



**UG3 - The Bartlett School of Architecture
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Knowledge and skills exchange at the Kings Cross skip garden

This year UG3 will embark on a novel mission. We will be working at 1:1 on a real site and to a real brief.

Forget university - welcome to the real world!

ARCHITECTS

In his book *Words and Buildings* Adrian Forty explains the emergence of the architectural profession as we know it. Before the 14th century, architects worked as makers amongst other craftsmen. The ability to draw acquired during the Italian Renaissance allowed architects to take on a supervising role, remote from the site of construction.

The role of the architect has once again changed fundamentally during the last decade. Technological progress and environmental changes have introduced a whole new set of parameters into architectural practice. And there is a definite sense of accountability. Resources are scarce, climate change is a reality. Our work must consider today as well as tomorrow. Design has evolved from the endeavour of the lone genius into a tool for engagement and dialogue, empowering communities all over to contribute towards the shaping of their city.

MAKING

Gone are the days where the word architecture merely described an inanimate object. The age-old tools of the trade are blunt and many young architects are realizing that drawing is a solitary pursuit. Some of the most innovative practices today use making, performance and event to engage others in their spatial practice. Making at 1:1 is about a process of learning by encounter that is true to

how cities are experienced and what makes them a generator for change. Making is a strategy for provoking ideas and responses from the community. Making can generate design solutions that are immensely specific to their site are sustainable and can accommodate change.

Innovation often occurs at the intersection between two working methods. We expect that you combine digital and analogue fabrication methods, functional with preposterous design solutions, making with drawing, photography with scientific research, video work with sketch models. This year your portfolio will be limited to 36 pages. In addition a daily research diary will informally record aborted missions and discarded designs alongside your emerging ideas and technological innovations.

SITE

Outside the mushrooming metropolis is gradually colonizing the last remaining patches of the wasteland. Lorries thunder down the access roads. A forest of cranes at work, pre-cast facade elements flying through the air, the age-old wall along the canal coming down in a cloud of dust. In the background the station's PA system wailing across the scarred landscape. Progress is marching on relentlessly, new housing, new offices, new shops, faster, bigger, better...

Inside the timber hoarding, beehives buzzing in the warm September sun. The air infused with the delicate smell of fresh bread from the stone ovens. Some children in school uniform gathered around the herb garden, happy, chattering. A bearded man explains about crop rotation and the pedal-powered irrigation system. In the background apple trees laden with fruit ready for harvest. Someone arranges lunch for everyone. We are at the King's Cross skip garden.

| project | week | activity |
|------------------|---------------------------|--------------------------------------|
| STRATEGY | 29/09 | research pin-up/seminar 1: gardening |
| | 06/10 | strategy pin-up |
| | 13/10 | tutorial/seminar 2: carpentry |
| PROTOTYPE | 20/10 | tutorial/seminar 3: sanitation |
| | 27/10 | interim crit on site |
| | 03/11 | tutorial/seminar 4: electrics |
| | 10/11 | cross crits @ Bartlett |
| | 17/11 | road trip to Rural Studio |
| | 24/11 | road trip to Rural Studio |
| | 01/12 | tutorial/seminar 5: concrete |
| | 08/12 | tutorial/seminar 6: straw |
| | 15/12 | tutorial/seminar 7: glass |
| | 22/12 | |
| 29/12 | | |
| 05/01 | tutorial/seminar 8: earth | |
| 12/01 | interim crit on site | |
| 19/01 | tutorial | |
| 26/01 | tutorial | |
| 02/02 | portfolio tutorial | |
| 09/02 | portfolio review | |
| 16/02 | tutorial | |
| 23/02 | tutorial | |
| 02/03 | tutorial | |
| 09/03 | tutorial | |
| 16/03 | tutorial | |
| 23/03 | crit on site | |
| 30/03 | tutorial | |
| 06/04 | | |
| 13/04 | tutorial | |
| 20/04 | tutorial | |
| 27/04 | tutorial | |
| 04/05 | final crit on site | |
| 11/05 | portfolio tutorial | |
| 18/05 | tutorial | |
| 25/05 | portfolio review 2nd year | |
| 01/06 | portfolio review 3rd year | |
| 08/06 | | |
| 15/06 | | |
| 22/06 | | |
| 29/06 | | |



1:1

Jane Riddiford, co-founder of Global Generation - the charity which runs the garden - explains her mission: "it's not about growing, it's not about food, it's not about community, it is about all these things together, the interdependencies; the dialogue; an ecology, in the middle of London" A very fragile ecology indeed. 3 times the garden has had to re-locate during the last 10 years to make room for the advancing regeneration of the area. But its transient nature is also the most important asset. Each move brings about new spatial opportunities, new ways of doing things and the chance to engage new people.

1 PROTOTYPE

Prototypes can be used to test technological systems and novel construction methods, but they can also foster dialogue and introduce a sense of ownership amongst stakeholders. On Friday we will go to site and the design for a 1:1 prototype will start to emerge, real, living and breathing.

Will you tackle the design of the classroom or can you invent a more efficient rainwater harvesting system? Can you sort the kitchen or will you introduce a zero carbon heating system? Who will design the toilets? Who can improve the workshop? The outlook platform? The office?

The only pre-condition for your involvement: You must work in dialogue, embrace people's concerns, share your vision. How can you contribute? What can you learn from the garden? What spatial assets can you realize?

In November we will embark on a road trip across Texas and Virginia. At Rural Studio we will discover innovative construction methods, engage with eccentric communes in Virginia, sample bizarre roadside architectures and camp in deep forests.

2 1:1

In January 2015 the garden is once more up for re-location. Volunteers and employees will carefully disassemble the poly tunnels. The beehives - hibernating during winter - will be taken down, the kitchen equipment and teaching materials packed-up and services carefully stripped-out for re-use later.

But this move will be different from previous moves: Bartlett's UG3 will design and build a new vision, informed by the age-old traditions of organic gardening, Global Generation's educational remit and the Bartlett's radical design agenda. Something incredible will rise out of the wasteland.

How can your working methods contribute towards a new understanding of architecture as an activity that can incrementally realize spatial opportunities? How might your project inform a new type of architecture that can change and adapt to respond to the changing needs of its occupants? Can your activities serve as a blue-print of how making can engage communities?

Join us to design & build your first building before you even leave university. It will be fast and fun. No previous expertise needed, but remember to pack your can-do attitude and expect to get your hands dirty.

* the above timeline is subject to change