

Unyt

Supergarten

Developing a relevant kindergartens of today.





Fig: 1 – A child learning to color and doodle as an exercise in the classroom - Illustration

Premise

Our children are sent to kindergarten with the best intention, believing that formal education is what kids need to become productive happy adults.

Education begins at playschools, a place that handles these blooming minds and their first interaction of out of home learning with their peers.

While education curriculum varies from place to place how can built form itself can be a great teacher of various elements of life?

Kindergartens offer a lot of opportunities to teach children about basic spheres of life, yet most utilize rooms and surfaces only.

How can the architecture of the kindergarten boost exploration and curiosity while creating a safe enclosure for the children?

How well are we managing these shoots of imagination especially in changing times of today?





Fig: 2 – Two children playing in with each other - Illustration

Elements

There are several elements in a school that can introduce life that is not with a blackboard. Be it staircases, corridors, trees, soil, walls, floors, materials, and possibilities just begin. From natural to man made, every element in nature can be a teacher to a specific aspect of life.

Yet we are mostly restrained to classrooms, and now rely on video screens to absorb knowledge.

Unarguably, screens are the gold standard of providing a convenient audio-visual format of learning without much effort in a world full of free content.

However, when 90% of our lives will be spent in front of screens, how can Kindergarteners be a space where children begin to learn without it? How can we switch classrooms or blur their boundaries so that the outdoors and indoors become one and offer new learning spaces without hassle every day? What can a model school-based on life skills learning will look like?





Fig: 3 – Sandpit in a school outdoors - Illustration

Brief

The design challenge is to conceive a Kindergarten for **75 children + 75 children in an expansion plan** – based on the design theme above. The problem not only expands to the spatiality of the Kindergarten but explores new learning models/frameworks that help teachers to employ a different type of teachings in day to day life effortlessly.

The problem looks at opening up classrooms either partially or completely by creating smaller pockets or blurred borders promoting openness and learning from either peers or the environment.

The site for this competition is located in Wellington, New Zealand. The place is known to be the capital of the country of New Zealand and has extremely pleasant outdoor weather during most parts of the year. The brief looks at manifesting the model school ideas on a site like this, where new aspects of learning can be



demonstrated via architectural experimentation for children of today.

Objectives

In this challenge we root this on a very fundamental level of universal learning:

Physical: How the body can be trained for wellness using various activities. How children can be taught what's good to eat, etc.?

Mental: How traditional learning can be translated into more fun/experiential ways of developing reasoning?

World: How can children discover their connection to the planet, nature, culture, and the world around them?

Creativity: How can a child explore learning by doing things and exploring how things work by doing?

Art forms: How can a child explore various forms of art? E.g. Dance, Music, Painting, etc.

Evolution: How these forms of teaching will constantly evolve with time considering the larger span of time.

The following methods or a combination of these methods can be used to craft the spaces:



Instructive Learning

By listening or watching teachers or experts.



Peer Learning

By talking or watching their classmates.



Learning by Self

By writing or reading alone in focus.



Learning by Doing

By creating something together or in supervision.

Site

Wellington is the capital city of New Zealand. It is located at the south-western tip of the North Island, between Cook Strait and the Rimutaka Range. Wellington is the major population center of the southern North Island and is the administrative center of the Wellington Region, which also includes the Kapiti Coast and the Wairarapa. Wellington features a temperate maritime climate and is the world's windiest city. The Site lies next to Brooklyn Road, flanked by dense plantations on one side and a contoured grassy terrain facing the green areas. The site sits between two major urban centers of the city.





Area: **2602** sq.m

Max. Floor Area Ratio: **0.75** (For the first phase of 75 Students)

Ground coverage: **40%**

Setbacks: **As given on the CAD plan**

Height Restrictions: **12meters**

Coordinates: [41°18'09.7"S 174°46'08.9"E](#)

How to submit?

Read all the competition rules and details from the sidebar, and hit **register**. You can pay the entry fee and book your registration right away. The additional resources directly unlock as soon as you register on your dashboard. Once you are ready with your project - begin uploading from the dashboard and follow this tutorial to submit. You can add your team members to your project while submitting.



Discover the full submission tutorial here: <https://to.uni.xyz/uploadtutorial>

Rules

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

1. Recommended number of sheets/presentation images/boards:
3 (Three) of size [2800px x 3500px] in portrait digital format (JPEG only).
2. Minimum 3 (Three) & No maximum sheet limit. Each image should be less than 15MB.
(Do not submit PNG format)
3. Minimum requisite submissions are sheets/boards + Cover image containing:
 - a. Plan (Compulsory)
 - b. Key conceptual sections x 1 (Minimum)
 - c. 3D views x 4
 - d. Additional cover image of 2000px x 1000px
 - e. Write an article/story in the Journal section[#] of the project (of about 700-1000 words) answering the questions given in the Additional Resources.

#Journal Section appears midway in the project submission portal. More instructions in the additional resources.

Additional Resources

This competition contains additional resources that contain a set of files useful to complete the competition submission. This folder is made available on your profile dashboard automatically as soon as you register.

This additional resource folder of this competition contains:

Submission Format files in PSD | AI | InDD & Guide to Journal Section + Questions, CAD File of the site, and Images of site.



Learn more on <https://uni.xyz/competitions/supergarten/info/about>

Base Rules

- + The competitions are open for students and professionals from all the disciplines of design.
- + The team limit for this competition is 4 members maximum per team.
- + You can register more than one team but they have to be registered separately.
- + Ensure that the final sheets submitted do not include your name or any other mark of identification.
- + Your submission is linked to your UNI user account which stands as your identification, we do not have any identification codes.
- + This is a design ideas challenge only. There is no built commission/realization associated with the problem.
- + In case of publication in the yearbook we will reach out separately for selected entries.
- + The winning entry will be a curating partner of the Supergarten v2 challenge.

Pro Tips

- + Use exploded views to discuss multi-leveled conceptual models better.
- + Mention sheet number on the corner of every sheet.
- + Plagiarism of any idea/form/design/image will be disqualified with a notice.
- + All the sheets or images will be viewed on a digital device. e.g., Laptop screen or projector. Uploaded sheets or images will not be physically printed for evaluation. The submission hence should be prepared for digital viewing only.
- + Submit JPEG images only. (PNG will not function)



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 visual delivery of ideas.

Concept/Idea: Quality of thought and intent in the pre-design phase.

Spaces/Program: How the spaces are calculated and ordered.

Design Outcome 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 fulfill the above-given criterions first in their design. Names of the jury panel will be announced soon.

Prizes / Deadlines / Registration

For complete information on active prizes and details on the entry fee, visit the **Awards & Fees** section of the competition here: - [Awards&Fees](#)

Learn more about this competition here: <https://uni.xyz/competitions/supergarten/info/about>

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