

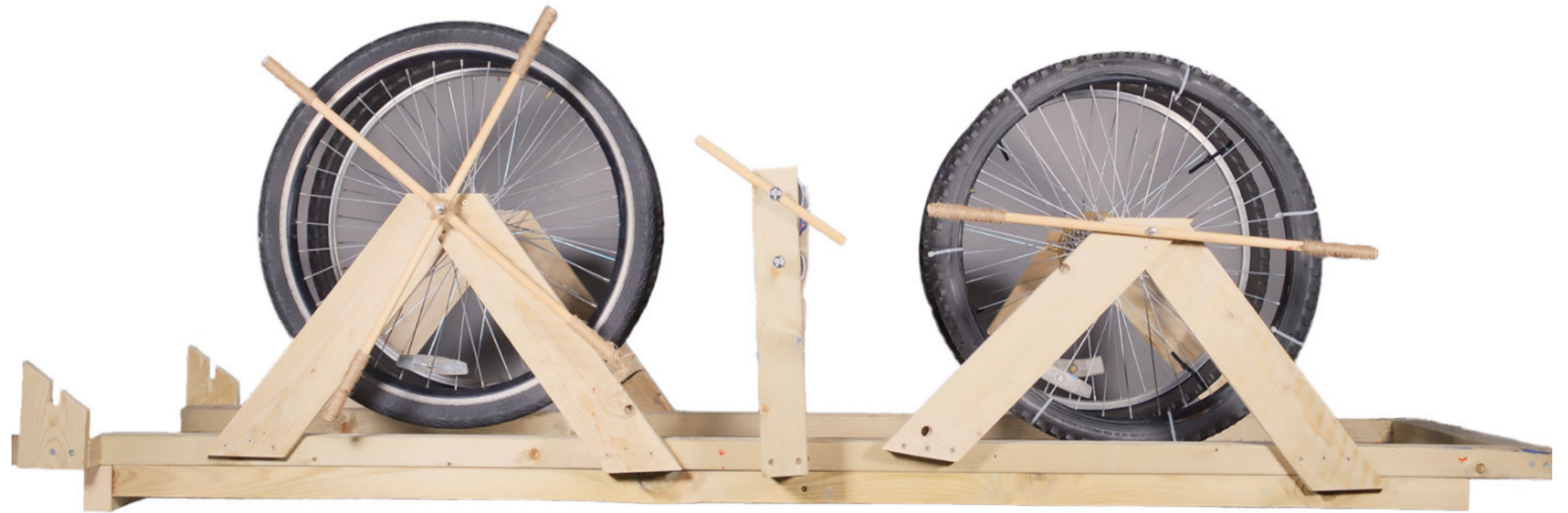
CYCLE PRINTING

Our project was designed to create a learning activity in a small pocket site that is not commonly used. We aimed to make it into a social space. We worked alongside Crawford Primary School children, listening to their stories and doing activities with them in order to find out their favourite ways of learning. After one particular activity which involved creating a structure, we noticed that a lot of the children could not work well together and had quite a short attention span (as expected of 10 year old children). So we set out to make an activity that encourages them to work together, which is quick so they remain interested.

