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Exploration School at Wellesley College

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The views expressed in this paper are solely those of the author.

ALEM BUKVICH

SENIOR INTEGRATIVE PROJECT:
INTERNSHIP

ARCHITECTURAL STUDIES
CONNECTICUT COLLEGE
2016



CONNECTICUT
COLLEGE

EXPLO



Summer Internship: Exploration School at Wellesley College
Interior Remodeling: *Design + Education*

Learning Through Exploration

A three-week summer program for students entering grades 8-9 on the campus of Wellesley College

Non-profit organization founded in 1976

Exceptional faculty-to-student ratio

40+ states represented

65+ countries represented

70,000+ alumni

Programs on the campuses of Yale University, Wellesley College, and Wheaton College

More than 65 course offerings (ranging from psychology to video production to abstract art to sports management)

Program Mission Statement:

“Exploration Summer Programs creates a dynamic environment of intellectual inquiry, responsible decision making, and spirited adventure.

Led by enthusiastic teachers, our students are encouraged to respect the differences that make us individuals and to find the common ground that makes us a community.

At its heart, Explo inspires students to challenge themselves, discover the world of people and ideas, and experience the joy of learning.”

Weekday Schedule

7:30	Breakfast
8:30	Morning Huddle The Morning Huddle is when students and staff meet with their living and day groups, review the day's schedule, learn about afternoon activity options, issue the day's challenge, play games, and share goals with their groups.
9:30	12:20 Courses Students take two courses in the morning, with a 20-minute passing time between courses.
12:20	Lunch
1:30	Workshops
3:00	Activity Period or Community Meeting Students choose from a listing of 10-15 different activity options each day. Approximately five times per session, Explo hosts an all-campus Community Meeting instead of activities.
4:15	5:15 Afternoon Huddle or Day Student Dismissal (Afternoon) Day students who are heading home for the night gather for a brief Afternoon Huddle and Day Student Dismissal. All residential students — and day students who choose to stay late or spend the night — take part in extended Afternoon Huddles, where they review daily goals and challenges, and participate in living and day group games and activities.

Evening Schedule

Day Students Encouraged to Stay Late + Stay Over:

To get the most out of their Explo experience, day students can stay as late as 9:30pm every day (and they can even decide to stay late that morning!). Day students can also sleep over three nights per week, getting even more of a taste of residential student life.

5:15	6:45	Independent Time Comprising the dinner hour, Independent Time is (staff supervised) chill time, when students can hang out with friends on the quad, play games, get creative in the Art Studio, or relax in the Student Lounge. During this time, students also have the chance to visit The VII, Wellesley's downtown cafés and shops, just off campus.
5:30		Dinner
6:45		Evening Huddle <i>The Evening Huddle starts with a student check-in and announcements about evening clubs and leagues, plus Main Event options. It's also a welcome chance for students to gather with their living groups and share stories from their day.</i>
7:00		Clubs + Leagues Every evening, students get together and delve into the topics they're most passionate about, including art, board games, philosophy, Community Meeting, improv, soccer, basketball, Ultimate Frisbee, reading, and Community Service/Common Good Initiatives.
8:00		Main Event In addition to the Main Event, each night students have the option to screen an evening movie, paint or draw in the Art Studio, or challenge friends in our Board Game Studio.
9:00		Winding Down During Winding Down, 8th-grade students head up to their floors for the night. 9th-grade students get a bonus half hour to enjoy music and pizza on the quad, toss a Frisbee, and make next-day plans with friends.
9:30		All Students on Floors or Day Student Dismissal (Late Night)
10:00		Room Curfew

Weekend Schedule

Weekend trips are a chance to experience a side of Explo not found on campus and make new friends along the way. All residential students participate in weekend trips and day students are highly encouraged to take part in them as well, though they're not required to do so.

After dinner, weekend evenings follow the same schedule as weekday evenings.

6:00	6:45	Breakfast
6:00	6:45	Weekend Morning Huddle An all-campus gathering, the Weekend Morning Huddle is when students and staff review off-campus trip departure times, discuss daily trip challenges, and prepare for the awesome day ahead.
8:00	5:30	Weekend Trips Each weekend students choose from a selection of over 20 different trips. Departure and return times vary, but generally leave after breakfast and return before dinner.
5:15	6:45	Dinner

Internship Positions and Responsibilities

Instructor:

Designing and teaching assigned course, including preparation of a course curriculum

Developing and maintaining lesson plans and course curriculum

Attending regularly scheduled meetings with a Curriculum Advisor to discuss course and student progress

Providing a safe and effective learning environment

Performing additional duties as requested



Internship Positions and Responsibilities (Cont.)

