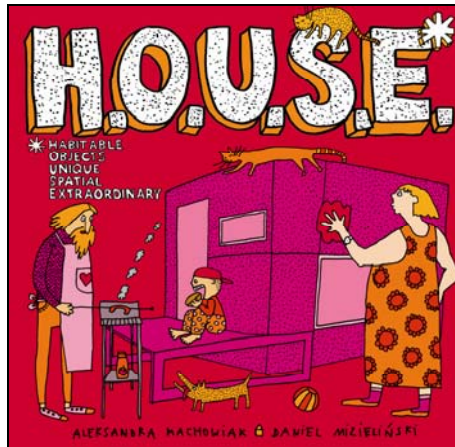


Teaching Notes

H.O.U.S.E. by Aleksandra Machowiak and Daniel Mizieliński



Synopsis

A book about contemporary architecture. It presents drawings and diagrams of 35 unusual and practical houses from around the world designed by prominent architects.

Author and Illustrator: Aleksandra Machowiak and Daniel Mizieliński have a graphic design studio called Hipopotam.

Theme

H.O.U.S.E. shows that home design is limited only by our imaginations. A house can be much more than a boring cube that is a blot on the environment. Well designed homes can be in harmony with the environment, can meet people's basic needs, and can also be enormous fun to live in.

Activities

1. Choose your favourite house in the book. Explain why you like it and why you would like to live in it.
2. Choose a favourite house and invent characters to live in it (such as the UFO house, page 66). Write a story about the characters (people, animals, aliens) based in their home.

3. There are many possible starting points for these house designs including: an unusual place; an object or shape (eg. Moon house); a special need; an existing structure; climate conditions; cultural features; and cost. Find an example of each in the book. Design your own 'ideal' house using one of these starting points. Draw external and internal diagrams.
4. Group activity: students take different roles such as architect; builder; interior designer; energy engineer. Each group designs their part of a house and the parts are then amalgamated.
5. What makes a house a home? Brainstorm the features of a comfortable, people-friendly home. Invent an acronym for home using the letters H.O.M.E.
6. Identify houses in the book made from existing structures. Find an abandoned structure in your area and design a house that incorporates it.
7. Read about the history of houses. Create a timeline that shows how houses have changed in size, materials used, and facilities.
8. Visit a building construction site and draw the parts of a construction system and observe the different technologies used.
9. Create a poster of the house you and your family live in, using a diagram style similar to *H.O.U.S.E.*
10. Design some unusual desks for a classroom and make a book similar to *H.O.U.S.E.*
11. Identify houses in the book made of natural materials. Find some of these natural materials and build a model house from them.
12. For advanced students:
 - * Identify some of the 'green' houses in the book. What features make them friendly to the environment? Are these used in your city or town?

* Arrange for a visit from a builder, architect, or engineer to explain building plans.

* Work through a real-life building proposal, such as the construction of a room, an extension, a house or shed. Then assess the needs, allocate responsibilities, produce working drawings and a scale model of the completed project.

* Research building methods used in New Zealand, including the materials, techniques, design features, and environmental conditions.

* Design a house of the future.