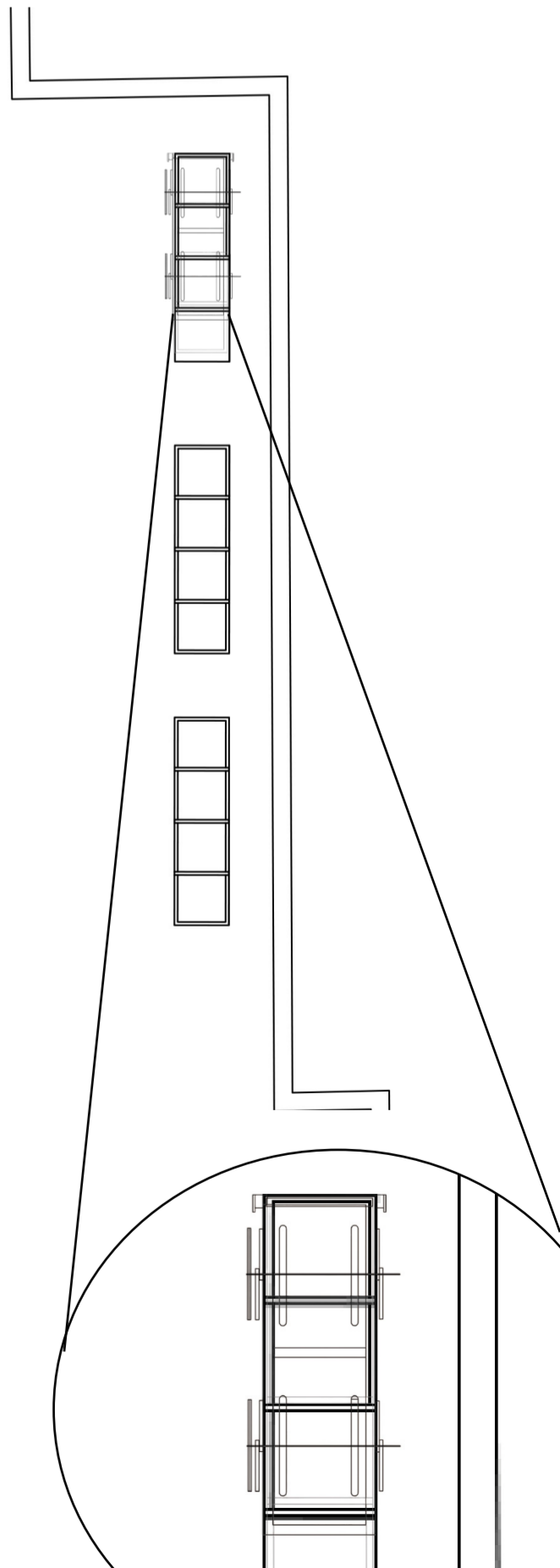
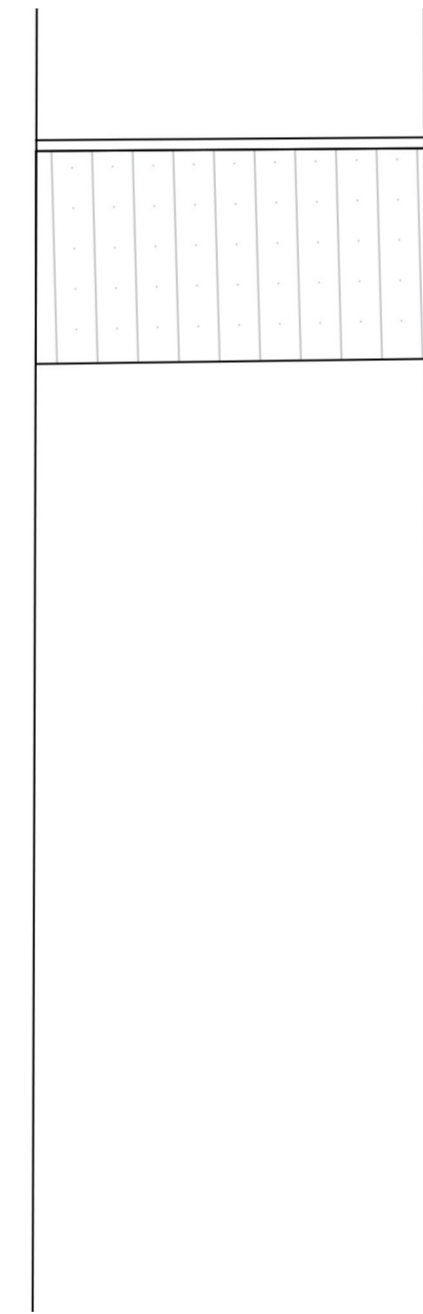
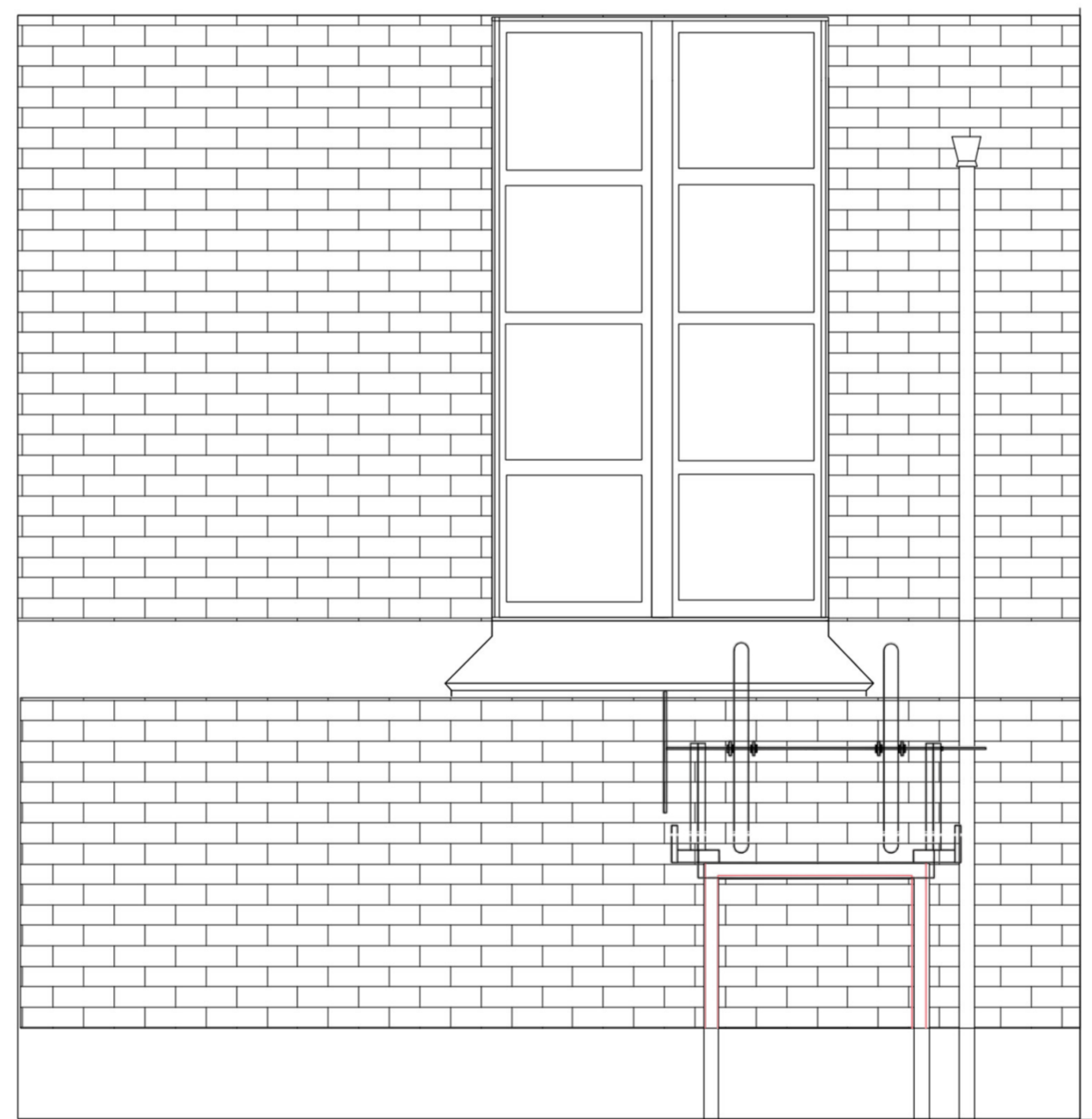
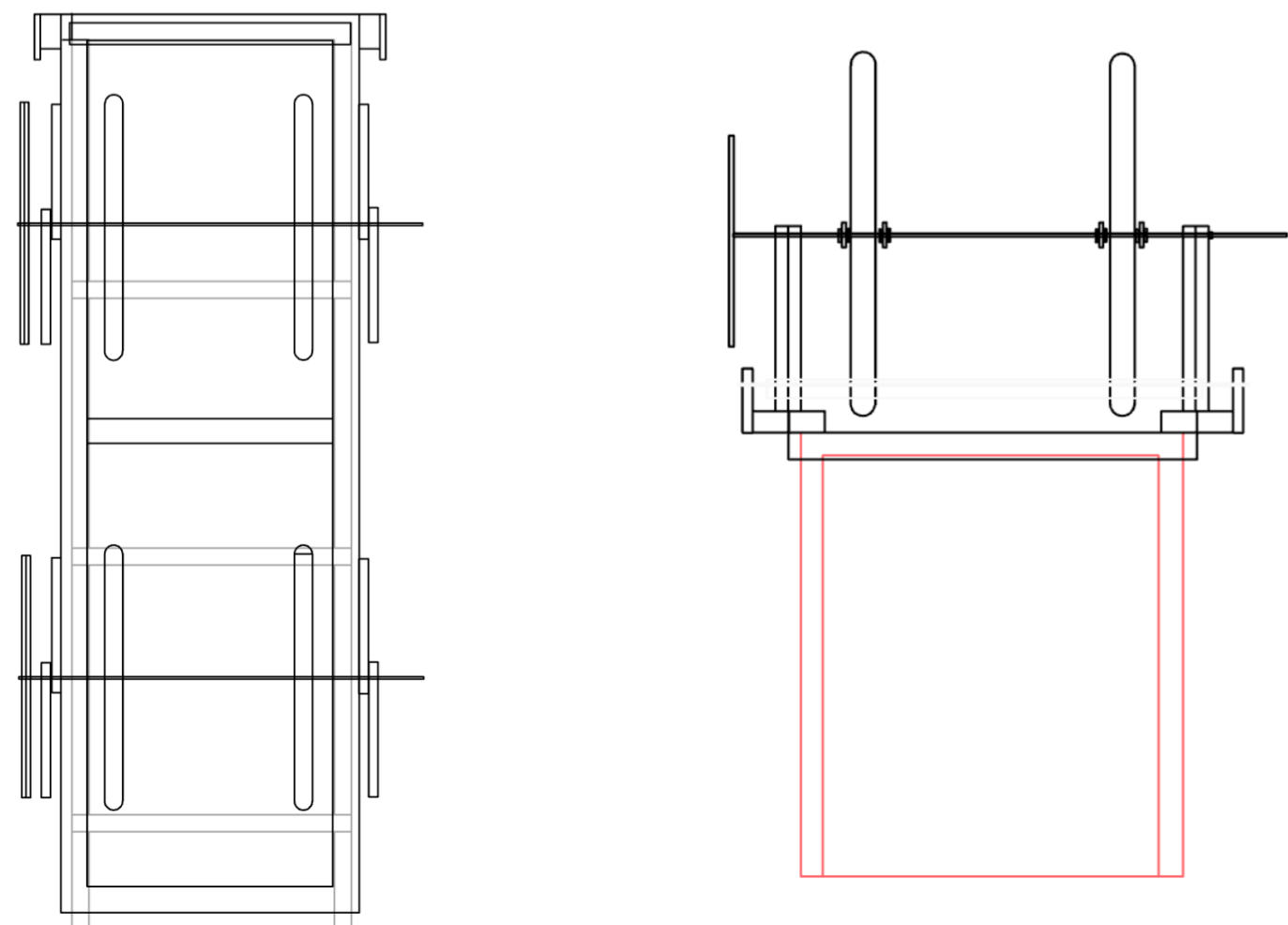
