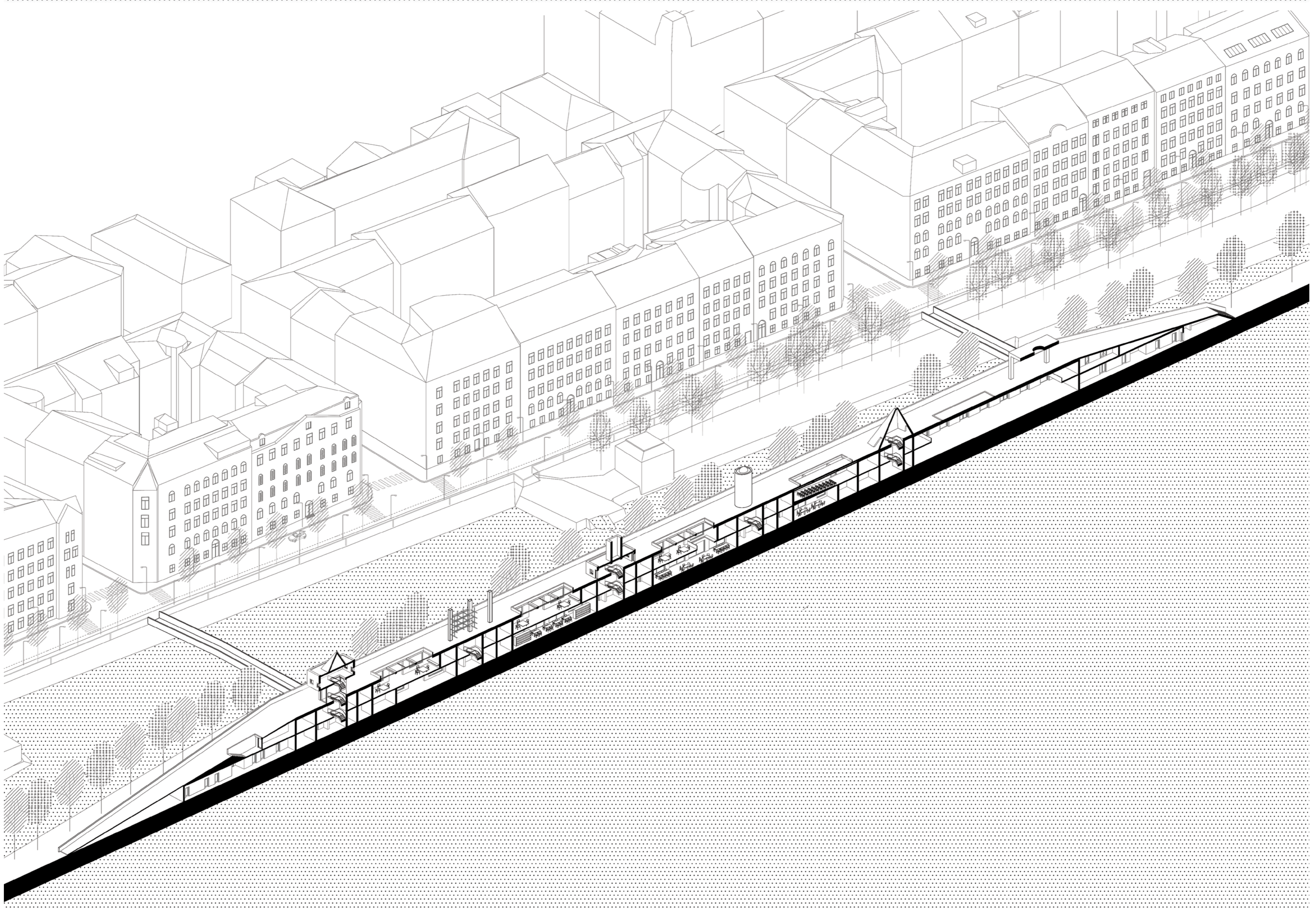


# The Isle of Education



The master thesis explores the character of Dětský ostrov and suggests the typology of the education for children between 6-14 years old. The island is supposed to be connected to the children but it have become a void in the city. It is a conceptual design of the school today which includes non-traditional, non-conventional way of teaching, according to children's desires, feelings, affections. Rather than absorbing specific forms of knowledge, in traditional way, children will learn how to live, how to network and what is important, learn through play and social engagement. The learning proces is based on: observations, imaginations, conversations, interaction, questions, work. It will help a children to generate different cognitions and memories which will be important in his/her further development in life. The space consists of rooms and streets as main spaces for social interaction. The rooms are flexible in order to fulfill needs of open educational system. Each room consist the space for learning, practicing, and working. Each room can be enlarged or reduced according to number of children. Each room is connected to the skylight, play sculptures and roof as the main public space.



