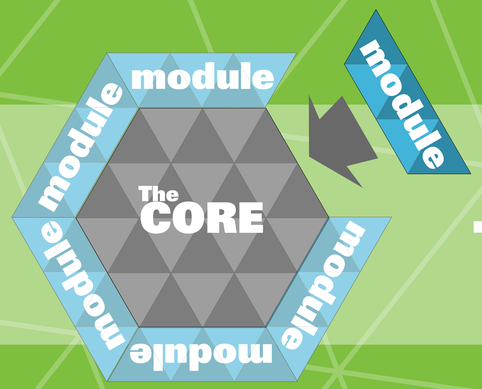
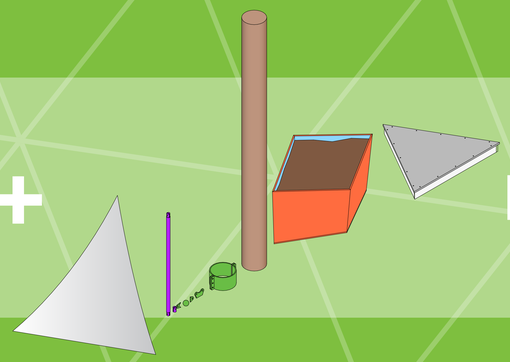


[common *core*]



[common *components*]

common design language
facilitates *sharing creations*,
promotes *appropriation*,
builds *collective intelligence*

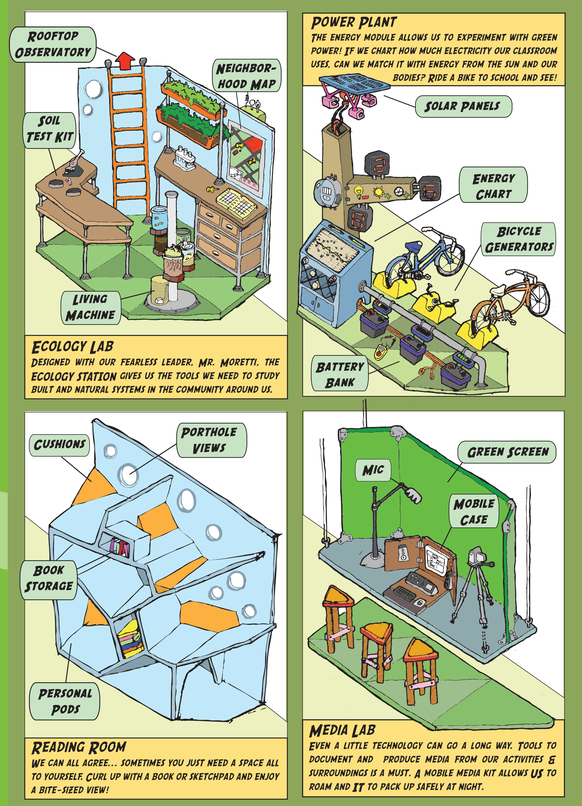
it's the school building itself!

thinking ting·bing building

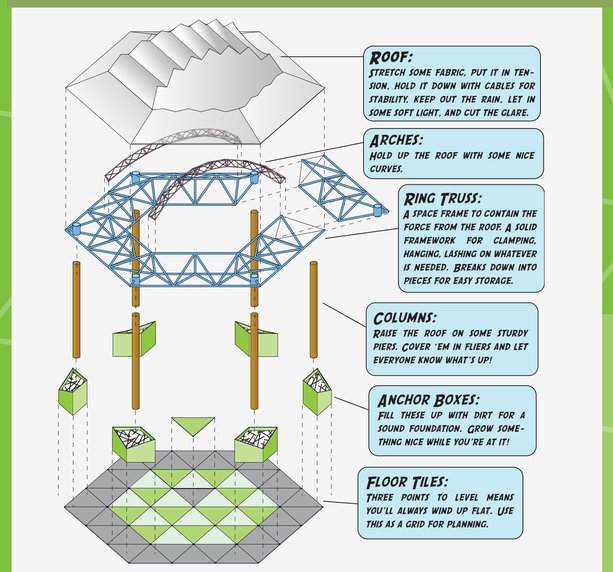
Sam Kronick
MAS.714: Tech. for Creative Learning
Fall 2009

constructionist architecture for adventure classrooms

ting-bing is a system of architectural building components that enable high school students to design and build their own learning space. It provides true physical immersion for the constructionist learner: students are encouraged to tinker, create, and share their own layout for the classroom or design learning modules that fit into a common core. All components are designed for dis- and reassembly, allowing successive groups of students to experiment with the joys of building.



A library of plug-in modules provides activities for multiple intelligences. Student-designed modules can be shared and built by students at other schools using the common core.

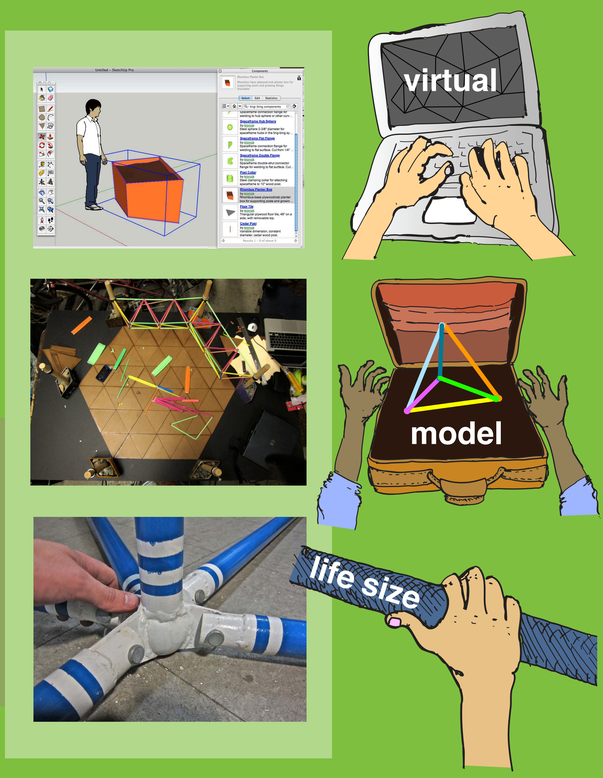


> "...in thinking of what "Mathland" might mean, the room, and not the computer screen, is the most tasteful and productive grain size of design for educational technology."
>
> (M. Eisenberg, "Mindstuff")

adventure *playgrounds:*
build-your-own-space to PLAY

adventure *classrooms:*
build-your-own-space to LEARN (by playing!)

Three ways to build are provided to maximize opportunities for creativity and expression of desires: virtual CAD design, physical modelling, and the rugged life-size structural components.



MAS.714J / STS.445J Technologies for Creative Learning
Fall 2009