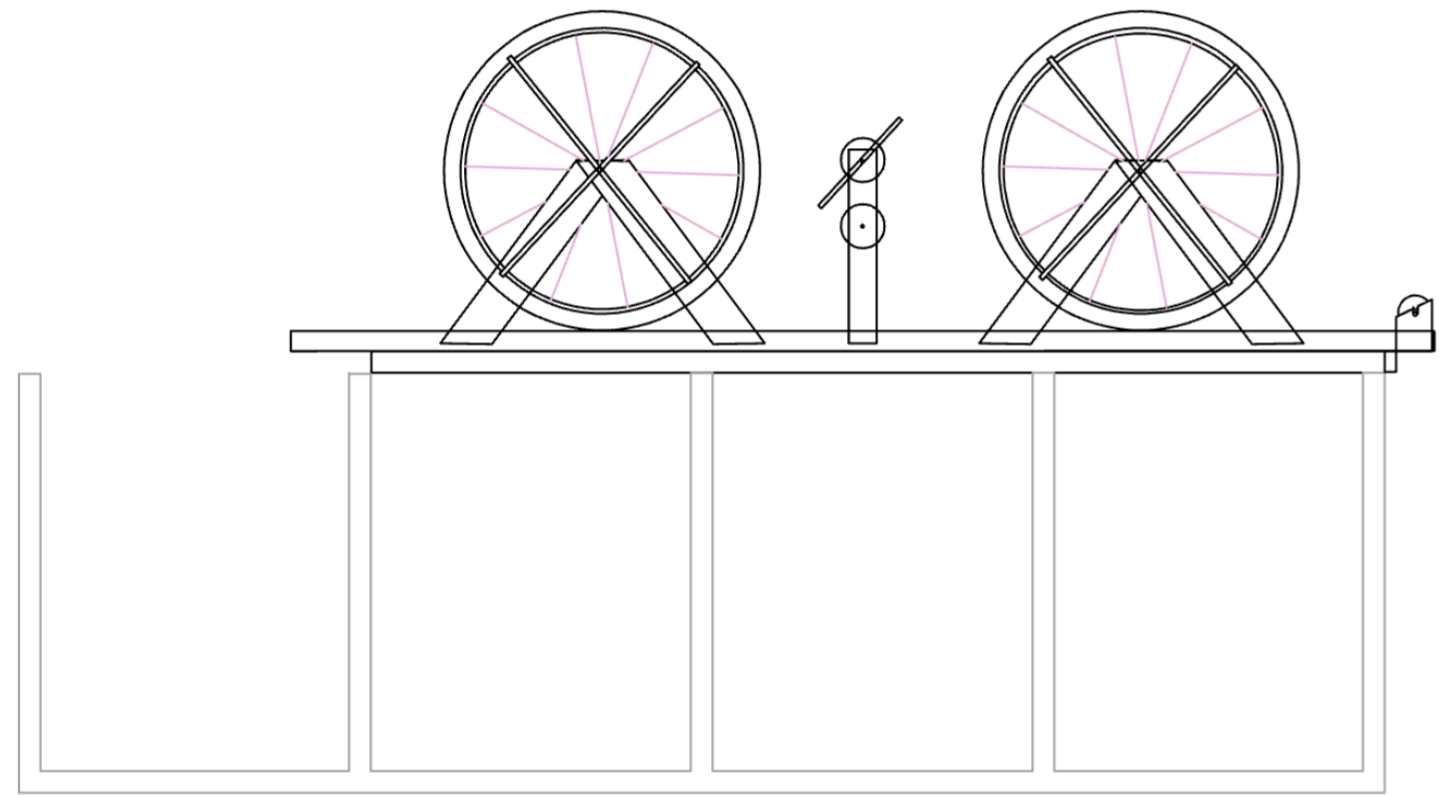
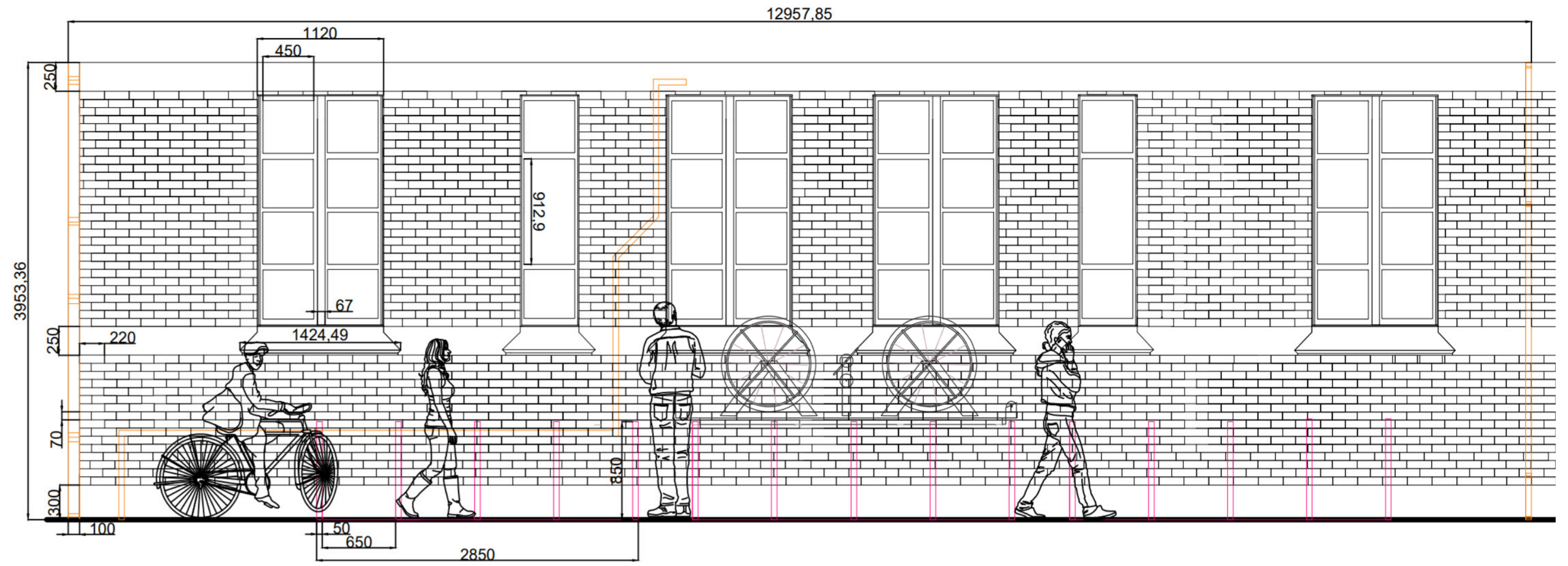
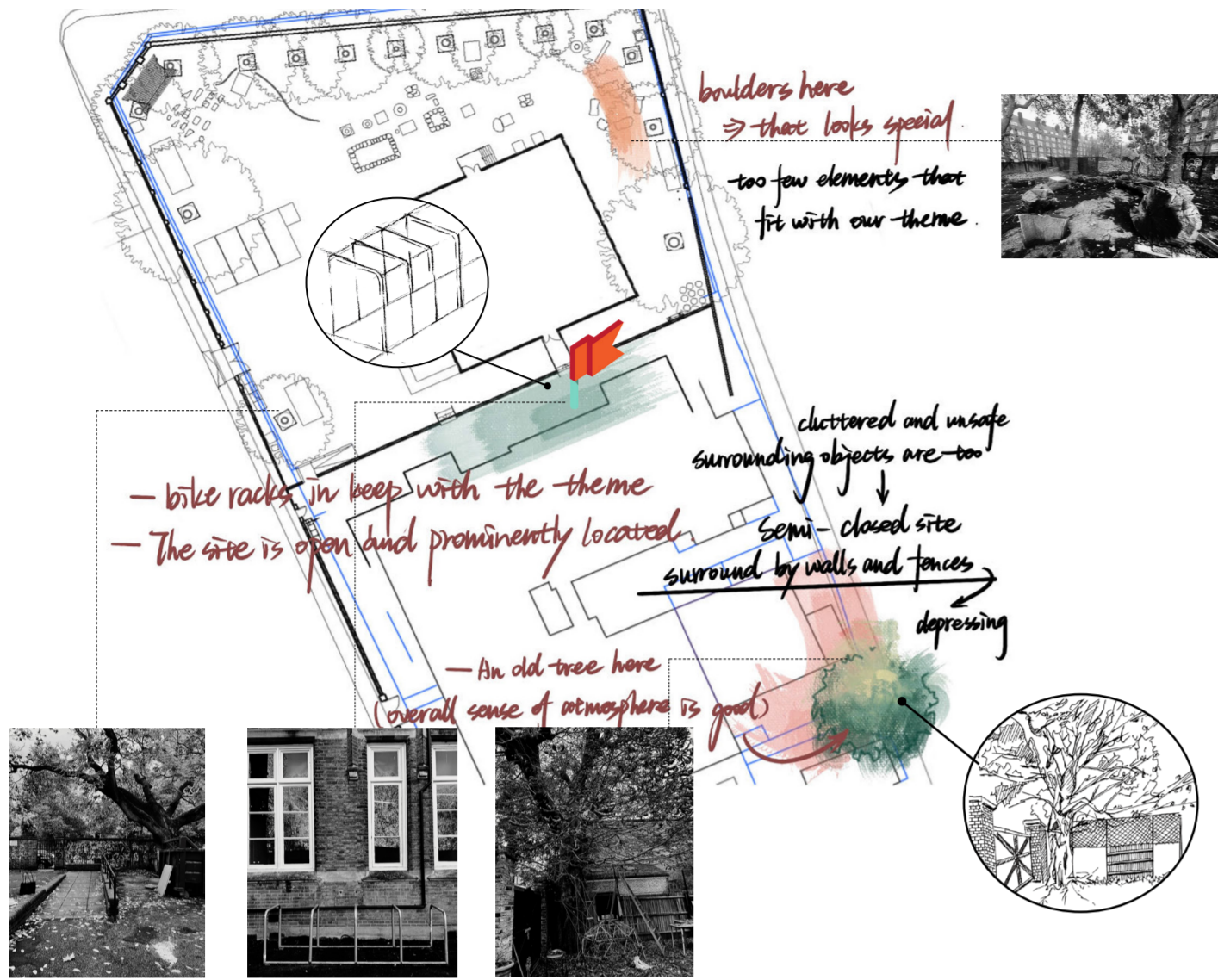
We chose our particular site as it was quite a high traffic area and had bicycle racks (which would usually create a high traffic area too, but were left quite derelict here).

