

## BURGAS - PAST, PRESENT AND FUTURE

### Bulgaria

#### Aims

- Acquiring knowledge and developing attitude towards the surrounding architectural environment.
- Exploring the past of the city and assessing the historical value of its architectural environment.
- Developing the children's confidence in that their ideas and knowledge can change the environment for the better.
- Working as a team and developing presentation skills.

#### Methodology and Artistic Technique

- Multidisciplinary learning through play
- Solving and resolving puzzles and situations
- Architectural research and field analysis
- Creative work on a town-planning model

#### Steps / process

1st lesson /10.10.2017/ - Differentiating architectural styles and recognising them in a real environment

##### Focus: KNOWLEDGE

The lesson aims to introduce the children to basic architectural concepts and characteristics, to stimulate them to view and evaluate the qualities of the urban environment. It is the first step in entering architectural matter by observing and acquiring knowledge. During the activity, we looked at archival photographs, we made a chronological map and followed the development of emblematic buildings and places in the city. We continued with a walk during which the children recognised in which historical period each building was built. We finished with painting at a site of our choice, which was built in the beginning of the 20th century.

Result: During all subsequent sessions, we checked the knowledge acquired in this first lesson. Our conclusion is that children are coping wonderfully with the historical distinction of different architectural examples.

2nd lesson /17.10.2017/ - Educational game "The Journey of the Clock"

##### FOCUS: SKILLS

The clock in Burgas is a symbolic site with an interesting and tangled history, which many of the inhabitants of the town do not know. The aim of the game was to put the children in a real environment where they could look for answers to question, by themselves, about the History of the Clock by analysing archival pictures and maps, and by asking random passers by, or by talking on the phone. Apart from the places where the Clock was located over the years, they also learned about the surrounding buildings, the demolished neighbourhood

where Hotel Bulgaria is standing now, the old names of the two pedestrian streets of Burgas, and the whereabouts of the clock mechanism.

Result: The children gained knowledge of the history of one of the most popular places in the city, but also the confidence to deal with atypical situations, teamwork and logical task analysis.

3rd lesson /24.10.2017/ - Educational and Creative Game "The Fairy Tale Wall"

FOCUS: CREATIVITY

"The Fairy Tale Wall" is a renovated children's playground in the Seaside Park of Burgas. It is a favourite place of all children, but few of them know how it was different years ago. Our work was dedicated to the fairy-tale characters depicted in the old and the new "wall". The goal was to get to the world of creativity and free expression through the world of fairy tales / modeling, acting, movement /.

The lesson began with exploring the heroes from the fairy tale wall. Then the children imitated one animal each, no sound, and the others were guessing it. We looked at photos from the old "Wall" and compared it to the new one. Each child assumed the role of a hero of a fairy tale, and had the task of building their fairy-tale island with hand-crafted materials, which was to contain an element pertaining to the fairy tale they chose.

Result: Although the games are very interesting and entertaining for the children, we noticed that the creative task took them over completely and they fully immersed into their characters.

4th lesson /31.10.2017/ - Free Space Project at Troykata Square - 1 part

FOCUS: KNOWLEDGE AND SKILLS

Troykata Square is the main square in the city. The environment around it has changed a lot over the last 5 years / renovation of the square, new buildings, a new street /, but in one corner for more than 30 years there is a abandoned plot with a vague future. The purpose of the next two sessions was to put the children in front of a real project in which to put the knowledge and skills acquired so far to create a joint project for the whole territory.

During the fourth activity, we introduced the children to the history of the square and the site of the project - we looked at archival photographs, did a puzzle of a picture overlooking the demolished neighborhood, they analysed the town-planning overlay of the site.

Then we went to the square and split into two groups to capture, describe and explore all the nearby buildings. Children were forced to observe and explore what is in the buildings, evaluate their architecture, and analyse how attractive they are to people. Finally, they themselves wanted to suggest what could happen at the project site, they turned the conversation into discussion and shared their enthusiasm of creativity.

5th lesson / 7.11.2017/ - Free Space Project at Troykata Square - 2 part

FOCUS: CREATIVITY

With the photos taken by the children, we made a big layout of the project site and the square beside it. We remembered what we saw on the spot and challenged them to virtually walk around the place with their eyes closed. Then every child told us what they "saw". We wrote down the ideas and discussed them. The children were divided into groups and started working. We payed attention on the scale of the environment but did not interfere during the creative process.



Result: The children built models of their original ideas and continued to fill the free spaces with spontaneous solutions. To our delight the latter were more about green areas and recreational places. Despite the preliminary preparation and analysis, the children did not fully understand the relationship of the model with the actual place. Finally, each team presented what they did and we discussed.

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> lessons – Research work;

4<sup>th</sup> lesson – formulation of the problem

5<sup>th</sup> lesson - implementation