

## Things to Know, Before You Go & Curriculum Overview

### APS High School to MODA

#### **About the Exhibit: *Designing Playful Cities***

*Designing Playful Cities* will take visitors through an engaging and often interactive exhibit that will clearly lay out the role of play in maintaining health for children and adults. It will also encourage visitors to see play's influence in their own lives. The exhibit will present a strong case for designing play into urban environments, will encourage visitors of all ages to engage in play in their day-to-day activities, and will inspire designers and developers to create playful spaces in our cities, whether by designing proper playgrounds for children or by converting under-utilized spaces into fun and friendly places. As our cities become more and more densely populated, we must design spaces for play into them. Through interactive installations, experiences, and graphics, visitors will learn about successful play spaces around the world and how they were designed. *Designing Playful Cities* will engage the visitor to look for new solutions to bringing play to Atlanta. This is not design for design's sake. This is design for the sake of a greater tomorrow, so the exhibition will look at what children and adults — the "end users" — want from play spaces and how we might design to meet those needs.

#### **Day-of Contact Information:**

**Venue: Museum of Design Atlanta**  
1315 Peachtree Street  
Atlanta, GA 30309

**Education:**  
(404) 856-5962

**This venue is located in Midtown, across the street from the High Museum of Art.**

#### **Special Instructions:**

##### **Bus Information**

Buses may unload students on the same side of the street, in front of the museum.  
The museum does not have a parking lot.

##### **Visitation Norms**

Students can experience the art with their eyes and minds, but not hands. Hands have natural oils on them, which can damage artwork and fabrics. During the hands-on activity; please ensure that students listen carefully to their facilitator. Stay with your group or chaperone at all times. Students should use only pencils for writing or sketching and should use clipboards provided and not pedestals or walls for support.

WALK, do not run, in the Museum.  
NO photography is permitted in the Museum

## Overview of Study Guide Sections:

### WHERE PLAY MEETS DESIGN

*Designing Playful Cities* will look at a broad array of strategies used by designers across the globe to create opportunities for play in our cities. These include:

**PLAYGROUNDS:** The exhibition will look at the evolution and design of spaces dedicated entirely to play, including these and other iconic projects that have helped set the standard for children's playspaces.

- The Isamu Noguchi playground in Piedmont Park in Atlanta, GA
- The Belleville Playground designed by BASE Architecture in Paris, France
- The Glamis Adventure Playground in London, England
- The Replay Park by Fletcher Studio in Atlanta, GA

**PARKLETS:** Small parks that are fit into the dense urban fabric of cities are also places of play. The exhibition will consider these and other examples:

- Person Parking by Springtime in Milan, Italy
- Park Cycle by the Rebar Group in San Francisco, CA
- Les Berges sur Seine in Paris, France

**STREETS AND PARKING LOTS:** Your mother may have told you not to play in these areas, but in *Designing a Playful City* we'll look at how designers have made play in these often off-limits places possible, looking at these and other examples:

- Stadtlounge by Carlos Martinez Ariteken in St. Gallen, Switzerland
- Potgierstraat by Carve in Amsterdam, the Netherlands
- ActiWait by Urban Intervention

**SIDEWALKS:** Sidewalks aren't just for walking and these and other examples will show how designers are turning them into fun places to hang out:

- 10 Swings by Daily Tous les Jours in Montreal, Canada
- The Hangout by Urban Conga in New Orleans, LA
- Hello Lamp Post by Tiernan Miles

**PUBLIC TRANSPORTATION:** Getting to work or school doesn't have to be a drag! Your commute can be a time to play as these projects demonstrate:

- Overvecht Slide by HIK Ontwerpes in Utrecht, the Netherlands
- Piano Stairs by Volkswagen in Stockholm, Sweden
- Bus by mmmm...in Baltimore, MD

**BUILDINGS AND FURNITURE:** The way we live and work can inspire play as well and these examples show how designers are making our workplaces and living spaces fun:

- Bushwaffle by Rebar Group
- Modified Social Benches by Jeppe Hein
- Maritime Youth House by PLOT in Copenhagen, Denmark
- Playtower for Swarovski Kristallwelten by Snohetta in Wattens, Austria

## **A PRODUCTIVE TRIP FOR YOUR CLASS**

Design is a process that is informed by user needs and conversations with others. We want to design a field trip that fits your needs, that ties into conversations you are already having with your students, and that revolves around students' discussions.

We've compiled a list of GA Standards of Excellence paired with overarching themes in *Designing Playful Cities* below.

### **SOCIAL STUDIES STANDARDS**

**SSWG6 d.** Describe and explain causes and consequences of the worldwide trend towards urbanization in terms of development (e.g., changing employment patterns, urban sprawl, squatter settlements, and gentrification).

**SSWH15** Describe the impact of industrialization and urbanization.

### **HEALTH STANDARDS**

The exhibition meets most Health Standards through its innovative approach to inspire divergent thinking and agency in the realm of imagining and designing for empowering spaces of increased play and health. National Health Standards 2, 5, 7, and 8 are addressed in MODA's unique design conversation field trips.

**Standard 2:** Students will analyze the influence of family, peers, culture, media, technology, and other factors on health behaviors.

**Standard 5:** Students will demonstrate the ability to use decision-making skills to enhance health.

**Standard 7:** Students will demonstrate the ability to practice health enhancing behaviors and avoid or reduce health risks.

**Standard 8:** Students will demonstrate the ability to advocate for personal, family, and community health.

## PHYSICAL EDUCATION STANDARDS

Physical Education Standards listed are met for all grades. A key point of discussion will be how importance of physical activities and how design can innovate and expand on opportunities for physical activities. The exhibition will offer numerous interactive examples that will prompt exploration of the use of movement concepts in new ways.

**Standard 2:** Demonstrates understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities. The exhibition will expand on Standard 3 in that it will challenge learners to design new and playful ways to increase physical activities.

**Standard 3:** Participates regularly in physical activity. The exhibition will focus on the social behavior component of Standard 5 and potential leadership aspects of being versed in designing for healthy play.

**Standard 5:** Exhibits responsible personal and social behavior that respects self and others in physical activity. The exhibition will empower students to further seek and own new expressions of physical activity.

**Standard 6:** Values physical activity for health, enjoyment, challenge, self-expression, and/or social interaction.