Residential Advisor:

Advising a group of students in personal, social and academic matters

Developing and leading group activities for Program students

Chaperoning students on evening and weekend trips

Attending regularly scheduled meetings with Residence Directors

Performing additional duties related to the program's students as requested



<p>Day 9 Thursday Week 2</p>	<p>How do basic design elements (color, light, flooring, and furniture) transform a space?</p>	<p>SWBAT have practice painting walls in several different styles.</p> <p>SWBAT complete the painting activity during the class period.</p>	<p>1. Hook (3) The local building supply company is having a promotion for homes going on the market! Use one of their trademark colors in your home's design and receive 25% off of all of your paint. At least one gallon of this paint must be used, but it can be used anywhere. Will your team go for an accent wall? A whole room? How about a Sol Lechman design in a child's bedroom?</p> <p>2. Design Activity (60) Students should paint the rooms in their house. Remind them to stick to colors that will appeal to most people (usually neutrals), but encourage them to use a few artistic touches that match the style they have chosen for the home.</p> <p>3. Clean up (5)</p> <p>4. Game Activity (7) The building inspector has just stopped in to make sure that your remodel is up to code. What kind of news will they bring you? Will you be good to go, or will you have a costly change coming your way? Even worse, will you be fined for failing to file the correct permits? Students will draw cards and have an opportunity to pay a fine and fight the ruling or comply and make the changes.</p>	<p>Students employ at least two different techniques (e.g. glazing and sponging) in their model.</p> <p>Students will complete their designated room or wall in the allotted time.</p>
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Pre-Season Advising + Pre-Season Curriculum Advisors (PCAs)

Curriculum Advisors

Curriculum map + lesson plans

Professional Development: Importance of Education

Continuous communication with an assigned Curriculum Advisor

Regularly scheduled Professional Development Lunches

Reporting to Curriculum Advisor and Residence Director on a weekly basis

Instructor and Residential Advisor evaluations (one per session)



Course: Interior Remodelling (Fix it + Flip it)

“Six properties, four teams, and only one winning renovation. Your first move? Figuring out which property will bring you the highest return on your investment — and then bidding wisely to get it for the lowest price. Working from a scale model of the house, you’ll gear up to demolish walls, reconfigure the space, and create a move-in ready property. Before you create plans for visual and spatial harmony, you’ll consult with the electrician and plumber to develop a design that will stretch (and match) your budget. Quotes in hand, you’ll draft altered architectural blueprints and choose building materials, flooring, appliances, and lighting. As you compete with other designers for resources, you’ll face obstacles — think: famished termites or an outdated septic tank — that will drain your budget, put you behind schedule, and test your team’s patience. Want to win this competition? You’ll have to come in on time and under budget, and impress potential buyers with a total transformation.”

Course Overview (Essential Questions):

What are elements of interior design?

What does it mean to “flip” a home? What is “return on investment”?

How is demolition done safely? How can materials be reused, sold, or disposed of in a way that is minimally impactful on the environment?

Why is green design important today? How can it provide cost-savings in a home?

How do basic design elements (color, light, flooring, and furniture) transform a space?

What does it take for an investment in Interior Design to pay off?

Class activities

- Home selection and budgeting
- Reading and modifying floor plans
- Understanding flow of space (aesthetics and functionality)
- Structural elements (load-bearing walls etc.)
- Plumbing and electrical renovations
- Repurposing materials
- Color theory
- Painting techniques
- Types of lighting and flooring (cost, durability etc.)
- Design styles
- Client-designer relationship
- Hands-on projects and activities





Home Selection: Auction Day



Lin Library Remodelling Challenge



Stage Design Project



Student Models and Concept Boards



Lulu Chow Wang Campus Center



Final Design Project + Explosé



Interior Decorating (Assistant Instructor)



Graffiti Art Workshop Co-Leader



Witches of Salem



Boston Pizza Tour