



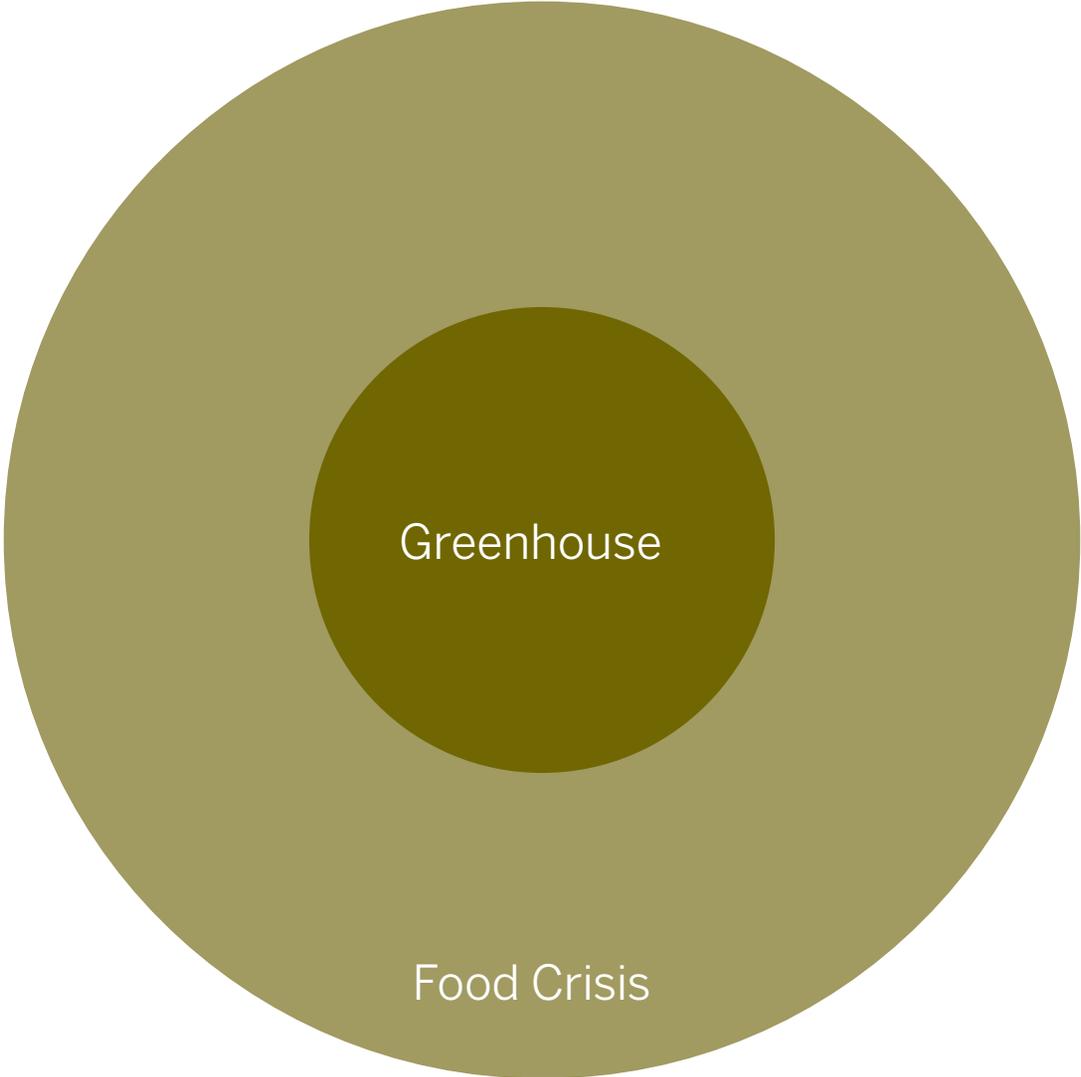
**Crisis: We don't know
where our food comes
from**

