

12 MILLION

This studio will investigate and enrich the experience of urban life from the point of view of the child.

The central activity in children's lives is PLAY and is not confined to specific locations. NATURE has many transformative benefits for everyone and lack of interaction with it affects in particular children's thinking, health and understanding of the world they live in.

With PLAY and NATURE at the forefront of our minds we will look for new responses and let children's creativity, energy and curiosity inspire us.

*The general climate of intolerance towards and marginalisation of children has led to a lack of adequate provision by society and a history of failing to prioritise children's needs. **

We will initially focus on children's experiences of journeys in Bloomsbury/Kings Cross London, between home, school, playgrounds, parks, libraries. Using direct contact with children, video making and mapping we will discover opportunities for making physical connections between these locations. Can playgrounds spill out along streets to enhance the route to school? Why does 'nature' stop at the edge of the park? What objects/experiences can we design that extend PLAY and NATURE along the streets? What happens if we break down the highly defined 'children's areas' and instead develop street landscapes for children to share with adults? (Design to encourage social interaction and change)

See/Smell/Hear/Feel/Taste
Water/Fire/Earth/Air

Walking, talking, exploring, listening, growing, integrating, examining and negotiating

We will develop a detailed design proposal graphically and through model making, sketching, exploring materials hands-on and fabricating full size props/ structures/prototypes and larger installation pieces to climb/rest/hide/roll/grow on.....

We will look at the use of simple mechanisms within Intermediate Technology and in particular the example of Gaviotas in Columbia to inspire ways of using children's play energy to wider community benefit (eg roundabouts that generate electricity for streetlights) We will be joined by a 'musical carpenter' to help us capture/create sounds in our designs.

There are **12 million** children in the UK.

A trail of bird songs.

The second part of the year will involve collaborating with a school in Kings Cross to see how to extend children's experience and understanding of nature with education. A key inspirational text will be Richard Louv's Last Child in the Woods and the art educational charity The House of Fairytales. This might involve designing educational kits for classrooms, outdoor trips/seasonal activities/trails/events/games/workshops.

We will question the consumerisation/sedentary character of childhood and look at ways of encouraging a shift in values. Visits to Summerhill Freeschool in Suffolk and the Montessori Institute in London will be planned.

Trip to Sweden to visit Lund City Councils Nature School Project and/or International Association for the Child's Right to Play (IPA Sweden)

J.Atfield

A to Z

A agility Aigas Field Centre

B Burningham (John) Belleville Park, Paris

C collaborations children connections Corams Fields climbing

D Deakin (Roger) discovery dens

E E.F.Schumacher elements earth

F Fureidi (Frank) freeplay fruits feeling fire

G Glamis Adventure Playground, Shadwell growing Gaviotas

H

I Intermediate Technology insects integrating

J journeys

K Kes (Ken Loach) Kids Size Ex/Book (Vitra)

L Lister-Kaye (John) local history ladders listening Last Child in the Woods

M Messiaen McFarlane (Robert) Morris (William)

N NATURE narratives

O ornithology observing

P PLAY props

Q quiet

R rolling

S seasons sky sheep Spa Fields, Clerkenwell spilling

T trails towers Toffee Park Adventure Playground treehouses

U urban

V viewpoints

W whatdayyamean? water

X

Y

Z