPerspective:AerialAttributes:Houses disappearScale becomes accurateSymbols replace picturesWater courses connect

MODELMAKING PRECEEDS MAPMAKING

• Roger Hart discovered that when children were given 3-D materials - they made far more accurate maps of their neighborhood than 2-D drawings.

• This is especially true for primary grades, but sometimes in intermediate grades

blocks cut paper small trees toy car



HONOR THE EXPANDING HORIZONS PROGRESSION

- children should experience maps of the desktop and sandbox in first grade
- maps of the school and playground in second grade
- maps of the city block around the school in third grade, etc

• Children can understand maps of greater sophistication than they can make

Fox Hollow Elementary Garden Design Charette



March 2004



Garden Design Team Meeting





Site Location Alternatives



PPPM team meeting Engaging Youth in Planning & Design



Planning the Charett Engaging Youth in Planning and Design Fox Hollow Garden Project Charette Tasks & Timeline

Time:	Activity / Task	Supplies	Responsible Parties
12:00 -12:10	Introduction: -Liz conducts puppet show and introduces: Scott, Lilah, Lori, Nick, & Stephanie. -Instructs students to write down their names and put on nametags.	Puppets, Puppet Stage Set, 34 name tag s (7 for instructors & 27 for students), and markers	Liz
12:10 - 12:15	Visualize your favorite/ special outdoor place or garden: -Explain what the activity is. -Heads down on table with soft natural music.	CD Player & Nature CD	Lori
12:15 - 12:20	Group brainstorm session: -Ask students to name what types of places, things, and objects they visualized for their favorite place or garden. -Have ½ page sheets to write down children's ideas. -Tape children's ideas on wall.	1⁄2 page sheets, markers, tape	Liz (Lilah and Lori write down ideas)
12:20 - 12:25	Sorting Brainstorm List: -Have four categories (can add or take away category dependent upon children's response). -4 Categories: Park, Backyard, Garden, Nature / Forest -Have children suggest where each idea or object	Tape & 4 ½ sheets for the categories (Park, backyard, garden, nature/ forest	Liz

	should go		
12:25 - 12:30	What would your garden look like? - Ask the students how would you like your garden to look like and what would you have in your garden? - Create new category and move selected objects from the four categories into their dream garden.	1 ½ sheet named dream garden	Lilah
12:30 – 12:40	Break into groups to go outside. - Explain to students that we are going to the selected garden space to envision what it could look like. -Groups will be chaperoned by adults & walk to garden space(Lori, Liz, Stephanie, Nick, teacher, & Lilah)	None	Lilah & adults
12:40 – 12:55	Students will envision garden shapes: - Explain that this is the general garden space & that they are there to think of what type of shapes and designs can be used for a garden. - Ask students how big the garden should be. -Have them hold hands and form shapes for the garden. -Ask them what type of shapes they are making. -Have them come to a consensus to what sort of shape they want and how big it should be. -Mark shape with tape or stakes.	Stakes or plastic tape	Lilah

12:55 - 1:05	Students return to class: -Explain that we must return to class. -Ask students to think about the space they just visited, because when we return students will draw what their garden will look like. -Students return to their group tables.	None	Lilah and adults
1:05 - 1:30	Design Charette: -Ask students to design their school garden and incorporate ideas they generated from the brain storming session and based on the space they visited outside of class. -Each desk will have objects in the center for students to get ideas from. -Students will draw their gardens & adults will sit with their group and help if needed. -Collect artwork & clean up.	27 sheets of large pieces of construction paper, crayons, markers. Garden Objects: - Clippings (Lorri) - Tools & Seeds (Liz) - Fruits & veggies (Lilah)	Lori
If additional time	Story Time: -Read short garden story	Garden Book	Liz

Design Charette with Kathryn Osborn's 2nd Grade Class







Introductions



Visualize your favorite / special outdoor place or garden







Brainstorming Ideas



Spinach Carli, flover hammock 1 agrances Sme hade tree Play Structure mud at worms fence amily friends birds grass dogs Dench Squirrels crickets deer Smails/slugs grass hoppers ra Ke field mice / rats lizard procedi



Site Visit


















Size & Shape of the garden?







Drawing Charette What does the garden look like?



























Lessons Learned

- Be Flexible
- Coordinate with Partners
- Planning / Preparation is Key!
- Schedule Back-up Activities
- Stay Focused
- Don't Rush

Design of Schoolyards

PROCESS

Process - Planning & Designing an Ecological Schoolyard

Form a Garden Team

I.

- Students
 Maintenance Staff

 Teachers
 Parents

 Administration
 Community / NeighborhoodVolunteers
- II. Outline the Garden Program's Mission, Vision & Goals (long term & short term) Goals for Ecological Schoolyards
- III. Gather Information Site / Project Selection Needs / Interest Survey Program Elements
 - Site Analysis 5 Most Common Problems Planning for Summer Program Statement
- IV. Look at Existing Examples of Gardens / Landscapes
- V. Concept Design
 - Form & Order Structure Enclosure Language, Metaphor & Meaning
- VI. Design Development
- VII. Design Documentation

Project Binder

Keep in Mind:

Plan for All Seasons – Plan for Summer Integrate Curriculum Involve children in the Design Process Phase the Project based on available resources Maintain Garden Support Funding

Design Program

PROGRAM =

Detailed list of elements to be incorporated into the design List should be descriptive in both materials & character List may include spatial relationships Determined by: Needs / Interest Survey

Program Elements List

Site Analysis (determines if program elements "fit" on the site)

Program

Elements









Program Elements

The following are considerations for inclusion in school gardens:

Natural / Planted Areas: native or ornamental edible by humans or animals trees shrubs ground covers Defined GardenBeds: vegetable fruit flower herb **Built Elements:** paths benches trellises greenhouse fences gates bird houses retaining walls wash & food prep area

Tool Storage Trash / Recycle Water Power Lighting Compost Signs Art – integrated or independent Circulation Paths – pedestrian / vehicular / maintenance equipment Gathering Places – open or sheltered – sun or shade Private Places – open or sheltered – sun or shade Places for Cooking and/or Eating – open or sheltered – sun or shade

Gathering Places

Combine Program Elements with Needs / Interest Survey

Consider:

Size of group to be accommodated Size of area considered on site Structure & Scale – man made or plant material Access / Relationship to garden or

classrooms