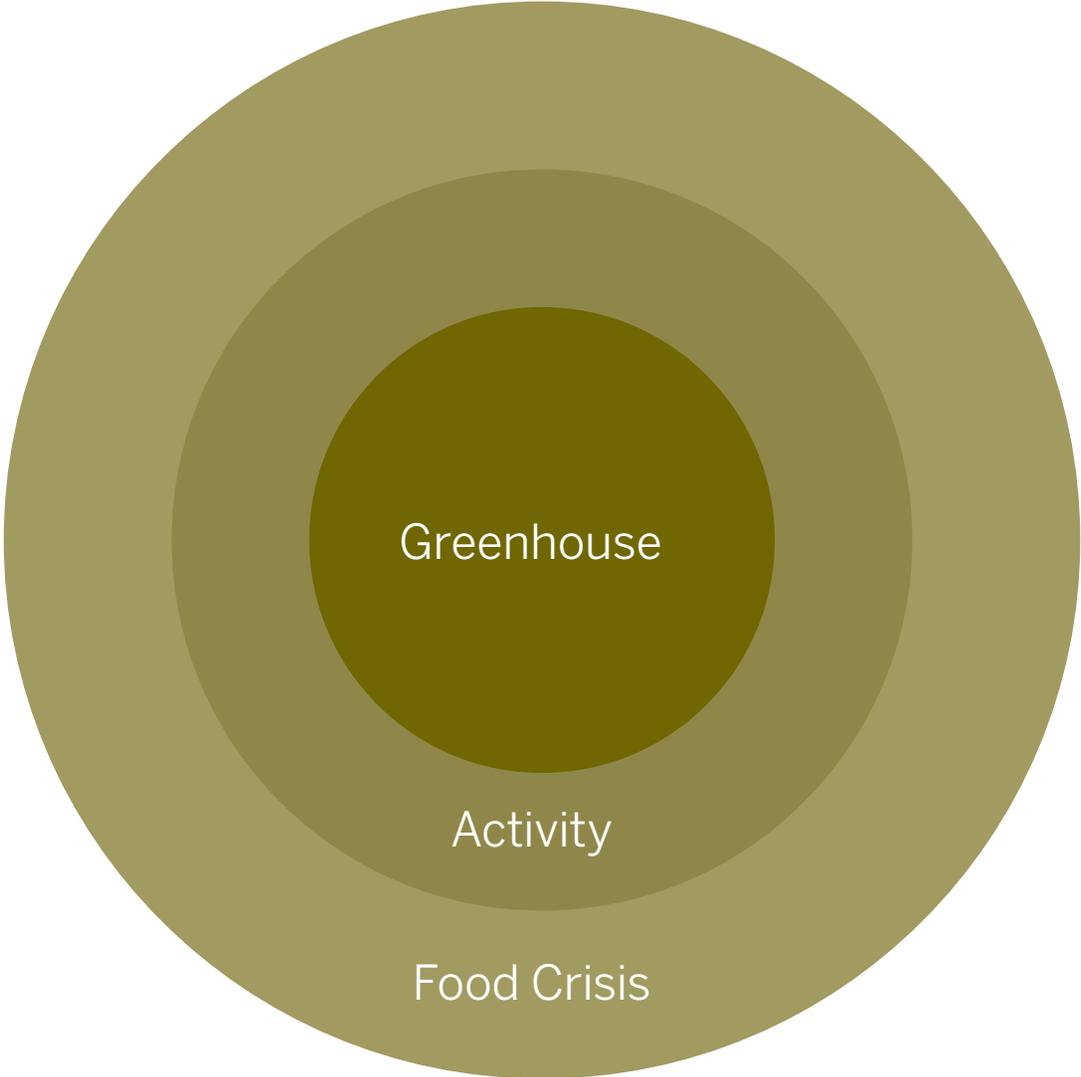
So a project to build a greenhouse is as much about revealing food as it about architecture.

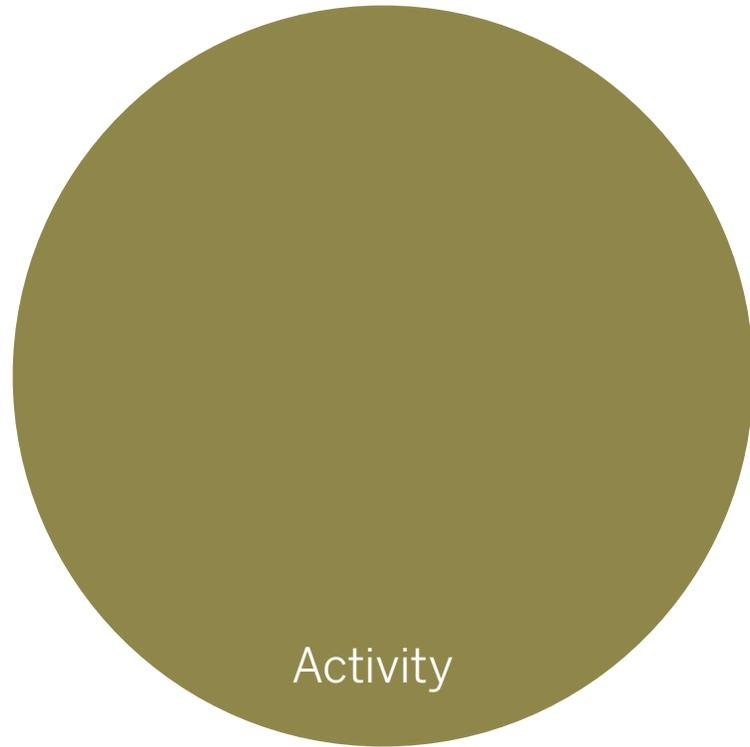




Greenhouse







Activity

Play

CONCEPT

Play with your food



How do we make it
surprising and revealing
for kids?