We wanted to incorporate bicycle wheels into our structure to integrate the theme of the bicycle rack site, especially as looking at the movement of wheels reminded us of a printer press and there are quite few printing press machines inside the art school which could be another collaboration. The bicycle wheels were all found around the area, discarded and no longer salvageable for use on a bike, and the wood used was found in a skip on the site.

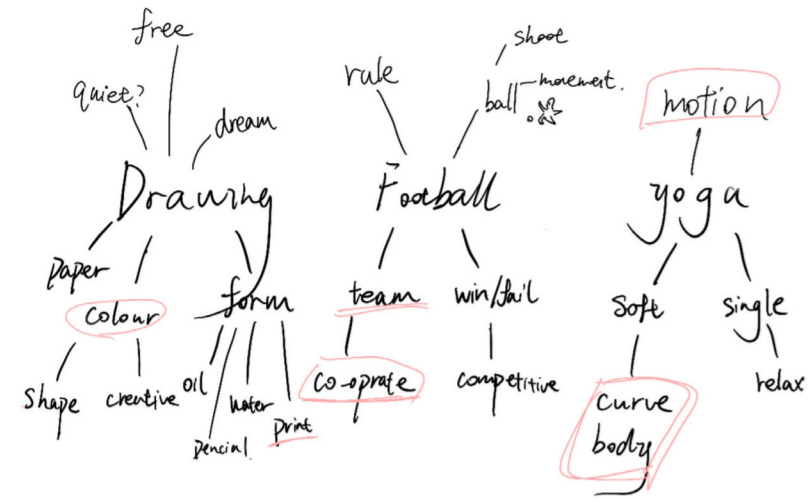
The structure was made so that it would be used by two people at all times, therefore the painting press does not work unless two people spin the handles, together, simultaneously. When the structure was used by the children, at first it was quite difficult for them to spin them at the same time, but after a short while they'd all count together while spinning the wheels, which is when we knew our project was a success. To make it more accessible in different places, the structure can be flipped upside down and easily maneuvered to other, derelict bike racks.



