UNYT

SCHOOL OF THOUGHT

School that redefines learning.

https://**competitions**.uni.xyz



Img 1: Education inside four walls of a classroom.

Premise

Education is a form of absorbing and inculcating knowledge, of which learning is an integral part. Over the years, education has evolved into a system and has been organized and re-written innumerable times to a point where it has now it is majorly constrained to classroom teaching. Academic Learning has been given the utmost importance in this process.

The idea of hands-on experience and vocational training is still not a vital part of the curriculum for majority of the schools and educational systems around the world. The ability of self-learning and creative thinking are automatically curbed due to this method of teaching, making education not at par with the current requirement set.

Reports from McKinsey, show that by 2030 the need for **cognitive, technological, social** and **emotional** skills will grow, while physical, manual and basic cognitive skills will decline.

Is the curriculum and physical environment of schools preparing the children for this?

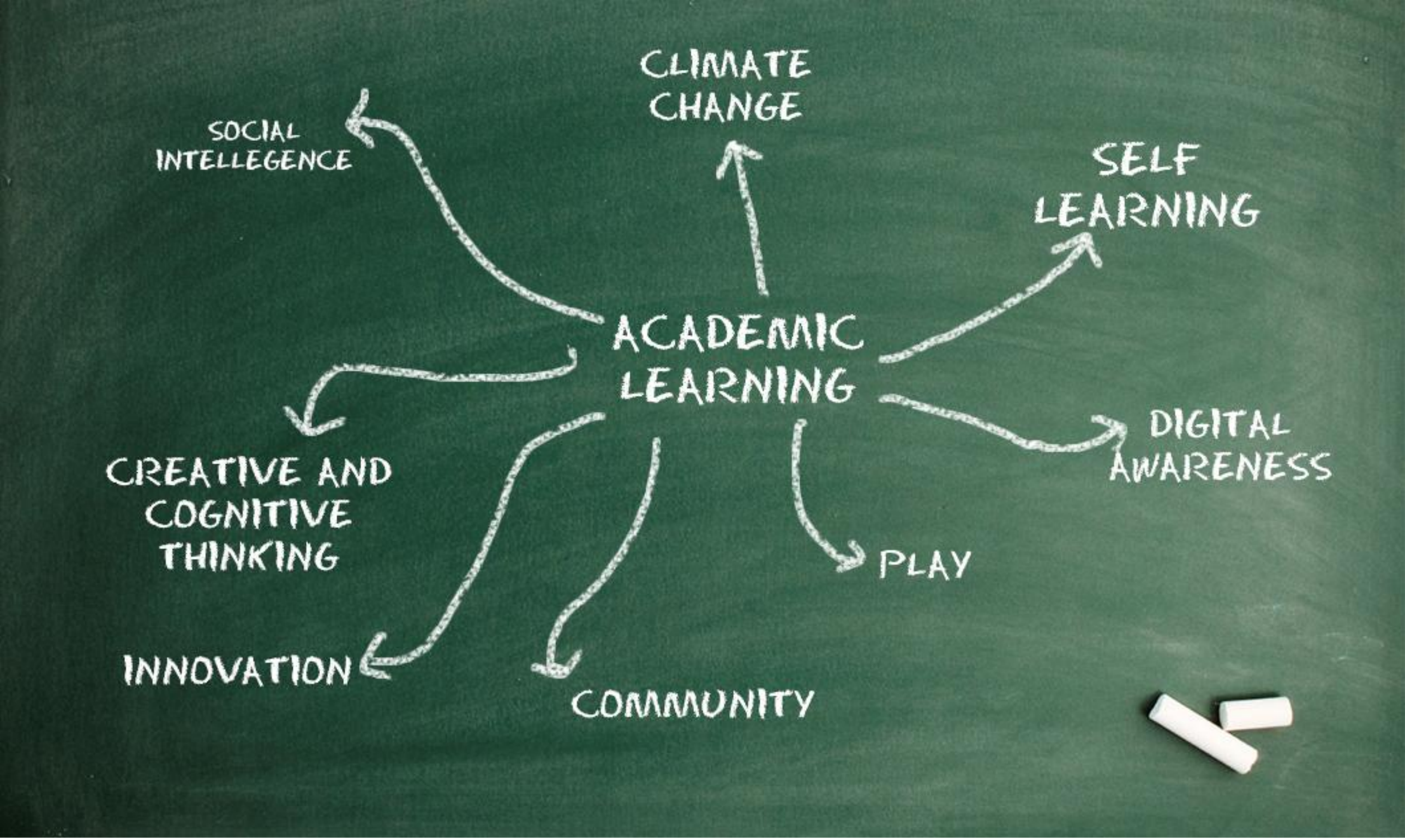


Img 2: A classroom where learning is a unique perception.