CONCEPT STATEMENT

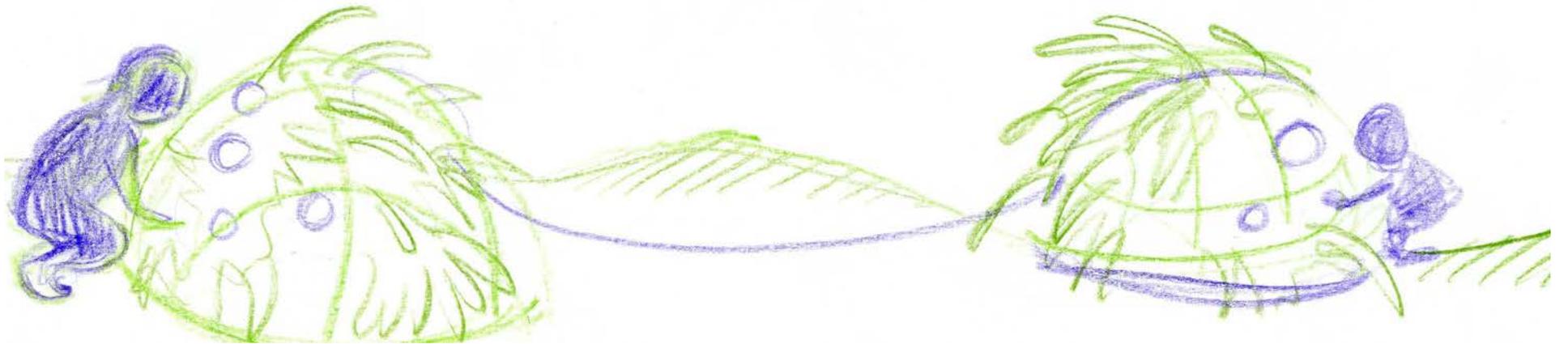
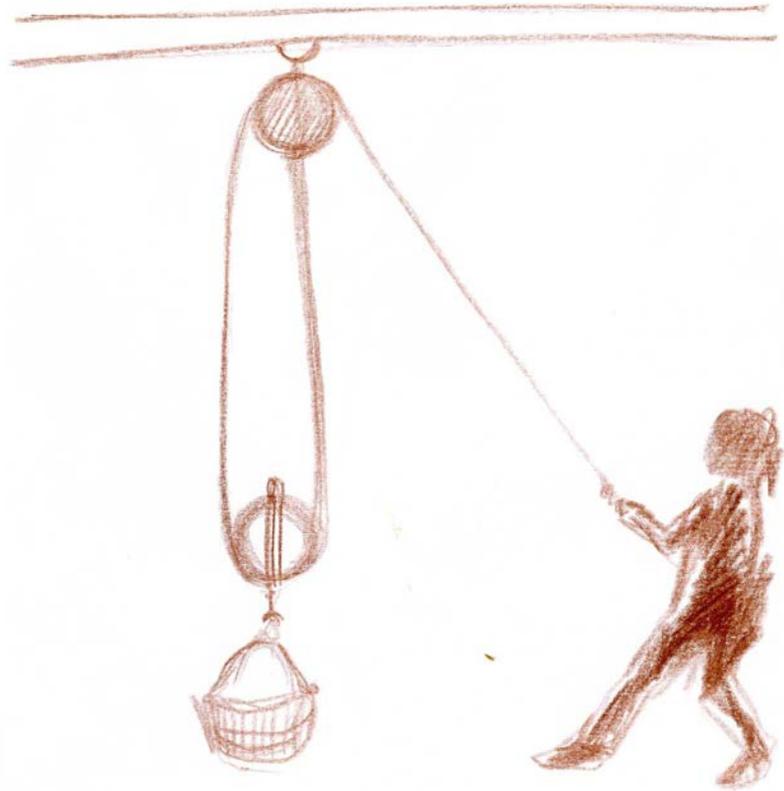
At the Brickworks Children's Greenhouse we want kids to play with their food. To play with it they need to grow it themselves. Through playing, participating and practicing, children can nurture a garden of their own while learning the importance of plants and animals in the ecosystem.

