ARCHITECTURE CAREERS WORKSHEET

Match the description of different jobs in architecture below to the careers listed on slide 8 of the presentation.

Job	Description
	This role is responsible for the aesthetics and features of everything inside a building. They will need to consider things such as;
	What colours will be used?
	What furniture is needed and where should it go?
	 Is the layout easy and comfortable to move in – what about those who require the use of wheelchairs?
	This role is responsible for ensuring the delivery of a project is done on time, on budget and meets all the necessary specifications.
	Tasks they do include;
	 Liaising with different professionals and departments to check progress and set deadlines
	 Meeting with the client and updating them on progress, issues and decisions required
	 Managing risks and dealing with people who have an interest in the design, known as stakeholders
	This role is responsible for making sure buildings will be safe to use by checking designs for;
	 Is the building strong enough to support its weight and load?
	 Is the ground suitable for the recommended foundations to keep the building straight and upright?
	Will it stay up bad weather?
	This role is responsible for all the electrical elements in the building such as wiring, lighting, and safety features. They will be responsible for;
	Designing electrical circuits which meet the needs of the building
	Testing the reliability and design of electrical components and circuits
	 Researching the best methods for meeting the building's electrical requirements
	This role is responsible for handling all the day to day operations of the firm/practice. This may include;
	Job advertisements and recruitment
	Invoicing and payment from clients
	Overseeing office equipment and technology e.g. servicing
	Managing the company's comms and social media.

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ARCHITECTURE CHALLENGE

In groups of four read through the design brief a client has supplied below.

Design brief:

Your client has asked you to design a new building that will function as a youth centre for children and young people aged 8 to 16 years old. They would like you to produce a design for its exterior which meets the following criteria;

- Is no taller than two storeys
- Compliments the look and appearance of surrounding buildings, which are predominantly redbrick (see moodboard)
- Has an accessible entrance which will allow wheelchairs and buggies to easily enter
- Has off road parking for parents and staff
- Uses colour to add a modern twist and sense of fun to its design
- Has good security to stop people breaking an entering, but also to ensure young children can't leave without permission
- Embraces nature and has green space to play and reflect in.

In your groups you must design a building which meets this specification and prepare a 2 minute pitch on how your design meets the brief in the best way. You will be presenting your idea to the rest of the class and you must make it sound relevant and attractive.

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MOOD BOARD OF THE NEIGHBOURHOOD