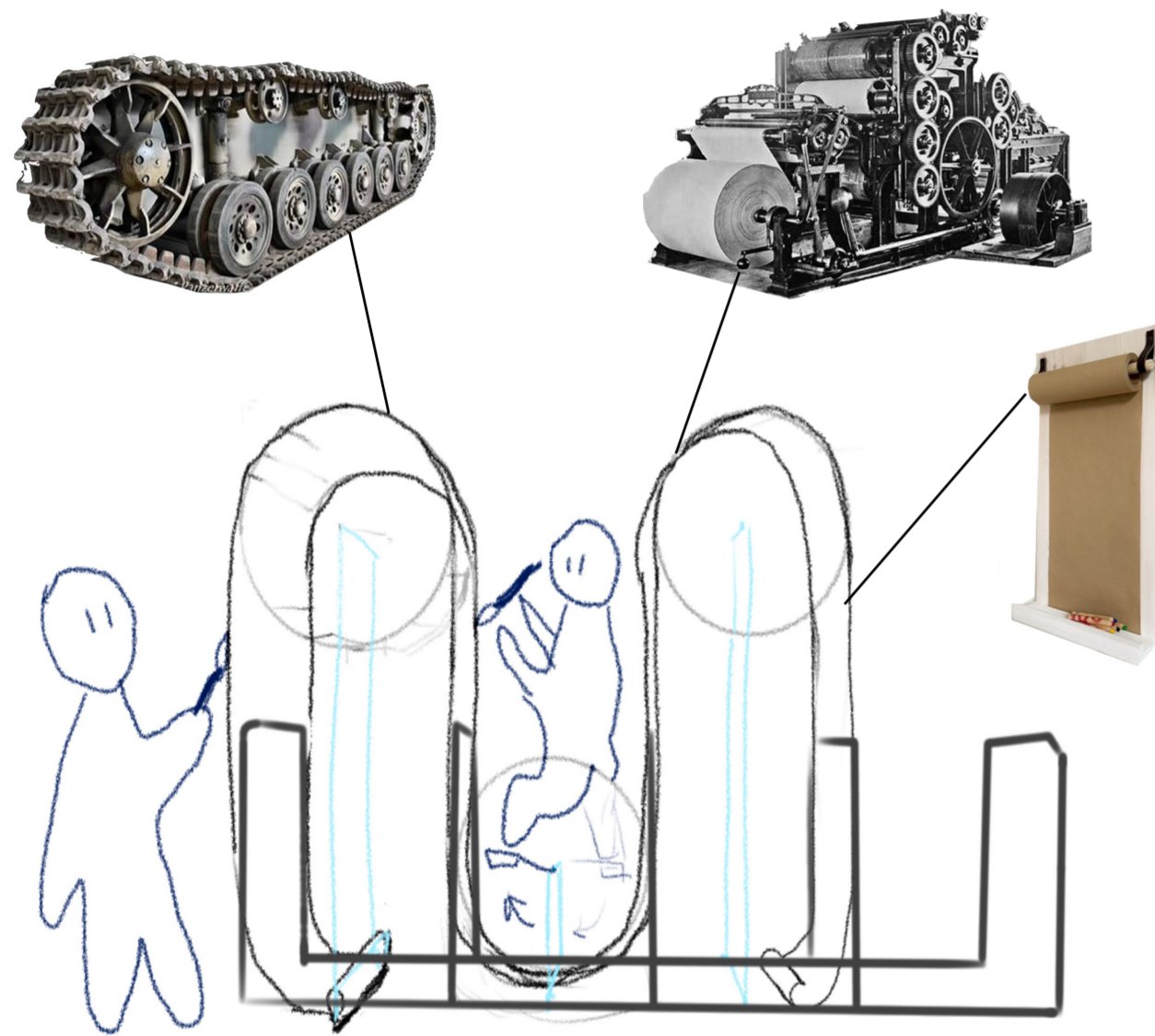
Site Research Into A Proposal



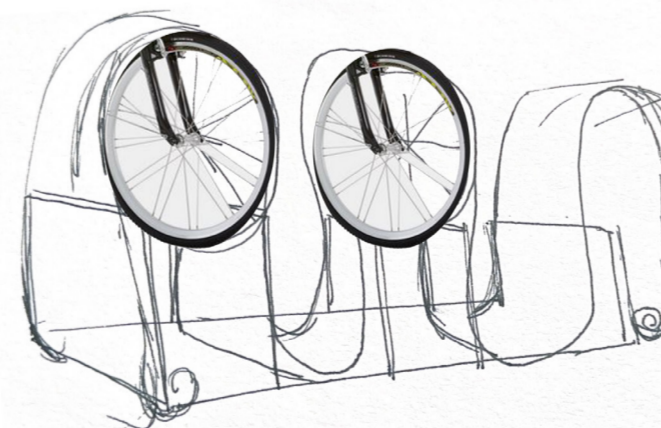
Inspiration



keywords: curve, motion, and co-operation
 Our partners love yoga and football, so extracting the curves and movement of doing yoga, and football.