Build Up

In order to impart knowledge, education has inevitably **inclined towards academic gain** rather than applicative skills and knowledge. One of the few different pedagogy techniques that developed after the World War Two, along with great economic and social development in Italy was the **Reggio Emilia** approach.

The Reggio Emilia approach is an educational philosophy that is focused on preschool and primary education. It is a pedagogy described as student-centered and constructivist that uses self-directed, experiential learning in relationship-driven environments. The program is based on the principles of respect, responsibility, and community through exploration and discovery through a self-guided curriculum. At its core is an assumption that children form their own personality during early years of development and are endowed with "**a hundred languages**", through which they can express their ideas. The aim of the Reggio approach is to teach how to use these symbolic languages (e.g., painting, sculpting, drama) in everyday life.



Taking insights from the **Reggio Emilia** technique of education, curated along with a curriculum that inculcates vocational training and skill development as a part of the educational system, a new form of pedagogy can be devised. The above diagram illustrates the new age requirements of a School that can be taken into account for this challenge. *More ideas can be added to the above depending on the design and concept of individual projects. Some of the examples of unique educational system integrated with a distinguished built physical environment have been shared for further reference (Pg 6).*

Objectives



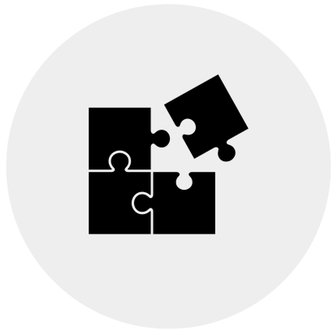
Implementation

Integrate a unique form of pedagogy in the built environment based on the ideas mentioned previously.



Universal

Curriculum as well as design must be universal in nature



Collaborative

Create fluid spaces that collaborate with each other.