CONSIDERATIONS

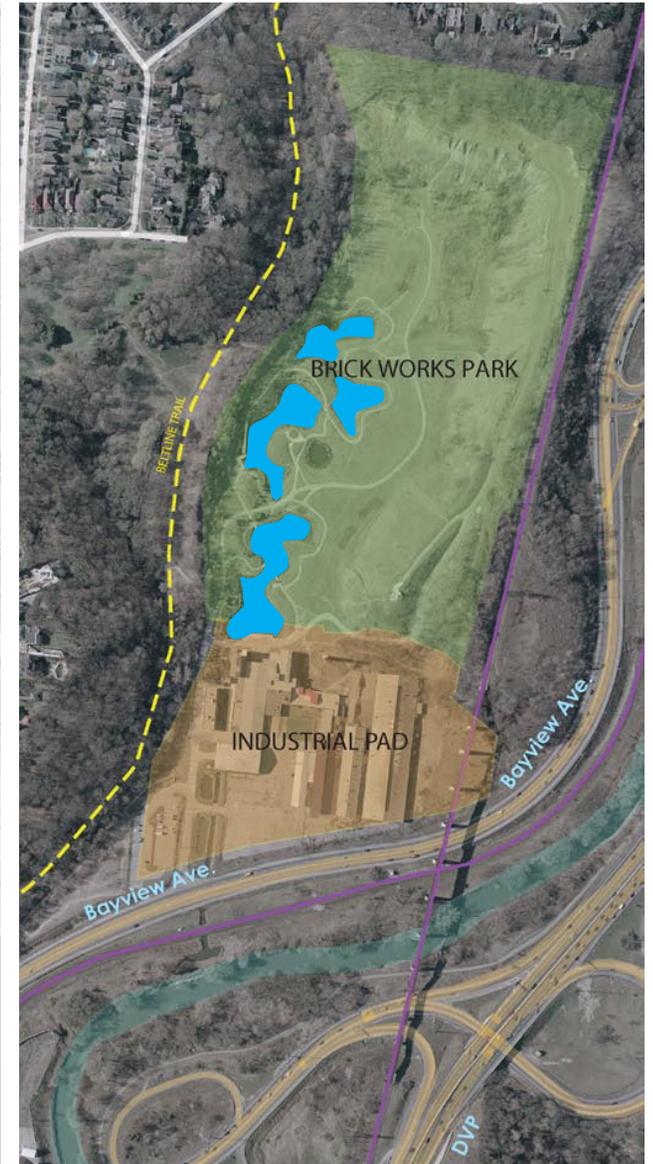
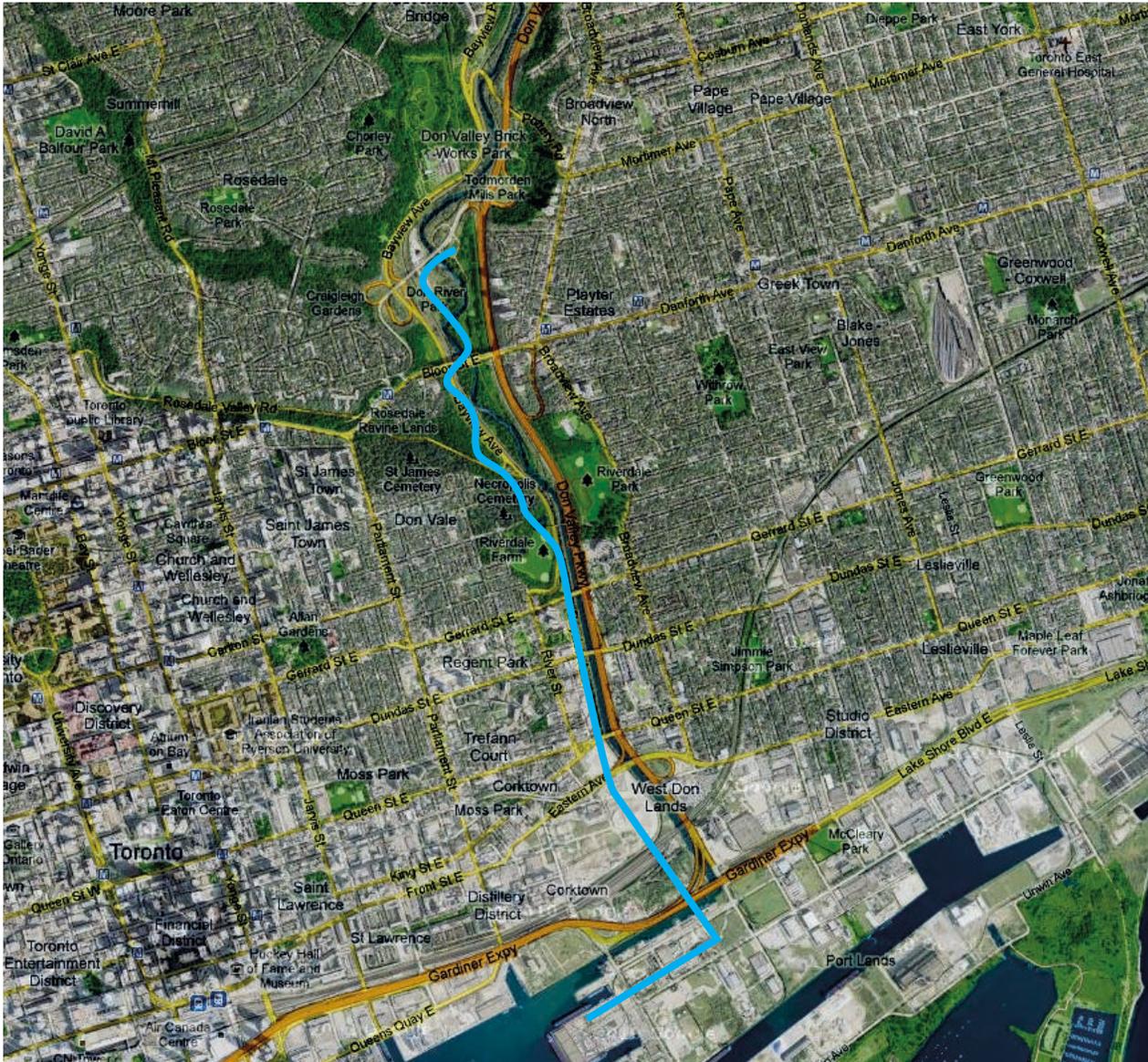
- User needs
- Universal design principles
- Programming