Visualization / Sequence 1

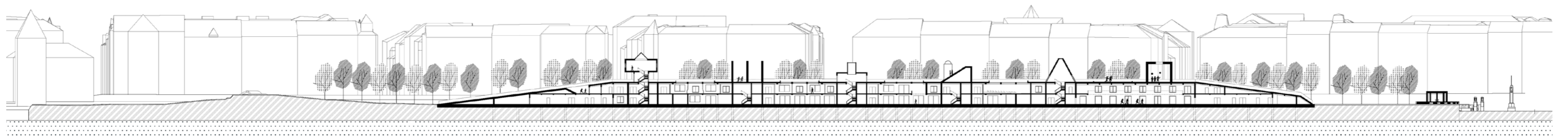


Visualization / Sequence 2



Site plan / situation with partere / R = 1 : 1500

- 01. main entrance to the school
- 02. entrance from the roof
- 03. entrance
- 04. building
- 05. play sculptures
- 06. park
- 07. parking lot
- 08. sailing chamber



Section A-A' / relation to the landscape / R = 1: 1000



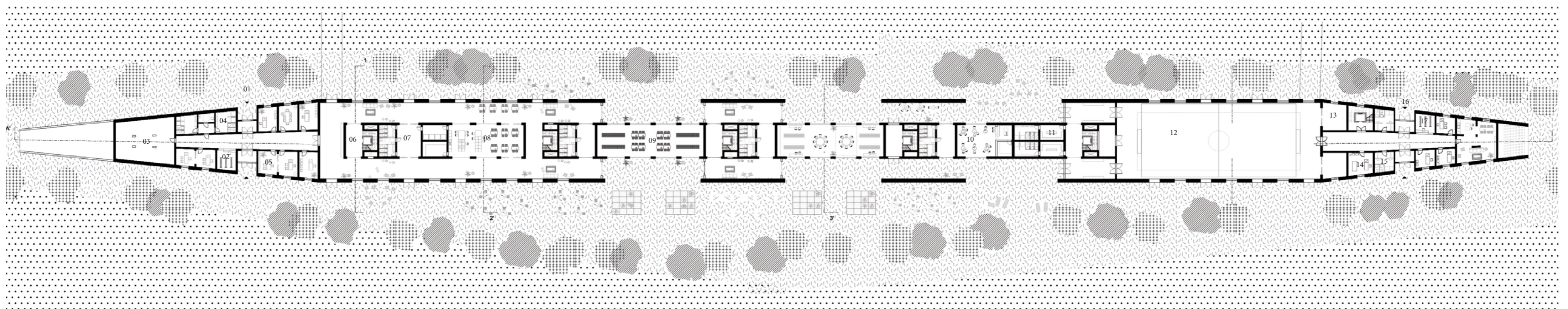
Facada 1 / east view / R = 1: 1000



Facada 1 / east view / R = 1: 1000

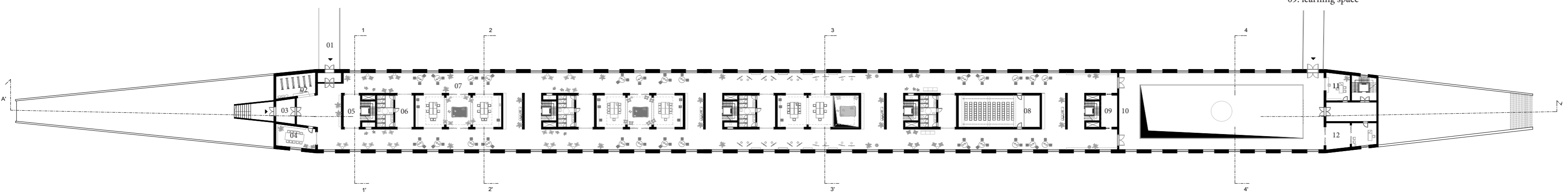
Facada 3 / south view

Facada 4 / north view



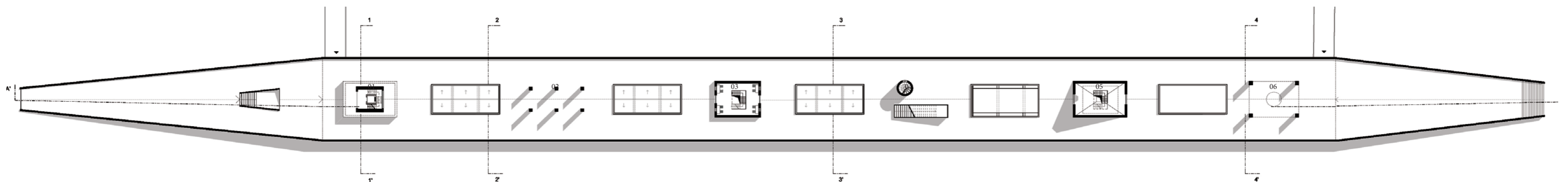
ground floor with partere / 1:500

- 01. main entrance for workers
- 02. info and cloakroom
- 03. technical room / storage
- 04. office
- 05. sanitary block
- 06. vertical communication
- 07. sanitary block
- 08. kitchen
- 09. learning space
- 10. cafe
- 11. sanitary block
- 12. gym
- 13. exercise room
- 14. rooms for hospitality
- 15. sanitary block
- 16. entrance for workers
- 17. reception



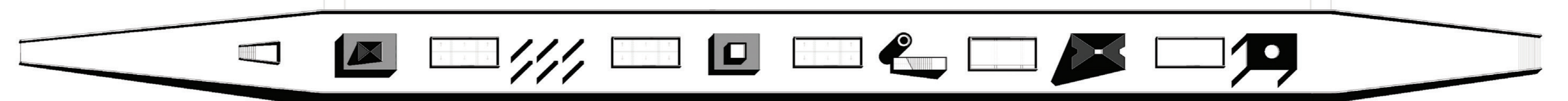
1st floor / 1:500

- 01. main entrance
- 02. reception
- 03. entrance from the roof
- 04. office / meeting room
- 05. vertical communication
- 06. sanitary block
- 07. classrooms
- 08. auditorium
- 09. storage room
- 10. gym / gallery
- 11. reception
- 12. office

