

Design Speaks Collection Season One.

Child's Play: Designing for Early Learning

May – August 2022

LEARNING OUTCOMES

Participants who attend Child's Play: Designing for Early Learning (Design Speaks Collection Season One 2022) will be able to:

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

AACA Competency: Project Initiation and Conceptual Design; PC25, PC26.

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

AACA Competency: Project Initiation and Conceptual Design; PC19, PC24.

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

AACA Competency: Project Initiation and Conceptual Design; PC18, PC28.

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 15 August 2022 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