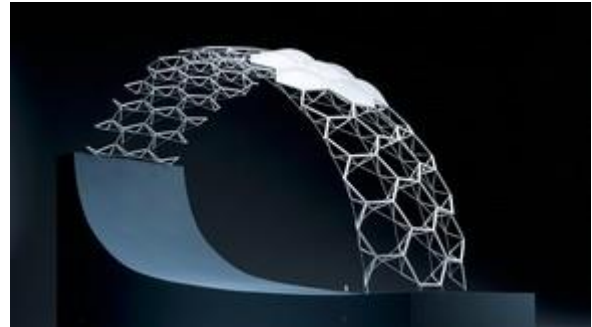


Primary Workshop: Explore, Build, Play

A studio based workshop led by You & Me Architecture



[Left] Structural model for Stansted Airport by Arup Associates, V&A:LOAN:ARUP.3-2003
Biome model for the Eden Project by Nicholas Grimshaw & Partners, RIBA Library Drawings Collection Ref. RIBA
MOD/GRIM/1

Key Stage & Subject links:

- KS 2
- Design & Technology and Art & design

Summary:

Work with You & Me Architects in this hands on studio workshop. Students will be encouraged to investigate structures and forms and will question what is architecture, what do architects do and what inspires them? After exploring the V&A building and the Architecture gallery with You & Me, students are invited to re-imagine the Museum's grand entrance as a playground and make models of fantastic play structures. Students will be shown a technique using wooden dowel and elastic bands to help them build and model structures to convey their ideas.

Galleries visited:

- Architecture, Rooms 127 & 128, Level 4
- Grand Entrance, Level 1

Information about the architects:

YOU&ME is a multi-disciplinary architecture platform based in London and Athens. Established by architects Alicja Borkowska and Iris Papadatou, our expertise lies in retail and commercial interiors, exhibition design, public realm installations and high street regeneration projects. For us it is about the interface of these scales and how

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architecture, art and public space can be stitched together to create animated and loved spaces. We believe even the smallest interventions can have a big impact and community participation throughout the process is key to our approach. For us it is all about our collaborative approach, the process, the way we work with each other and everyone involved in any one project. YOU&ME: YOU&US

<http://www.youandmearchitecture.com/>



No.8 @ Arup, Atrium Installation © You & Me Architecture

NC Links: This workshop will contribute towards the following learning:

- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- Select from and use a range of tools and equipment to perform practical tasks

Follow up activities:

What would you do to your school playground? Develop your ideas further using the techniques learnt in the workshop. Suggest your ideas to the head teacher!

Booking Information:

Dates: 15 & 24 January, 25 February, 7, 20 & 28 March, 15 May, 3 July

Cost: £100

Timing: 2 hours starting at 10.30

Capacity: Maximum 30 students per session

Book now: 020 7942 2000

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