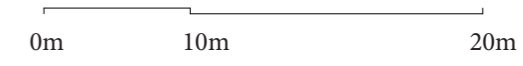


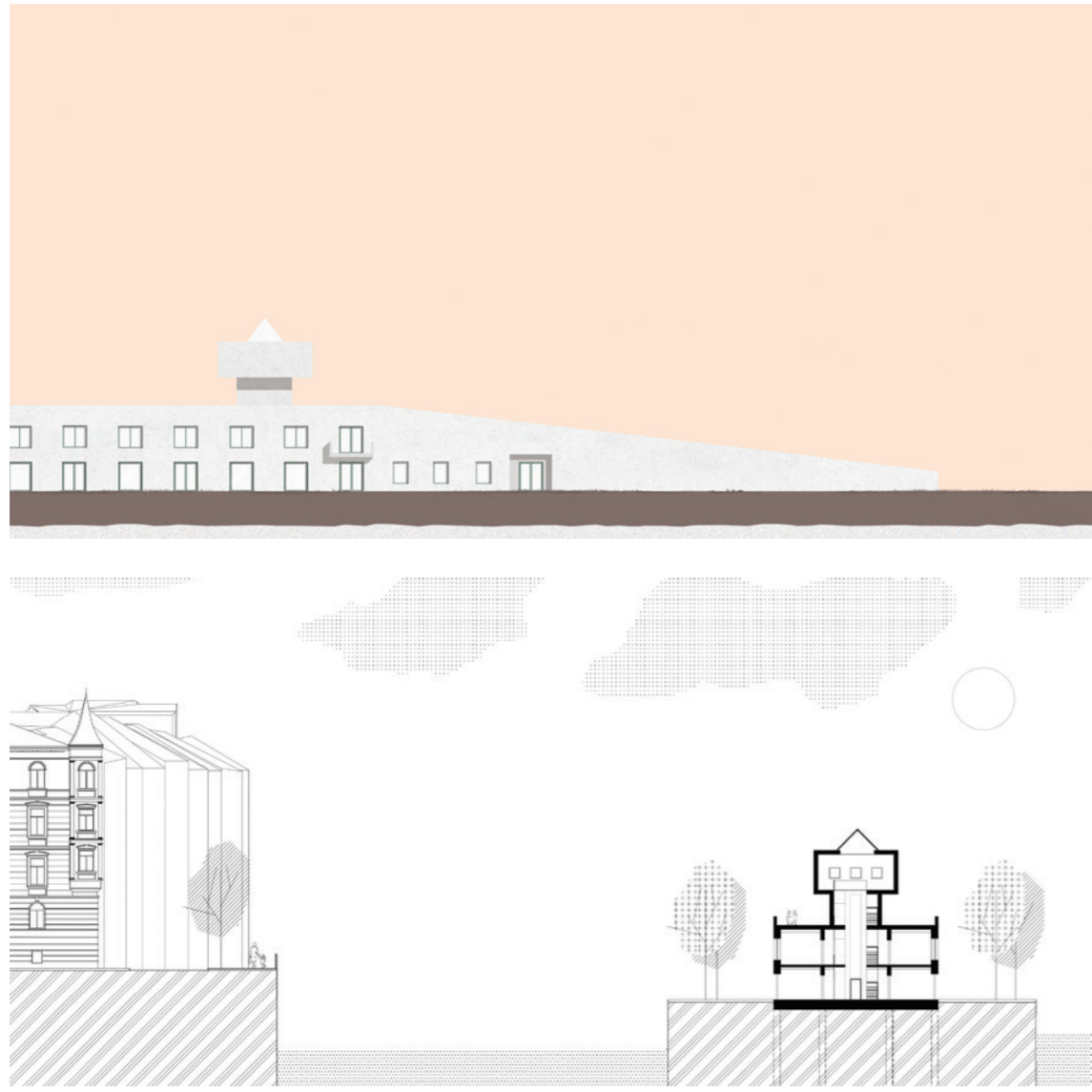
plan of the roof / 1:500

- 01. room for imaginations
- 02. room for desires
- 03. room of dreams
