Research  lack of education in the slums of Rio de Janeiro
Design  education centre in Rio de Janeiro
EDUCATION CENTRE
Wow, look his new phone! And clothes!

I already failed school, now it's too late, I won't get a job

The guys in the drug scene are really cool
INTRODUCTION - RESEARCH - DESIGN - CONCLUSION

PATTERN LANGUAGE

EVERYONE
INFINITE VARIETY
UNIQUE BUILDINGS
INTRODUCTION - RESEARCH – DESIGN - CONCLUSION
INTRODUCTION

RESEARCH

DESIGN

CONCLUSION

Framework → Functions → Supporting Architectural

F F F F F
SF SF SF

F SF F SF
Qualities

IDENTITY

NATURAL AREAS

SOCIAL MEETING

INTRODUCTION - RESEARCH – DESIGN - CONCLUSION
EDUCATIONAL ACTIVITIES
- CRECHE
- CLASSROOM REFORCO ESCOLA
- LIBRARY

RECREATIONAL ACTIVITIES
- CRECHE
- CLASSROOM REFORCO ESCOLA
- LIBRARY
- CAPOEIRA
- SPORTS FIELD
- PLAYGROUND

GENERAL ACTIVITIES
- DINING ROOM
- KITCHEN
- GOSSIP SPACE
- GARDEN
## Facilities/required

<table>
<thead>
<tr>
<th>Function</th>
<th>Part</th>
<th>Number/person</th>
<th>Number/m²</th>
<th>Number/room</th>
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</thead>
<tbody>
<tr>
<td>Bathroom</td>
<td>Sink</td>
<td>1/30 children</td>
<td></td>
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<tr>
<td></td>
<td>Shower</td>
<td>1/15 children</td>
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<td></td>
<td>Bed</td>
<td>± 1/5 children</td>
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<tr>
<td>Changing Room</td>
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<td></td>
<td>Toilet</td>
<td>1/40 persons</td>
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<tr>
<td>Refrigerator</td>
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<td>1/60 persons</td>
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<tr>
<td>Sink</td>
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<tr>
<td>Waiting Room</td>
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**SANITARY FACILITIES**

- 4 SINKS
- 2 SHOWERS
- 4 TOILETS
- 1 BOYS – 1 GIRLS
IDENTITY
PATTERN ORIENTATION

INTRODUCTION - RESEARCH – DESIGN - CONCLUSION
IDENTITY TERRACES

INTRODUCTION - RESEARCH – DESIGN - CONCLUSION
IDENTITY
PATTERN FLEXIBILITY
NATURAL AREA
DOOR

INTRODUCTION - RESEARCH - DESIGN - CONCLUSION
NATURAL AREA
PATTERN GARDEN

SOCIAL MEETING
PATTERN ENTRANCE
PATTERN PERMANENT SEATS
SOCIAL MEETING
PATTERN DINING ROOM

INTRODUCTION - RESEARCH - DESIGN - CONCLUSION
SOCIAL MEETING
PATTERN TAP
PATTERN REFRIGERATOR
INTRODUCTION

RESEARCH – DESIGN – CONCLUSION

SOCIAL MEETING

PATTERN SANITATION
INTRODUCTION - RESEARCH - DESIGN - CONCLUSION

PROBLEM: LACK OF EDUCATIONAL & RECREATIONAL ACTIVITIES

SOLUTION: BUILDING EDUCATION CENTRES

SOLUTION: PASSING ON KNOWLEDGE

PROBLEM: BUILDING WITHOUT KNOWLEDGE
GUIDEBOOK

DESIGN

EXAMPLE
PRIORITY