

**Architectural Terminology**

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**Educational Goals:** To expose the class to the terminology of the architectural elements they experience every day and to promote teamwork through a scavenger hunt for those elements.

**Description:** This module consists of a power point with a short video, photos, and definitions of common architectural elements as well as a diagram showing typical wood framing. Included is a word search and matching game followed up with a scavenger hunt.

**Time:** One JR ACE session, 1-1.5 hours

**Materials Needed**

* Power Point Presentation, computer, projector
* One copy of the word search/word-matching game per student
* One copy of the scavenger hunt list for each group

**Preparation**

None - should be done after the introduction module.

**Scavenger Hunt**

Divide the class into groups, each group going out with a mentor for an allotted amount of time. The groups must point out to the mentor the architectural element in order for it to be crossed off. Give bonus points to any architectural elements they come up with that may not be on the list. The group with the most points at the end gets some sort of prize, i.e. first pick of snacks.