

SECONDARY RESOURCES



Changing Places Task

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Aim: Investigate the management and planning of Australia's Urban Future in the context of the Altitude Aspire Estate

You are an architect who has been asked to design the grand plan for a medium density development and shared open space parkland at Altitude Aspire Estate so that it satisfies as many stakeholder's interests as possible.

Your challenge is to:

1. Create a detailed map of what is to be included in terms of medium density in the Altitude Aspire Estate. <http://www.altitudeaspire.com.au/masterplan.html>

You may include areas such as:

- Commercial enterprises such as shopping centres and office rental space
- Housing such as townhouses /duplex /units
- Special purpose – aged care facilities, child care centres?
- What will be included specifically in the parkland in the estate? A purpose facility? Types of plants to attract native animals and environmental buffers...

2. Design a facility that everyone can use in the open space centre that will most accommodate the residents of the space and ensure that the space will be used by all stake holders. Include a sketch up of design features of this facility.

Your performance will be evaluated in term of how well you explain your creation in terms of the following responsibilities:

- Economic
- Social
- Environmental

To do each of these tasks, you will use the solution fluency as framework below to help you arrive at the solution to your problem.

What are the problems you need to solve?



Define

In order for us to be able to solve a problem, we have to clearly define what the problem is first. We must decide exactly what it is that needs to be solved, and give proper context to the problem.

What information do you need to find out to solve your problem?



Discover

Discovery is the stage of research, gathering, and then analysing knowledge. It gives the problem context so that we can identify with it easier, and come up with the best solution possible.

What are the possibilities after what you have found out? What are the limits to these possibilities?



Dream

In the Dream stage, we open the heart and mind to possibilities and visions of a solution the way we wish to see it. This phase of Solution Fluency is about imagination, extrapolation, and visualisation.

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Now design your detailed map and community facility.
What do you need to include in your design?



Design

In the Design phase we begin utilising gathered knowledge to synthesise solutions. We create goals and milestones, assign team roles, and create systems of accountability for the team as a whole.

How will you present the information to the class?



Deliver

The Deliver phase happens in two separate stages-- Produce and Publish. It involves both completing the solution (Produce), and then making the actual presentation or demonstration (Publish).

Now evaluate what you have done. What would you do differently once you have seen everyone else's proposals?



Debrief

The students look at their project from beginning to end and really get to own their learning. They determine what could have been done better and ways they could improve their problem-solving approach in similar situations.



Civic Square, Wellington NZ. Source: Wikimedia Commons

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