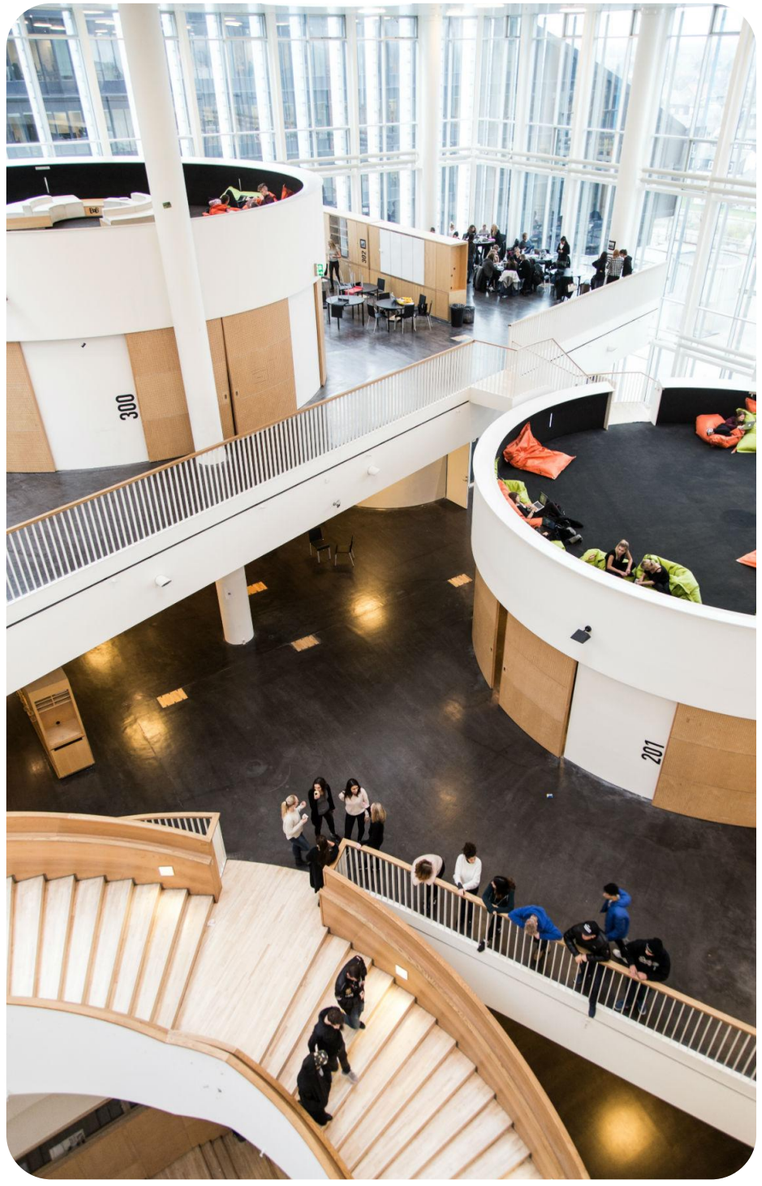
Interactive

The physical environment must have elements that interact directly with students

The following objectives can be a point of beginning to conceive this design. Participants can assume their own contexts before initiating their design process.

Brief : To address the transition in the curriculum from only **academic oriented** learning to one that infuses an **innovative model**, the physical built environment needs an upgrade too. The challenge here is to design a high school where the space itself instigates this ideology. *It must integrate the basic academic learning facility areas along with spaces for other forms of learning and activity.*

Grade: 9-12
Capacity of students : 600
Coaches/Mentors : 50
Other Staff : 10
Limit of each class : 40



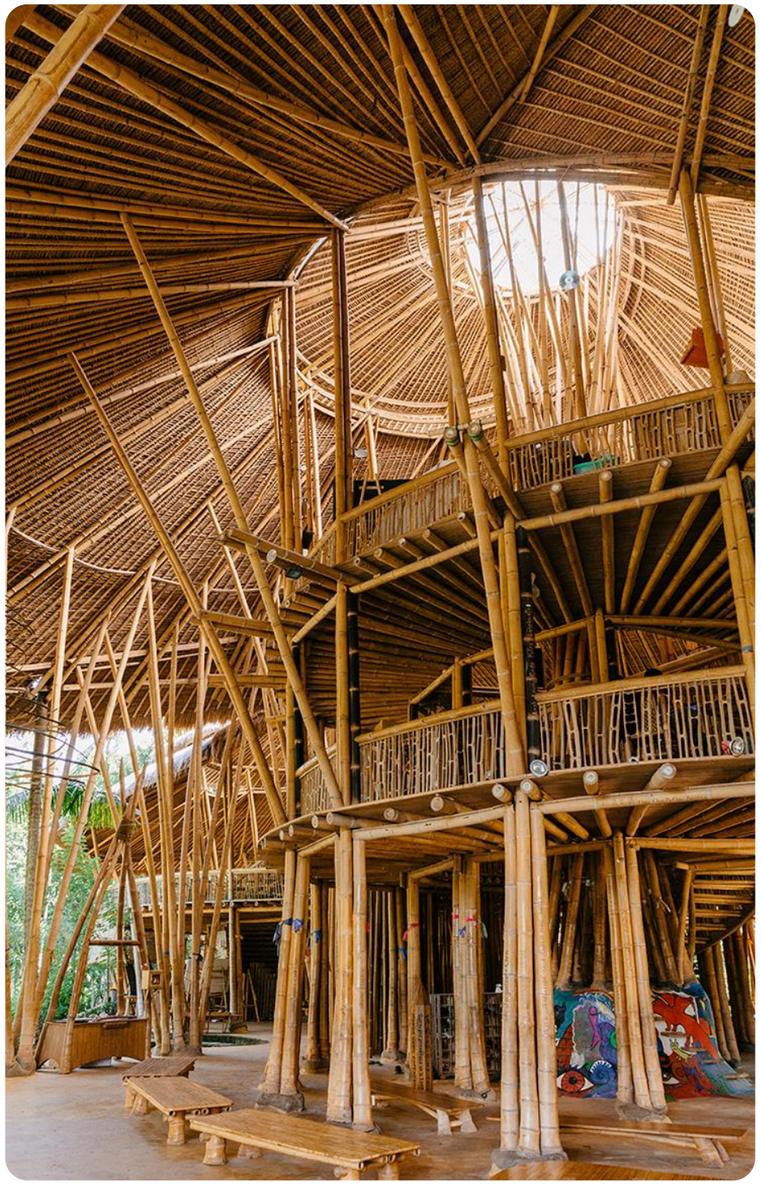
Ørestad Gymnasium, Denmark

Ørestad Gymnasium is a high school that focuses on media, communications, and culture. It has an entirely digital platform that uses technology not only for teaching but for assignments and tasks. It works on the principle of open classrooms by creating an environment that teaches the students.



