



Design Speaks.

Old School / New School

Session 2 – Child's Play: Designing for Early Learning

31 August 2021

LEARNING OUTCOMES

Participants who attend Old School / New School 2021 – Session 2 will be able to:

- Understand how the design of early learning centres can influence a child's relationship to education.

AACA Competency: Design; Conceptual Design: 3.1; 3.3

- Compare case study early learning projects that are designed to encourage both moments of problem solving and play.

AACA Competency: Design; Detailed Design: 5.1

- Recall findings from the research presented in this session that address the educational needs of our youngest students.

AACA Competency: Design; Schematic Design: 4.4

FORMAL ASSESSMENT

- How can the incorporation of "play" in the design of an early learning centre assist a young student's development of problem solving capabilities?
- What is an example of an international design strategy discussed in this session that could be adapted to an Australian early learning centre?
- What are two new considerations for early learning design that have arisen in recent years?
- Recall a specific speaker that challenged you to think differently about early learning design in Australia.
- Were issues raised that you feel require further discussion or exploration?
- Describe how the material presented in this session will directly influence your design practice.

NOTE:

Attendance certificates will be issued via email from 4 October 2021, pending verification of your attendance by the platform's analytics. This is not an automated process, so please allow time for these to be issued.

DS. 2 Formal CPD Points
