

DESIGN A HOUSE

A great activity for young architects in training!

Curriculum topics:

- Problem Solving
- Planning
- Modeling
- Motor Skills
- Architecture
- Engineering

Subject: Art

Grade range:

Pre-K
K-2

Who we are:

Resource Area for Teaching (RAFT) helps educators transform the learning experience by inspiring joy through hands-on learning.

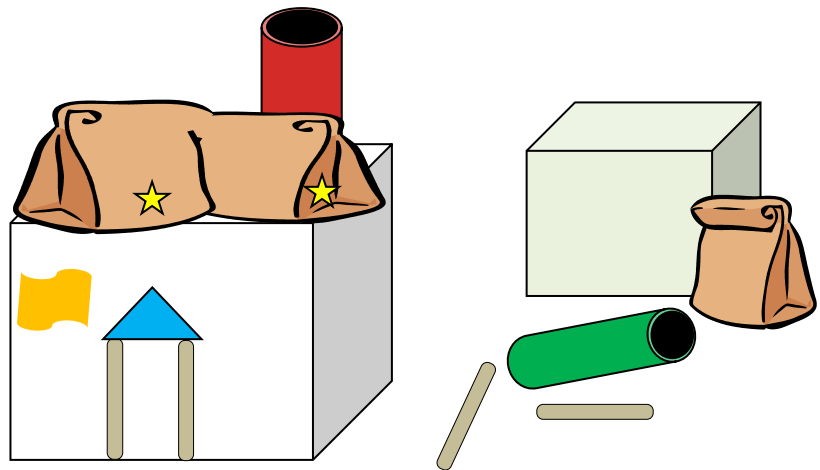
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<https://raft.net>



Explore a variety of materials and think about what is possible to build your dream house! Let your imagination go wild as you engage in the design process and think like an architect!

Materials required per student

- Jumbo craft sticks (x6)
- Regular craft stick (x6)
- Paper bags, small (x2)
- Small boxes or equivalent (x2)
- Cardboard tubes (x2)
- Variety of stickers
- Glue or tape (not included)
- Pencil (not included)
- Scissors (not included)
- Crayons and markers (not included)
- Optional: Colored or patterned paper

WARNING: CHOKING HAZARD – Small parts not for children under 3 yrs.

Content Standards:

CA Visual Arts

Generate & conceptualize artistic ideas and work:

[K.VA:Cr1.1](#)
[2.VA:Cr1.1](#)

Desired Results Development Profile (DRDP)

Gross & Fine Motor Skills, Physical Development:
[DRDP-R, 38, 40](#)

Problem Solving, Memory, and Knowledge:
[DRDP-R, 28-31](#)

NGSS

Developing Possible Solutions:
[K-2-ETS1-1](#)
[K-2-ETS1-2](#)

To do and notice

- 1** Look at the available building materials. Discuss the different elements of a house that can be seen from the outside such as doors, windows, roof, chimney, porch, and trim. Consider adding trees, grass, bushes, flowers, etc. (landscaping).
- 2** Design a plan for the house that includes the number and location of the doors, windows and the other elements discussed. Optional: draw or sketch out the plan.
- 3** Select the materials needed to build the house according to the plan and begin building the house. Examine (inspect) the house and make any desired changes (it's your house, so you can change it!).
- 4** Use crayons, markers, and stickers to decorate the house. Add other elements, such as a mailbox, house number, or other features that come to mind.

The content behind the activity

This activity provides the student the opportunity to act like an architect. Students use critical thinking skills to create an initial design. Students then build the design, evaluate the result, and make modifications, as needed

Students draw on their experience of houses to evaluate what elements they want to include in the house design. The limited resources that are available help students to develop creativity and ingenuity. As students build from their design, they develop and demonstrate both engagement and persistence.

Learn more

- Add other types of materials such as straws or wood pieces to the design.
- Write a story about the house.
- Build a house of given dimensions or one that fits in a given area.

Visit <https://raft.net> to view the following related activities!

Design A Town
Building Center
Sand Mosaic
Stack 'Em High!

Resources

- Architecture lessons for kids - <https://bit.ly/2VVn9XA>
- YouTube video (4:26), Architecture Adventure - <https://bit.ly/2XZ4i0a>