- 04. room for observations
- 05. room of memories
- 06. room of rituals



plan of the roof / 1:500





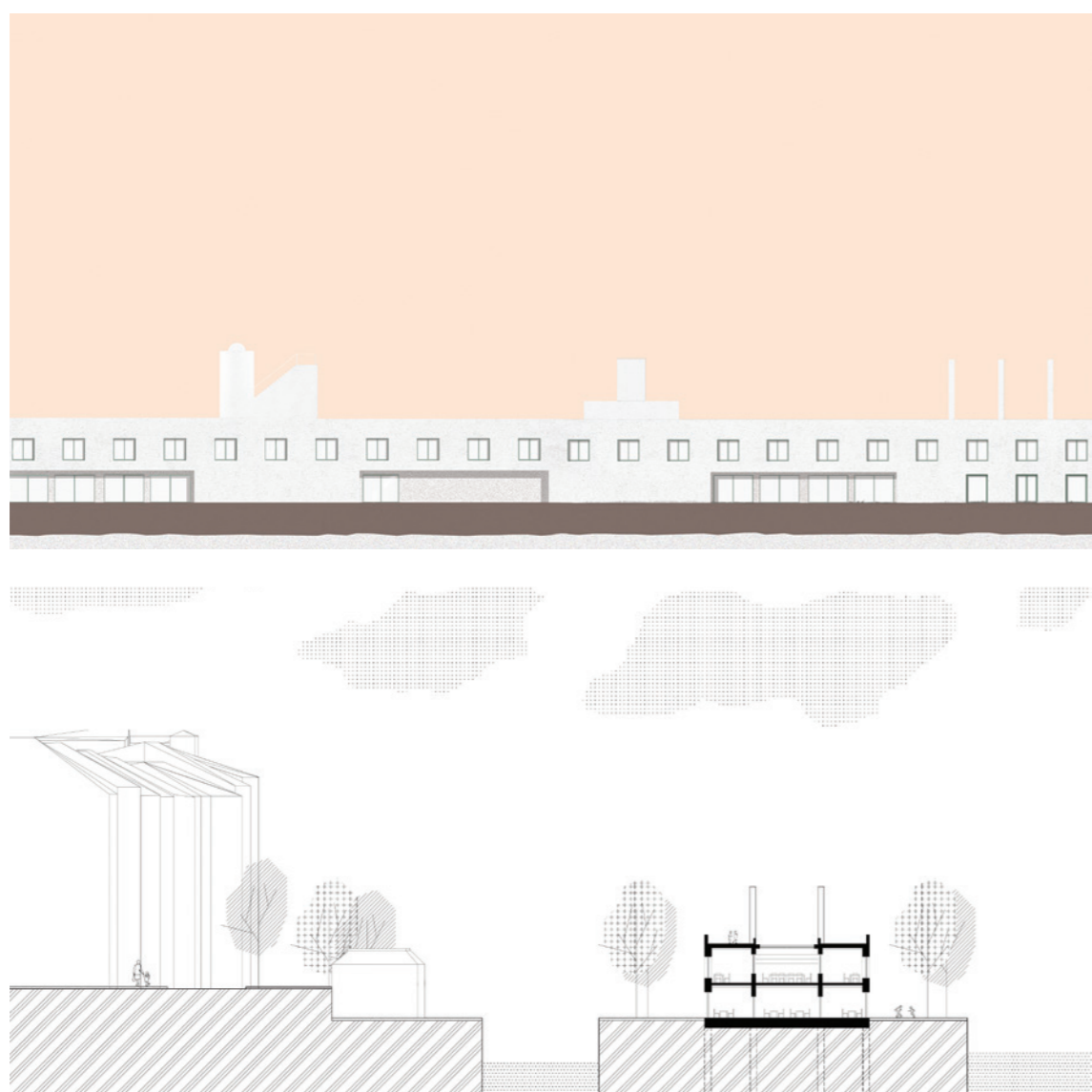
facade / section 1-1'