Vittra Telefonplan, Sweden

The unique pedagogy at Vittra School Telefonplan is design that disrupts the traditional classroom. They have a learning landscape that serves as an educational tool and catalyst for learning. With their strong focus on innovative and digital teaching methods they have strategically created rooms where students can work with digital-based media.



Green School, Indonesia

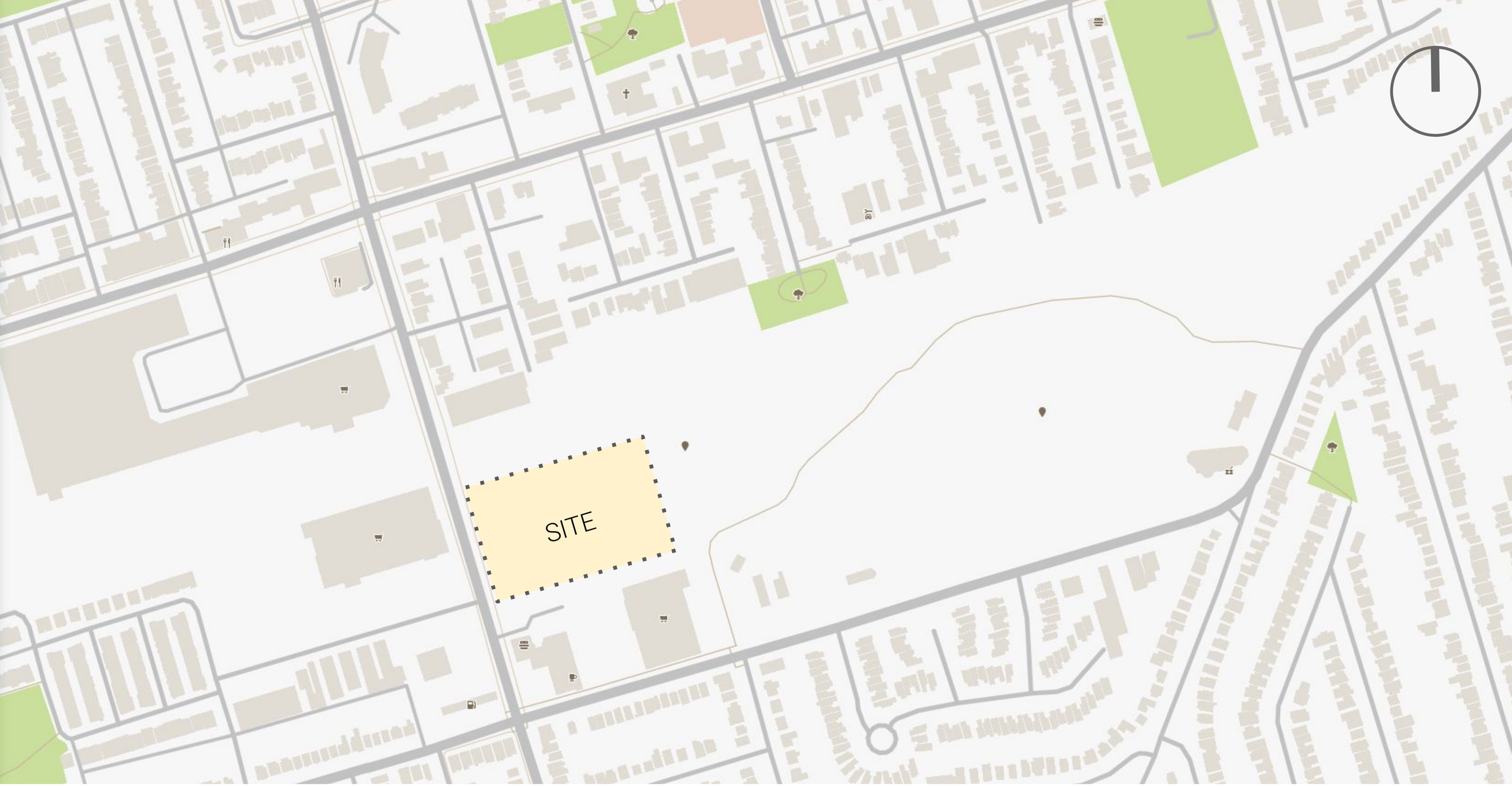
Green School Bali's curriculum is a progressive model of learning that connects lessons from nature to a relevant and effective preparation for a fast-changing future. Special programmes include Green Studies, environmental science, entrepreneurial learning, and the creative arts.



