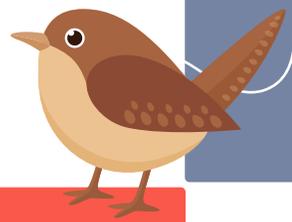


# Architecture Week

## animal dice game



### Roll the dice!

- Dice 1 to determine your client (animal)
- Dice 2 to determine your building type

### Start Designing!

- What animal is your client?
- What climate do they live in?
- What kind of spaces do they need?
- How do they interact with one another?

### What to Draw

- Outside of building
- Inside spaces of building
- Building name and sign
- Landscape / Outdoor areas
- Animals using the building

## Design a space for animals using architectural ideas

### Dice 1 results

**1: Restaurant**

**2: Hotel**

**3: Gym**

**4: Stadium**

**5: School**

**6: Library**

### Dice 2 results

**1: Snake**

**2: Bird**

**3: Monkey**

**4: Penguin**

**5: Bear**

**6: Fish**



**AIA**

**Pennsylvania**