1. A greenhouse concept where food that's grown is close to food that's eaten.

2. The experience of growing food-- the sound, the smells, the tactility, the mechanics-- brought to life through play.



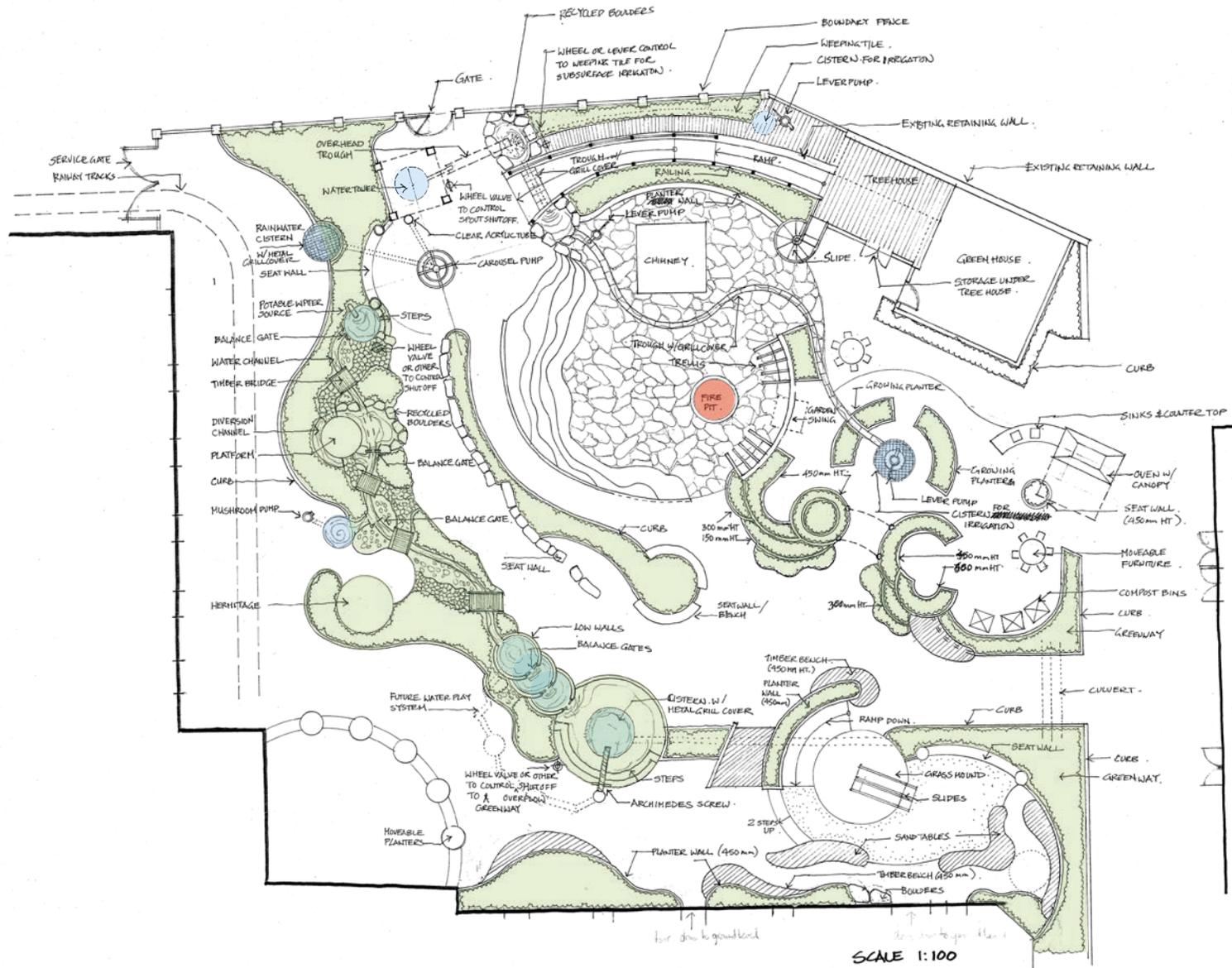
EXISTING SITE ANALYSIS (GTA)



LOCATION OF SITE



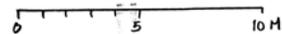
CURRENT SITE



CONCEPT MASTER PLAN - WORK IN PROGRESS.

FORREC LTD.

APRIL 6, 2010



OTHER SITE CONSIDERATIONS

HERITAGE

- Maintaining the historical integrity

CHILDRENS EXPERIENCE

- Create a safe, fun, and interactive learning environment
- Inspiring kids to get outside and be creative

FOOD & NUTRITION

- Allow kids to become ambassadors for healthy eating
- Providing access to public places for recreation, growing food.

EDUCATIONAL

- Effective on site management of waste
- Attention to water management strategies
- Re-circulating nutrients on site

RELATIONSHIPS THROUGH PROGRAMMING

YEAR ROUND

Children as Ambassadors
Trade Shows
Membership Cards
Food Samples
Cultural Events
Sound Experience

SPRING

Easter Egg Hunt
Planting
Arts & Crafts
Bug Hunts
Butterfly Watching
Bird Watching
Sensory Garden
Scavenger Hunts
Soil Investigation

WINTER

Worm Composting
Nutrition Sessions
Christmas Party
Tradeshows
Hands on Tip Sessions
Growing Program

SUMMER

Planting
Drama/Music
Puppet Theatre
Garden Crafts
Engaging Events
Children's Concerts

FALL

Harvesting
Egg Collection
Educational Competitions
Garden Crafts
School Events
Growing Program



PROPOSED GREENHOUSE (EXTERNAL)