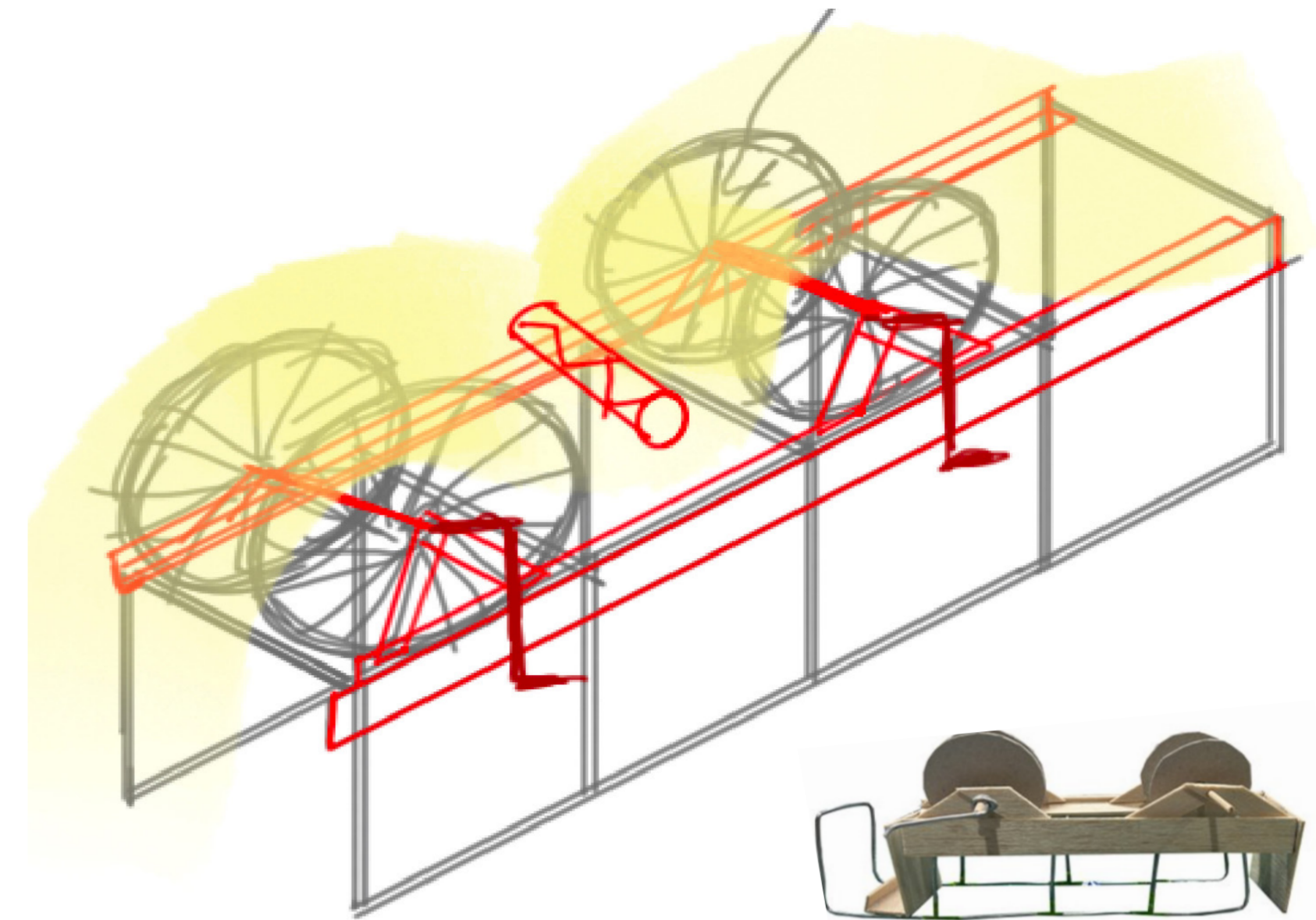


Based on the keywords, the idea of a game with a megaphone was designed at the beginning, but due to the lack of suitable materials as well as trying to make a paper film and finding that the dimensions didn't quite fit the venue so we gave up on the idea.

