1. **Assignment**

Architecture is not only a technical field, but also a design (artistic) field. To be a good architect, one must be able to design spaces for specific use. By doing this, you need to expose yourself to good design. This project will encourage students to rethink a typical object that has been used throughout history, and the usage has not changed much to date.

Your assignment will be to re-design your current classroom and build a working scale model of your dream classroom. The primary use of the classroom will be for your favorite subject (you can create a new subject that is not currently on offer at your school). The Dream Classroom will have a seating capacity for a maximum of 15 students and one teacher.

The learning space may be combined (open plan), separated for different interaction spaces or flexible and adapt to different scenarios at different time frames. The choice of the design layout of the dream classroom is for the student to decide, but keep to the borders/perimeters/size of your existing classroom.

*Please note:*

Big dreams don’t need big budgets, necessity ignites creative innovation. In other words; the most expensive classroom will not result in the best design for the ultimate learning environment.

The basic idea is for the judges to see if the student has thought about the assembly (It can be basic). Students must submit a plan – Scale 1:50 illustrating the activity that will happen in and around the dream classroom.

2. **Materials**

There are no restrictions to materials that can be used. Therefore, teams are allowed to make use of any material, e.g. cardboards, cereal boxes, tapes, glues (be creative!).
3. **Rules, specifications and outcomes**
   - The project must be completed before the competition day and must be brought to TUT on the day of the competition.
   - Teams must consist of a maximum of **two learners**.
   - Each team will present their project and explain their ideas.
   - The final project must contain a **scale 1:20 model**
   - A4 document showing the research done for the Dream Classroom design.
   - Teams will also be encouraged to evaluate other teams’ work; so a clear verbal presentation (in English) of the project and ideas must be presented.

4. **Learning objectives**
   This project will introduce the learner to the fundamentals used in the architectural design field. The teams will learn that an ordinary design can be done completely different, keeping the same functions. Learners will also be introduced to scale and measurements through the design process.

5. **Procedure**
   Teams will be allocated a place to display their model and A1 size design presentation board.

6. **Time**
   Presentation of project may not be longer than **ten minutes**.

7. **Teams**
   - A team will consist of a maximum of **two learners**.
   - Points will be given if the team displays a theme.

8. **Evaluation**
   - Judges will look at innovation and whether the design is functional.
   - Neatness of model, drawings/sketches and research document will be considered.
   - The team with the highest percentage wins.
   - The judges’ decision is final.

9. **Contact details for Lecturer**
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