Copper Roof



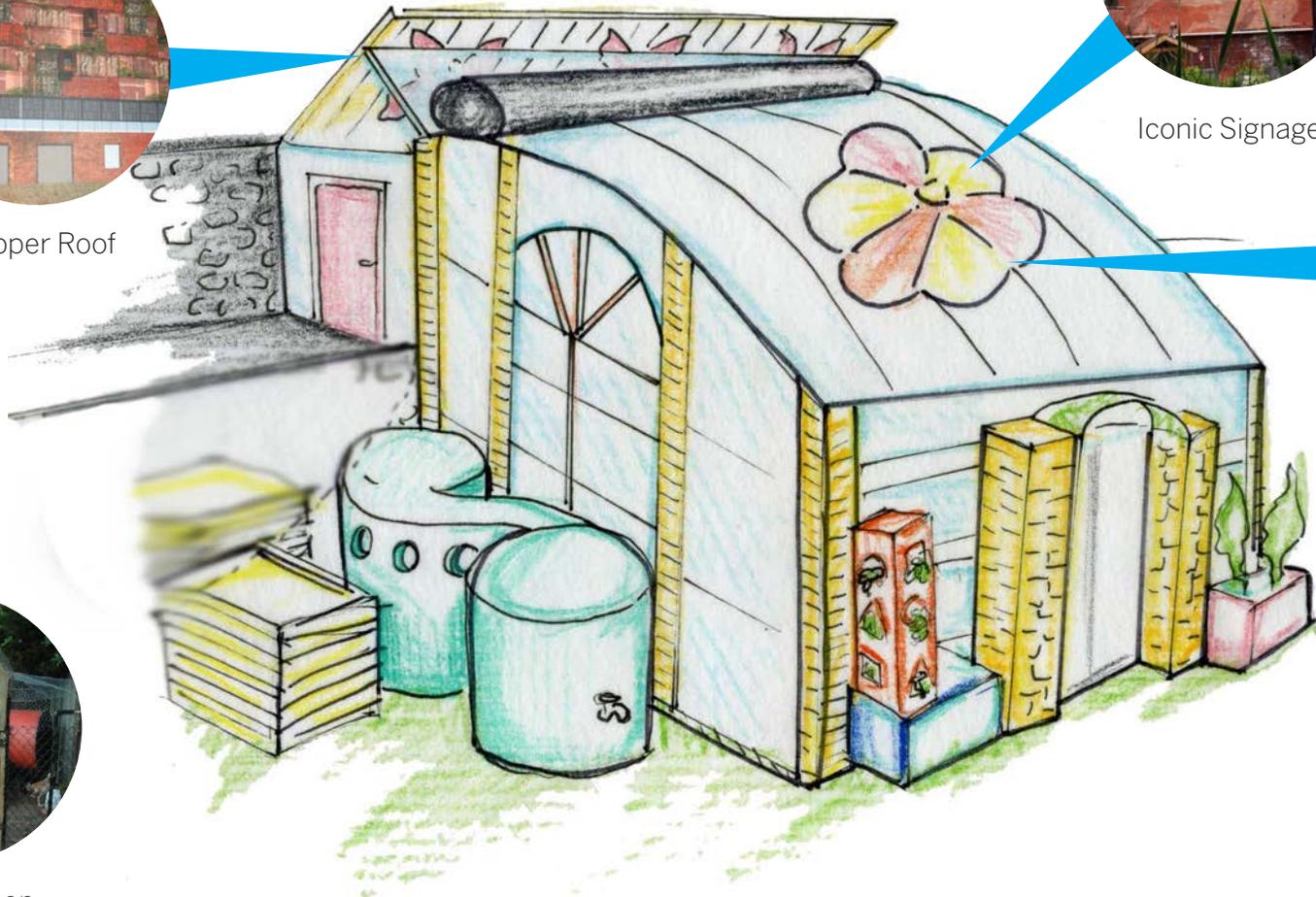
Iconic Signage



Stained Glass Window & Rainwater

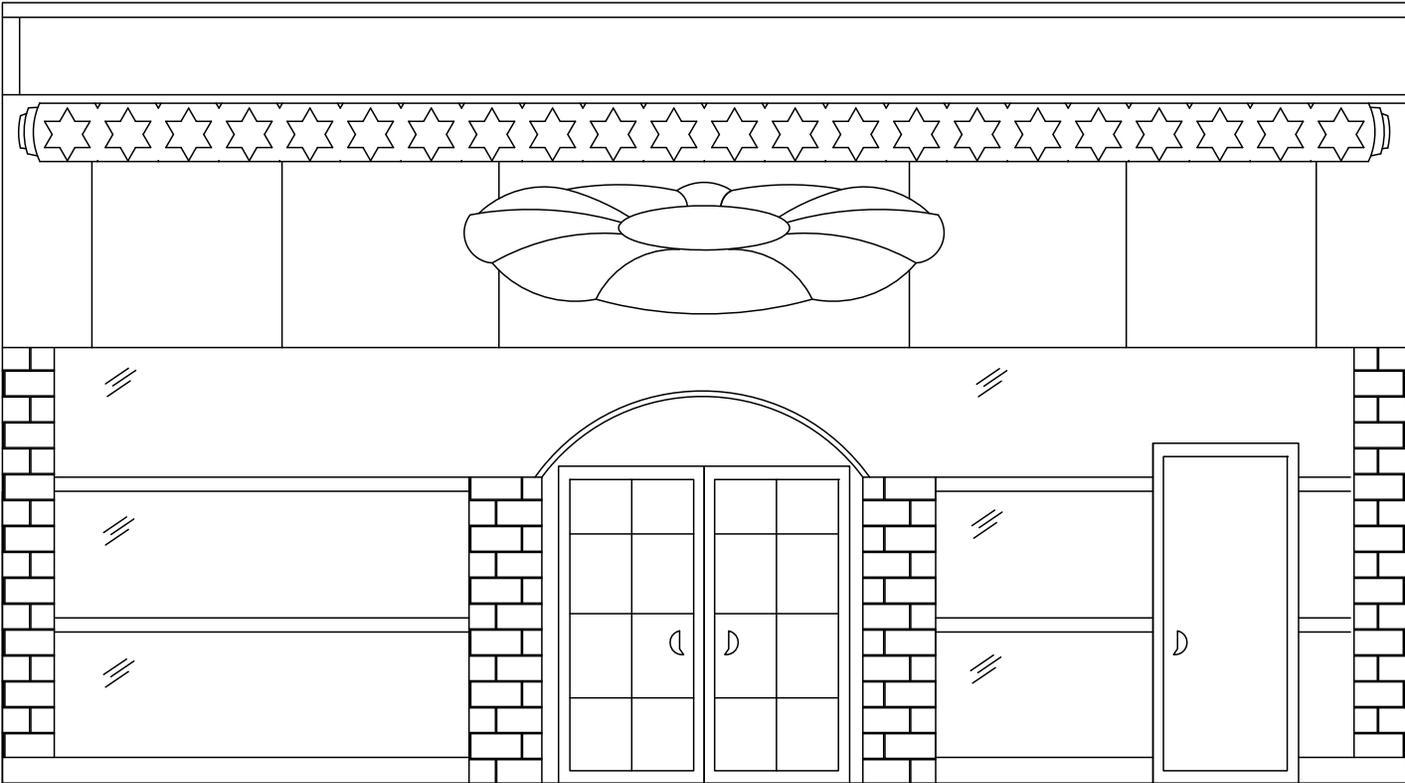


Chicken Coop

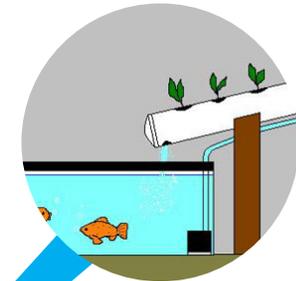
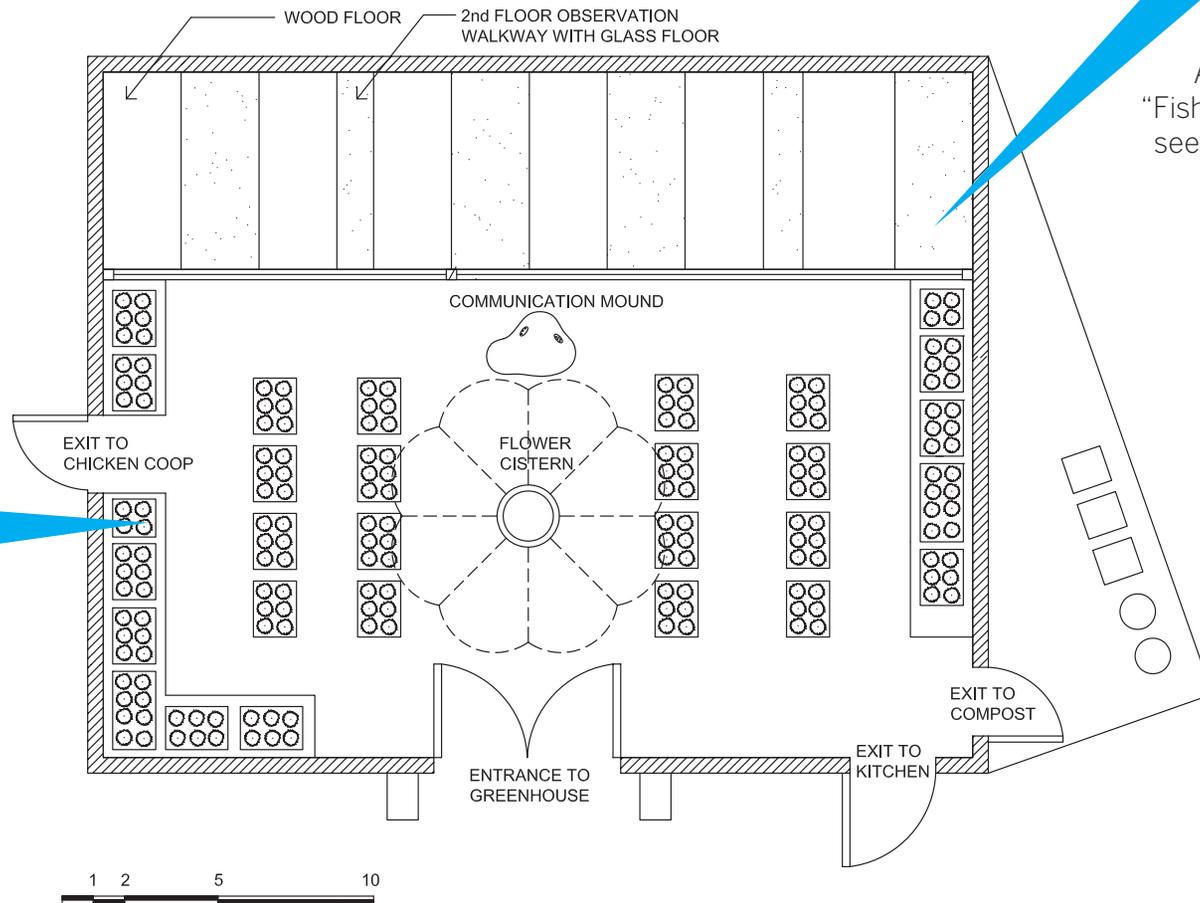


Secret Garden Entrance

PROPOSED GREENHOUSE (ELEVATION)



PROPOSED GREENHOUSE (INTERNAL)



Aquaponics
"Fish are cool. I'd go see them" - Jamie



Organic Shaped Planters
"I like to climb up and to crawl under the ground"
- Jamie