visualization / sequence 1  
entrance from the roof  
room for imaginations



visualization / sequence 2  
open system of classrooms  
learning spaces



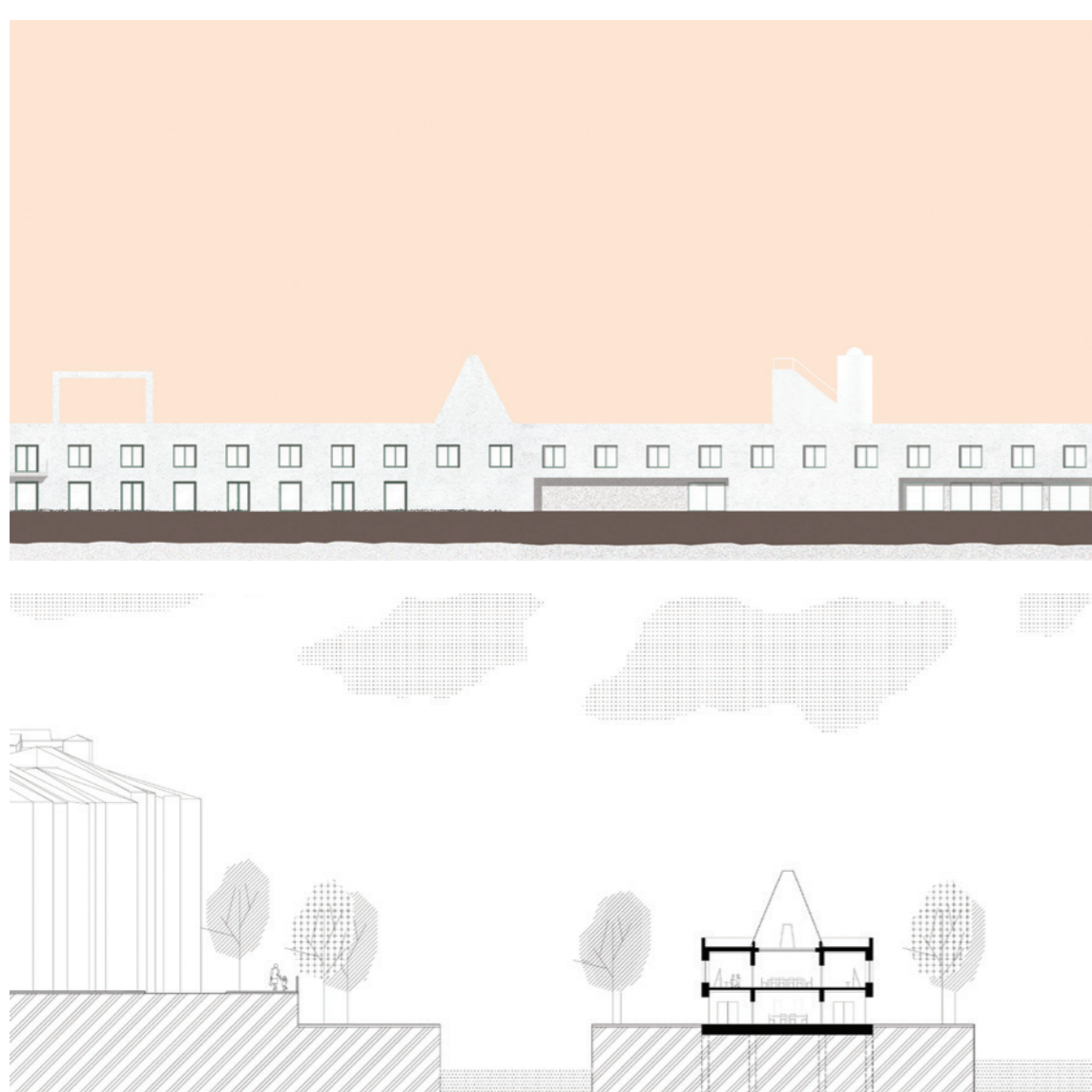
facade / section 2-2'