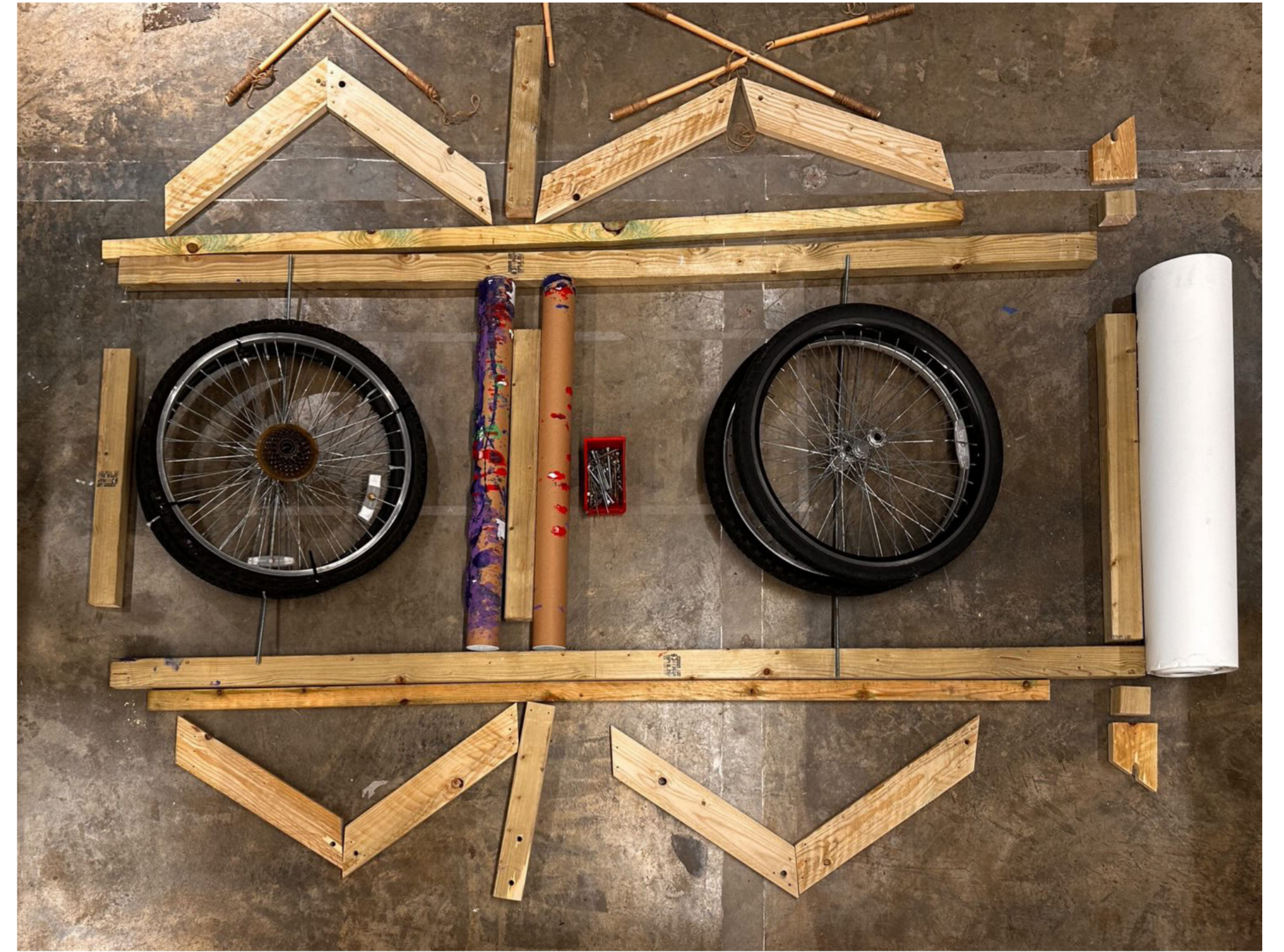
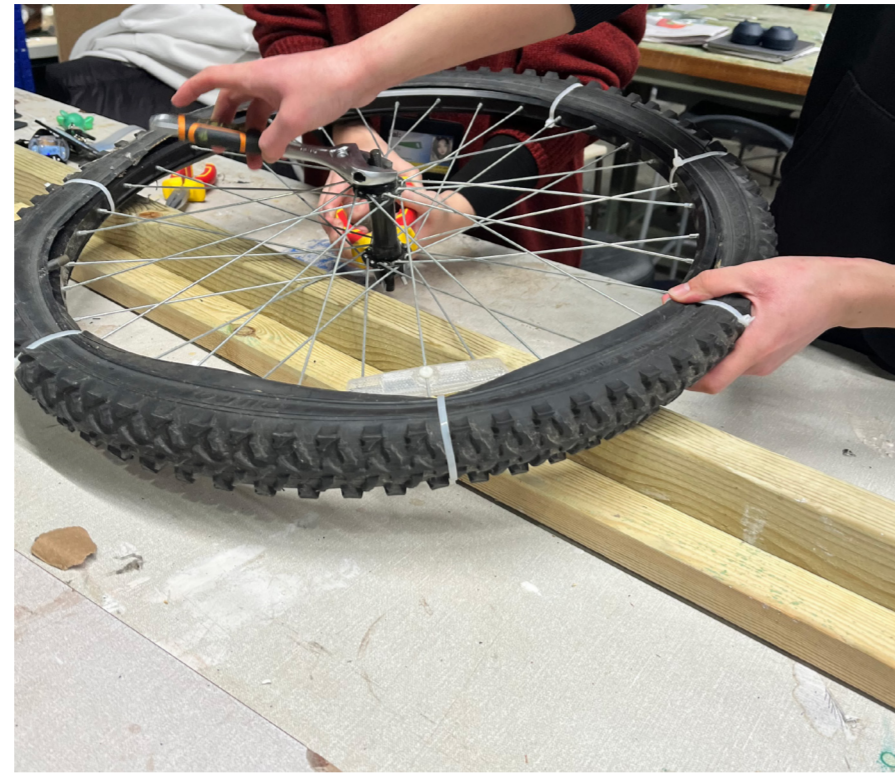


Incorporating site-specific cycling elements into the design, whilst the wheels can be formed into a movable structure.

Final Proposal



Making Process and Assembly



Our teaching methodology is **Social Learning**.

Social learning is learning by **observing** other people with the goal of adapting one's behaviour in social contexts.

Social learning is essentially the process of learning from another person.

The most common occurrence of social learning that we seemingly all go through is the social learning that happens in school. Students learn by observing their teachers and mimicking them.

They also learn behaviours from their peers. It also occurs in homes, where parents teach their children mannerisms, how to walk, talk or read.



Our Partners: Crawford primary school children

- 4 primary school students:
There are three boys who like football and there is one girl likes yoga and drawing
As we aim to design a space or installation for informal learning for the children in our group, we intend to incorporate their interests.

