

UN SCHOOL COPENHAGEN

MANIFESTO

The world is facing a huge learning crisis. Education systems have become so generic and systemic that it doesn't provide personal, innovative and optimized care to its pupils. While countries have significantly increased access to education, being in school isn't the same thing as learning. Worldwide, hundreds of millions of children reach young adulthood without even the most basic skills like calculating the correct change from a transaction, reading a doctor's instructions, or understanding a bus schedule—let alone building a fulfilling career or educating their children.

Education is at the center of building human capital. Delivered well, education – along with the human capital it generates – benefits individuals and societies. But Pedagogy faces a real test in today's times for it has remained very stagnant and rigid in its discourse. One big reason the learning crisis persists is that many education systems across the developing world have little information on who is learning and who is not. And with uncertainty about the kinds of skills the jobs of the future will require, schools and teachers must prepare students with more than basic reading and writing skills. Students need to be able to interpret information, form opinions, be creative, communicate well, collaborate, and be resilient.

Schools are supposed to be the real 'Innovation Incubators' that shape children of the future. Schools ought to inspire wonder, creativity and innovation through teaching and learning. Schools should offer welcoming environments that instill confidence to pursue our dreams and interests. Schooling environment, since the industrial revolution has done very little to revamp their gloomy, isolated and lifeless spaces. Cognitive capacities are affected by the architectural attributes and spatiality of a school environment. The first reform in a knowledge center should be improving its spatial quality, in order to maximize the learning potential of a child by easing the pressures of a formal and imposing built environment around him.

The competition seeks the creation of a 'school for the future' (age group 5-12) that completely negates the regularized building typology of existing ones. The competition seeks to radicalize the school system through architecture not only in terms of improving the quality of study environment but revamping the system and breaking all the physical and metaphorical class divisions into an entirely new school system. The participants should devise new pedagogical systems that would negate the generic teaching strategies and give more importance to personal interests and aspirations of the students. The competition seeks ideas from participants to create a fun environment for a middle school that understands the individual needs of each child yet being very collaborative in nature.

Architecture affects our intellect and emotions, influences our performance and motivates achievement — mostly on a subliminal basis. The competition seeks to create an inter-generational learning space with a very informal and fun appeal to it. The idea of the competition is to break away from a rigid, static and boring built environment of a school and move towards versatile and flexible learning spaces that allow their reuse for any possible purpose. All the

spaces should provide a different experience to the students in terms of their built quality, aesthetics, color, form and overall spatiality. Incorporate environment and landscape in a school block in a more 'meaningful' and dynamic fashion.

The architecture competition should strive to create a school that allows the environment to teach, inspire and shape the identity of the people who operate in it. The landscaped zone in the school must not be limited to playfields and lawns but should try to merge into the learning spaces in a permeable fashion.

SITE AND PROGRAM

Copenhagen is an exemplary city that is leading the world cities on matters of environmental, healthcare and education policy. The city is quickly growing into the intellectual and cultural core of the world. The site for the competition is located in Hekla Park, Copenhagen and aims to create an exemplary prototype for all the new world schooling systems to follow.

The highlighted area in the site plan are the site limits.

• **Location: Hekla Park**

• **Google Earth: Latitude: Longitude:**

• **Site Area:**

The program should be true to the concept and spirit of a middle school (for children between 5-12 years). The participants are advised to take a maximum capacity of 60 students per age group and 500 students for the entire school.

Following are the programmatical features that are to be provided in the proposal for the school. The size, proportions and number of facilities are left to the participant's discretion and imagination. Competitors are encouraged to design and propose any kind of innovative and intuitive program or function in addition and extension to the following list of functions, but with an argumentated necessity. Keeping in mind the paucity of space in today's times, explore the possibility of designing multifunctional and dynamic spaces.