visualization / sequence 3  
playground, roof  
room for desires



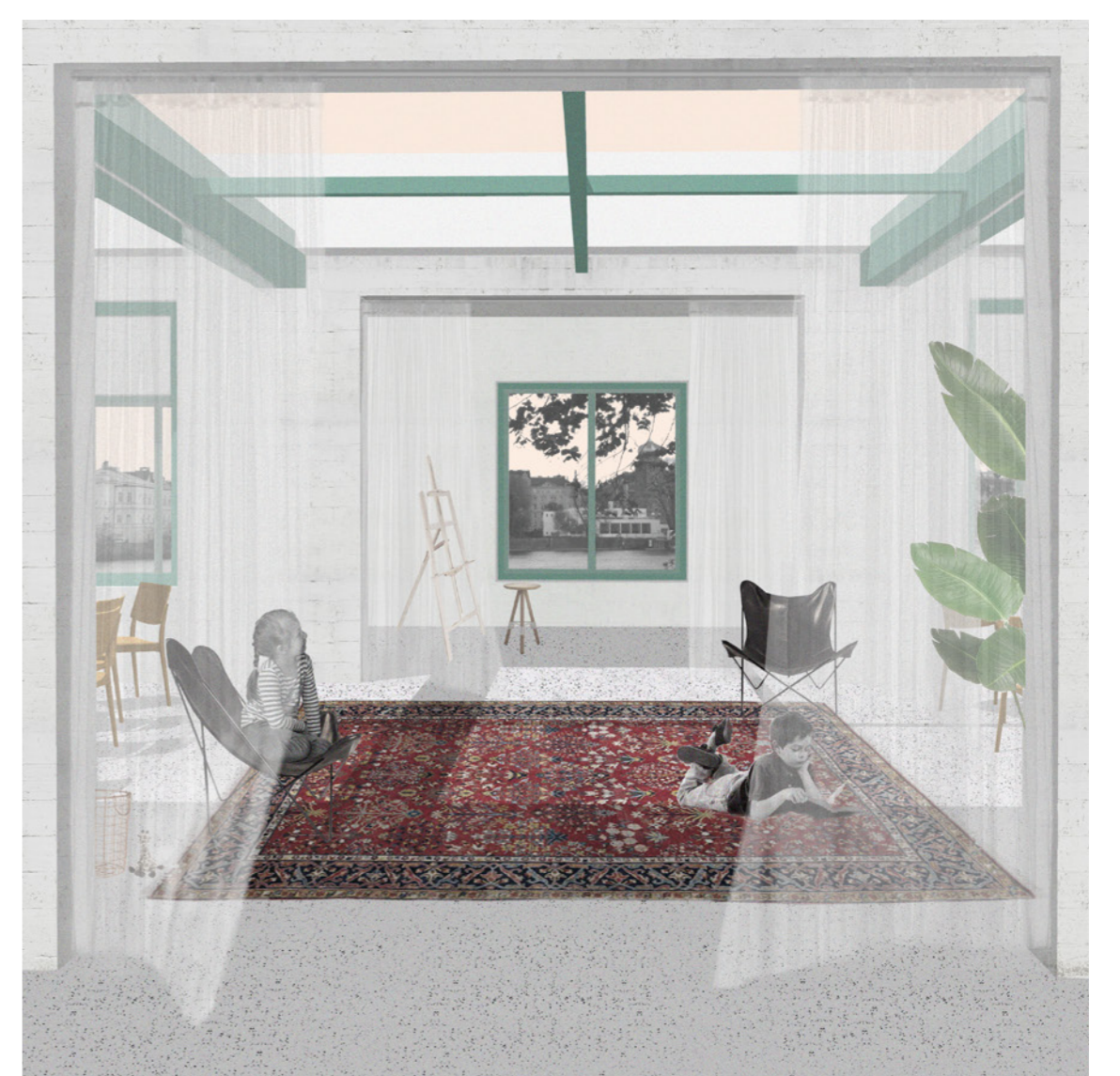
visualization / sequence 4  
learning space, roof  
room of dreams