Kinetic
"Can you make things fun?" - Jamie

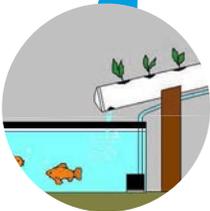
SCHEMATICS
WATER



Water Collection

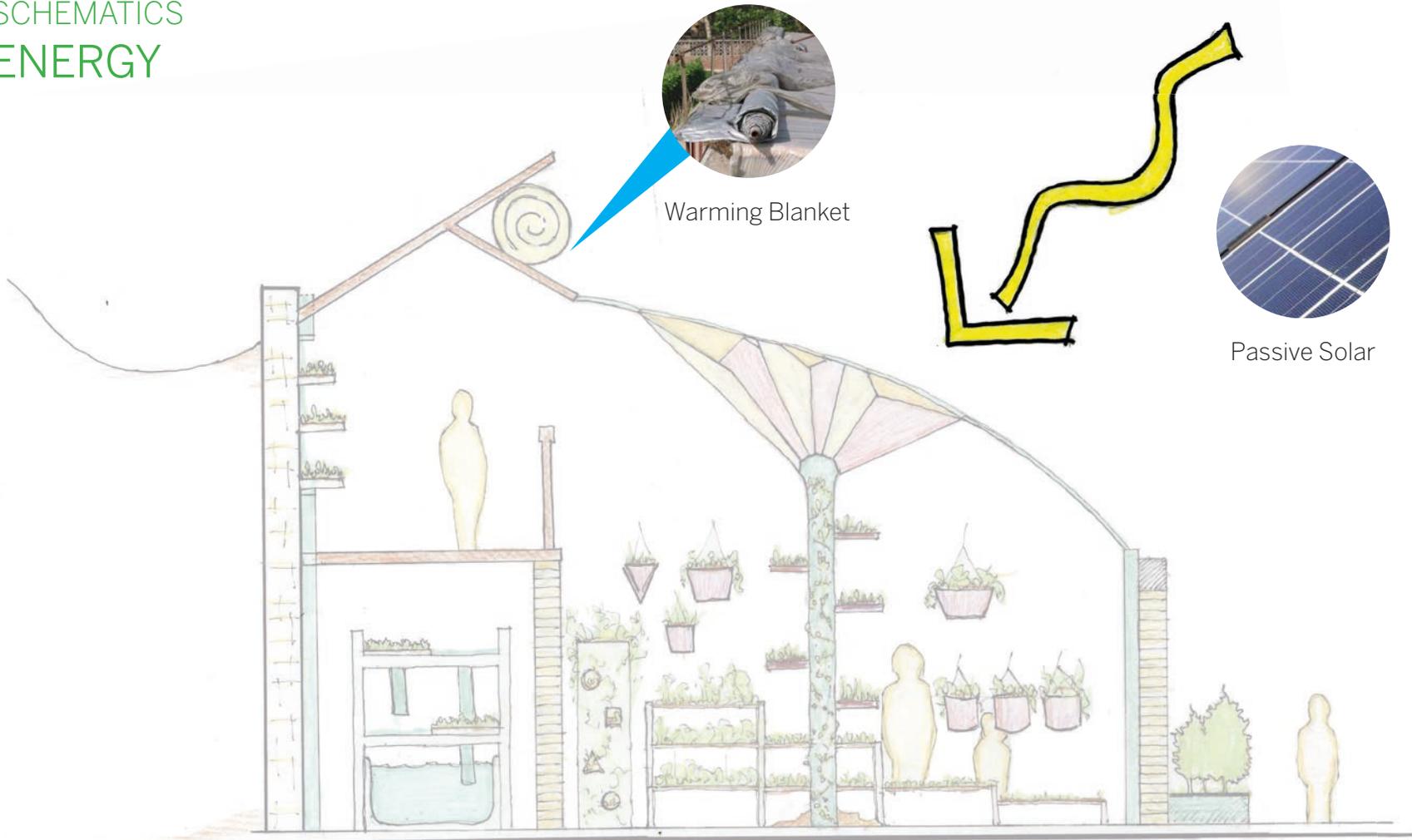


Living Wall



Aquaponics

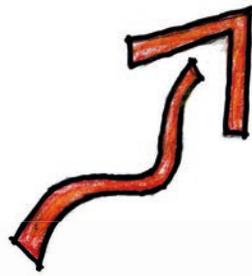
SCHEMATICS
ENERGY



Warming Blanket



Passive Solar



Vermacomposting (Worms)

SCHEMATICS
FOOD > WASTE



SWOT ANALYSIS

STRENGTHS

- Sustainable Design
- Uses Solar Energy Effectively
- Interactive and Vibrant
- Good use of outdoor space
- Flow between features is smooth
- Interesting and interactive
- Educational

WEAKNESSES

- Limited amount of light at certain times of day
- Not all areas are wheelchair accessible
- Potential for leaks is there
- Limited space inside so no extremely large groups

OPPORTUNITIES

- Expansion of outdoor seating
- Integration of Board of Education Curriculum

THREATS

- Predation/Security of chicken coop
- Cost of building flower water feature

PHASING STRATEGY

PHASE 1: DEPENDENT

- Programming that can be easily implemented into built environment
- Require little funding, but initiate feedback cycle
- Example: children planting and sowing seeds
- Result: Garden begins to expand and prosper.

PHASE 2: TRANSITION PHASE

- Greenhouse beginning to be incorporated with surroundings
- Example: Making using of the kitchen to cook the crops
- Example: Children return to see their plant's progress
- Seeds preserved to create new seasons
- As Chickens mature, eggs can be used for programming.
- Example – Easter Egg Hunts; Egg Decoration

PHASE 3: SELF-SUFFICIENT

- Natural growth cycle in the Greenhouse
- Tilapia or similar fish can now be introduced to create an aquaponic environment.
- Result: A fully-functional, self contained system which offers a wide array of educational and interactive opportunities.



TEAM PHOTO



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