Img 3: A view from Toronto's Nathan Phillips Square.

Canada

Canada is world's Second largest country by area located on the southern part of North America. Their population is highly urbanized although sparsely populated with over 80 percent inhabitants residing in cities. It ranks highest among international measurements of government transparency, civil liberties, quality of life, economic freedom, and **education**. It spends about 6% of its GDP in educational development. They follow the K-12 education system where the school officially starts at the age of 4-5 for kindergarten and goes up till the 12th grade.



Img 4: Site Map

Scarborough, Toronto

The site chosen for this project is located in the Birchcliff neighbourhood in the old district of Scarborough. It is an old quarry site that is now used for city's redevelopment and urban planning. The site consists of a pre-school, petrol station, and a few stores in its immediate vicinity and is a part of a predominantly residential area. The "School of Thought" is aimed at serving the children in the neighbourhood of Birchcliff and it's others in close proximity.

Area : ~25,000 m^2
Height limit: 15 m (49.21ft)
Site coordinates: 43°41'21.4"N 79°17'09.0"W
Ground Coverage : 30 %
Max. Built Up Area : 7500 m^2

Submission

You have to deliver an architectural outcome on the following site, based on the given outlines.

• A maximum of 4 boards / sheets. – **[2362px** x **3544px]** or **[400mm x 600mm** in **150 dpi]** in portrait digital format (JPEG).
• Each image should be less than **15MB**
• You can find the preset PSD, AI and INDD template files in the 'additional resources folder' and here.

This additional resources folder contains: FAQ Questions, High Res maps, and CAD file of the site plan.

Minimum requisites in the sheets are 3 sheets/boards + Cover image containing:

• Site plan (Compulsory)
• Key conceptual sections x 1 (Minimum)
• 3D views x 4
• Cover image/Thumbnail of size 2000 x 1000 px or larger in aspect ratio 2:1.
• Floor plans, images, sketches (if any) can be added to support the entry in the form of additional images.
• Answer 6 FAQ questions in the discussion section as given on the 'additional resources folder'.

+ The team limit for this competition is 4 members maximum.
+
+ Use exploded views to discuss multi levelled conceptual models better.
+ Ensure that the final sheets which are submitted do not include your name or any other mark of identification.
+ Mention sheet number on corner of every sheet.
+ This is a design ideas challenge only. There is no built commission/realization is associated with the problem
+ Plagiarism of any idea / form / design / image will be disqualified with a notice.

Registration page here: https://competitions.uni.xyz/school-of-thought/info/about

Discover the competition schedule and deadlines here: Schedule

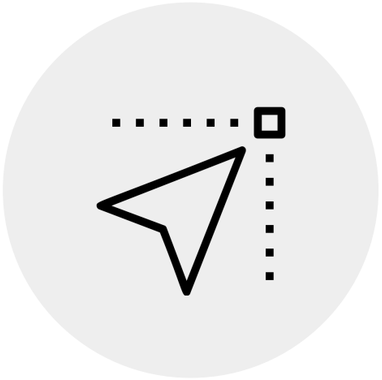
Rewards



Grants of up to a total of **20,000$** can be won on this challenge. Learn more about the full conditions on the competition page here.

Judging Criteria

The entries will be judged by an international jury of the competition on the following criterions:



Presentation

The fundamental to a good entry is a good presentation.



Concept/Idea

Quality of thought and intent in pre-design phase.



Spaces/Programme

How the spaces are calculated and ordered.



Design Output

The final architectural outcome of the solution.



The judging panel can also add other criterions based on their internal discussions - which will be in line with the problem statement. Participants are advised to fulfil above given criterions first in their design.

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Unist Subscription™ is world's only premium pass to compete in various design competitions at a flat fare. Unist subscription is aimed to enable participants to compete better - faster - stronger in world class design challenges. You also save on various gateway charges and can make multiple teams for various challenges. Click to learn more.

UNIST SUBSCRIPTION

About

UNYT

Unyt serves as a part of UNI in the realm of **typological discoveries.** It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation. It embarks on mobilizing ideas where creators can elementally question the buildings we create. It is a research initiative dedicated to providing opportunities for designers from all domains to explore ideas that go beyond the restrictions of usual architectural discourse.

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UNYT

SCHOOL OF THOUGHT



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