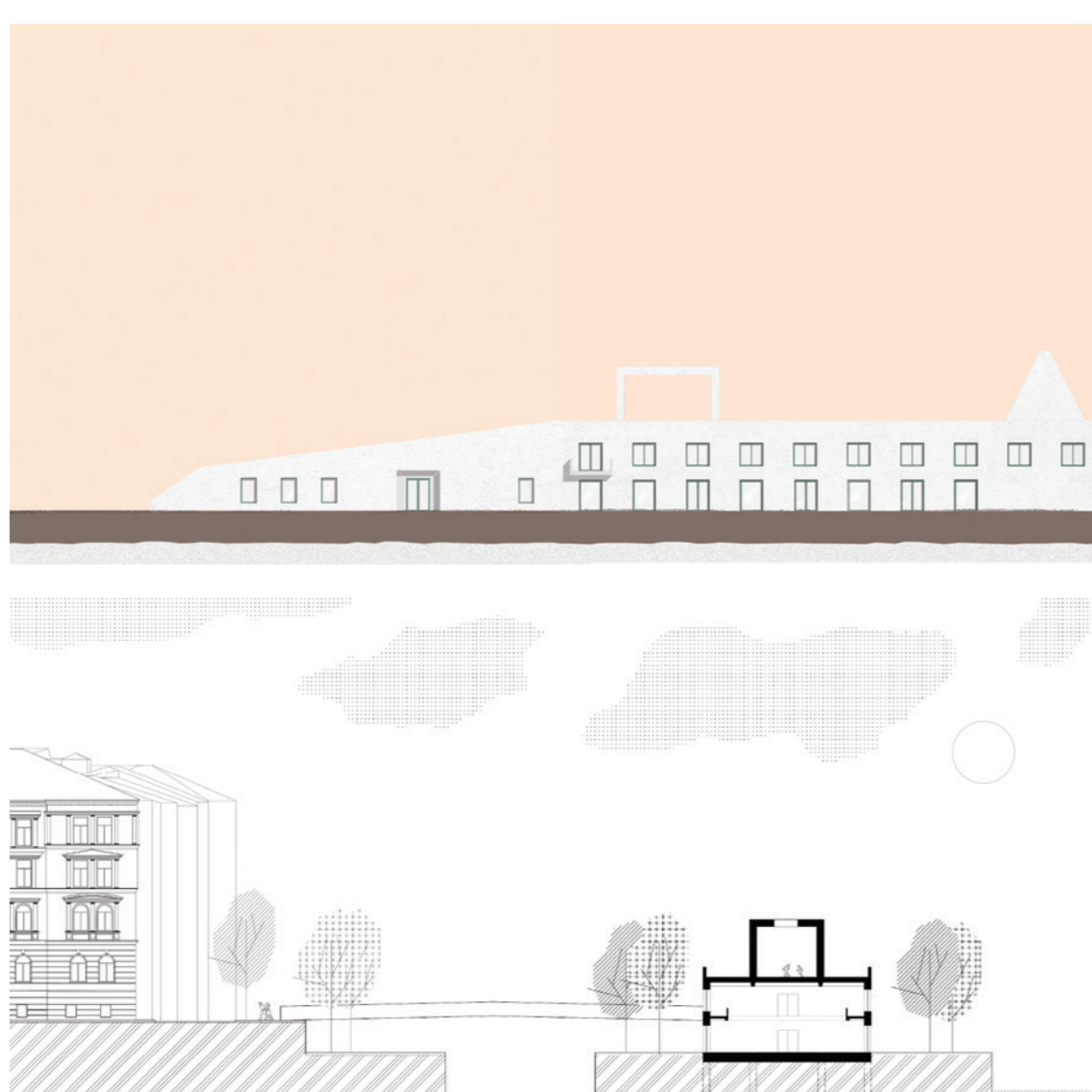
facade / section 3-3'



