

ARCHITECTURE

Architecture at Macademia Daytime Academy introduces younger learners to the world of buildings, spaces, and design in a fun, hands-on and supportive environment. Students explore how buildings are made, how spaces work, and how design shapes the way we live, while developing creativity, confidence, and practical skills through drawing and model making.

The course is structured into flexible learning blocks, designed to suit home-educated children. Sessions are 2 hours long and follow a semi-structured, project-based approach where children can explore ideas at their own pace while being gently guided by tutors.

Through engaging activities and creative projects, students design, draw, and build their own ideas, learning key skills in observation, problem-solving, and visual communication. The course supports curiosity, independence, and early understanding of architecture as both a creative and practical career.

Introduction to Architecture

1. What buildings do and why they matter
2. Exploring space and scale
3. Looking at buildings around us
4. Drawing simple plans and shapes
5. Basic materials and model making
6. Sharing ideas and confidence building

Site & Environment

1. Understanding surroundings and place
2. Light, weather and orientation
3. Nature and built environment
4. Simple sustainability ideas
5. Outdoor spaces and play areas
6. Designing for a real place

Architectural Styles & Inspiration

1. Famous buildings and landmarks
2. Shapes, colours and styles
3. Old vs modern buildings
4. Cultural influences
5. Creative interpretation
6. Style-based drawing

Urban Design & Cities

1. How cities work
2. Streets, movement and public realm
3. Housing, density and mixed use
4. Transport and accessibility
5. Community-focused design
6. Urban design presentation

Design & Making

1. Understanding a simple brief
2. Generating ideas through sketching
3. Planning spaces for people
4. Making models from simple materials
5. Developing and improving ideas
6. Presenting designs

My First Architecture Project

1. Introduction to a simple project
2. Idea development
3. Drawing and planning
4. Building a model
5. Refining and improving
6. Final presentation and sharing