LEARNING SPACES:

The participants should redefine the learning zones according to their design concept. The learning spaces could range from individual silent learning in a quiet place or collaborative work on a project with or without a facilitator (teacher, staff member or a senior). Each space contains a range of resources including IT, presentation and performance spaces, and seminar rooms which provide the opportunity for tutor-to-learner support. All areas and resources in the centers are bookable. Following leads can be taken into consideration:

- Group teaching spaces
- Technology enabled self-learning space
- Customized learning spaces
- Learning clusters

AUXILIARY SPACES:

Apart from the learning zone, the participants must incorporate the service facilities that are pre-requisite for running a school. Following leads can be taken into consideration:

- Staff Section
- Administrative Section
- Canteen
- Public Utilities
- Sports facilities

**Note:*

.There are no height restrictions above and below the ground.

Trees can be retained/ removed as per participant's design concept.

Please refer to the AUTOCAD file for the exact sizes

Ignore any existing structure on the site

PRIZES

Prizes worth EUR 2500 are up for claim with the distribution as follows:

FIRST PRIZE: EUR 1200

SECOND PRIZE: EUR 800

THIRD PRIZE: EUR 500

Apart from the winners, the jury will select '10 Editors' Choices' who will be featured on our website and several other international magazines and websites across the world. The winners and Editors' Choices will be provided with an honorary certificate.

REGISTRATION

The competition is open to everyone in the world (architects, students, engineers etc.). You can participate individually or in a team. A team can have a maximum of three members only.

Early registration: - 1st November 2019- 30th November 2019

- For foreign nationals: 40 EUR PER TEAM
- For Indian nationals: 1200 INR PER TEAM

Standard registration: - 1st December 2019- 31st January 2020

- For foreign nationals: 60 EUR PER TEAM

•For Indian nationals: 1500 INR PER TEAM

Late registration: - 1st February 2020- 28th February 2020

•For foreign nationals: 80 EUR PER TEAM

•For Indian nationals: 1800 INR PER TEAM

Submission deadline: 29th February 2020

Result: 25th March 2020

*All deadlines are 11:59 PM- 00:00 IST (India)

GROUP DISCOUNT

As a part of our initiative to encourage more student participation, we offer great discounts if a minimum of 5 teams register from one particular architecture school/university. Contact us at queries@switchcompetition.com to avail the offer.

SUBMISSION REQUIREMENTS

Proposal to be presented on **ONE LANDSCAPE ORIENTED A1 SHEET**.

TEAMCODE to be mentioned on the **TOP RIGHT-HAND CORNER** of the sheet.

Proposal **MUST NOT** include **ANY INFORMATION** (Name, Organization, School etc.) that may give away your identity.

All text must be in **ENGLISH**, with a **MAXIMUM** of 250 **WORDS** for project explanation. Proposal may be presented using any technique of your choice (sketches, diagrams, 3D visualizations, model photos, CAD drawings, etc.).

Submission Format:

Submission to be sent via email to: **submission@switchcompetition.com**

TEAMCODE must be the subject of the email.

MAXIMUM FILE SIZE: 8MB

NAME OF THE FILE: CBSXXXX(TEAMCODE).jpeg

FAQ

All the questions related to the competition can be mailed to **queries@switchcompetition.com** with 'FAQ' as the subject.

REGULATIONS

- Switch reserves the right to modify the competition schedule if deemed necessary.
- Participant teams will be disqualified if any of the competition rules or submission requirements are not considered. Participation assumes acceptance of the regulations.
- Team code is the only means of identification of a team as it is an anonymous competition.
- The official language of the competition is English.
- The registration fee is non-refundable.
- Contacting the Jury is prohibited.

TERMS AND CONDITIONS

Please see the terms and conditions section on www.switchcompetition.com

DISCLAIMER

This is an open international competition hosted by Switch to generate progressive design ideas. There are no plans for any proposal to be built. The competition is organized for education purpose only.

OTHER DETAILS

Website: www.switchcompetition.com

Facebook: www.facebook.com/switchcompetition

Instagram: www.instagram.com/switchcompetition