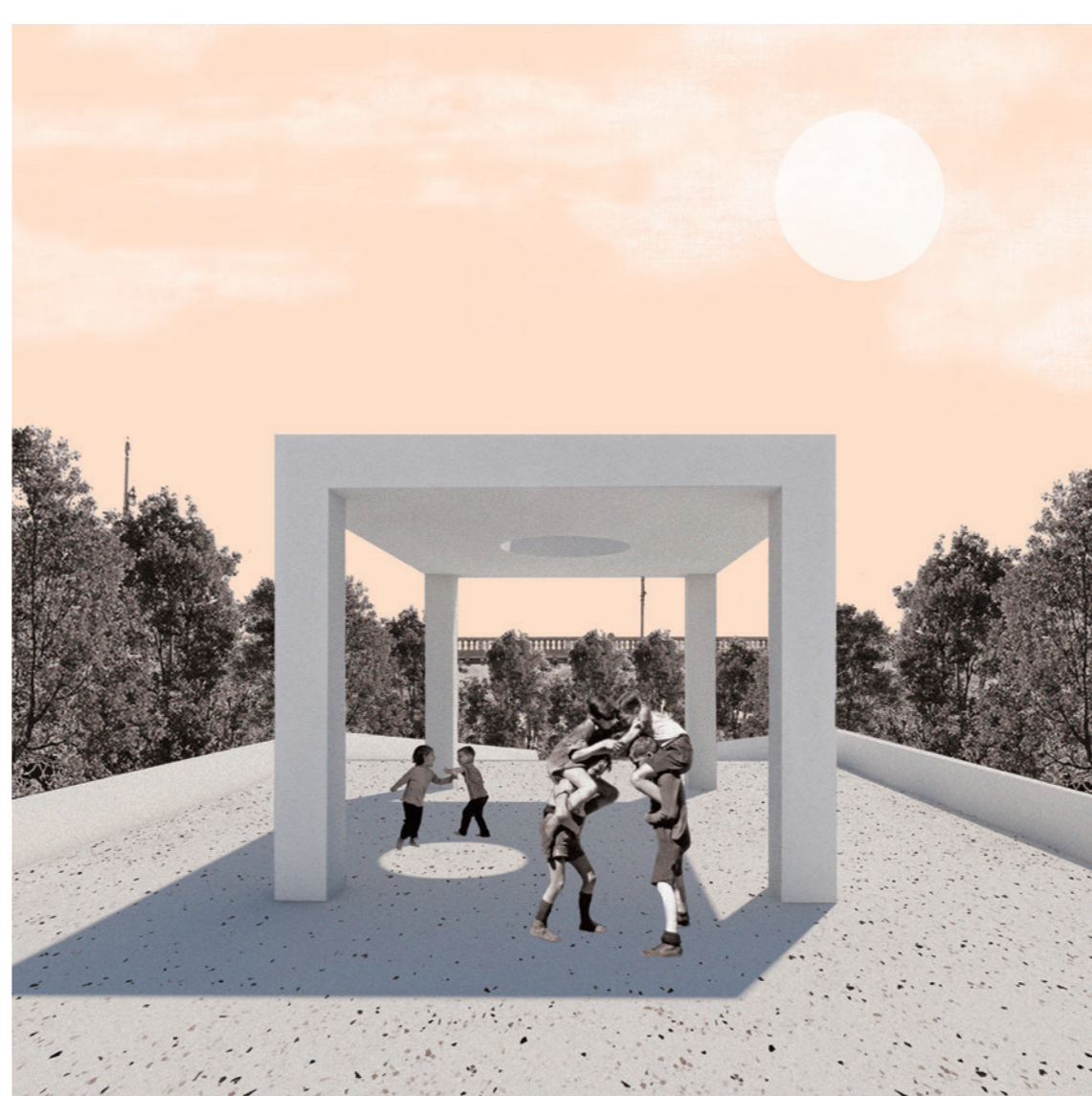
visualization / sequence 5  
playground, roof  
room of memories



visualization / sequence 6  
learning space,  
domestication of space



facade / section 4-4'



visualization / sequence 7  
playground, roof  
room of rituals



visualization / sequence 8  
learning space,  
enclosure of space