

Designing Peace

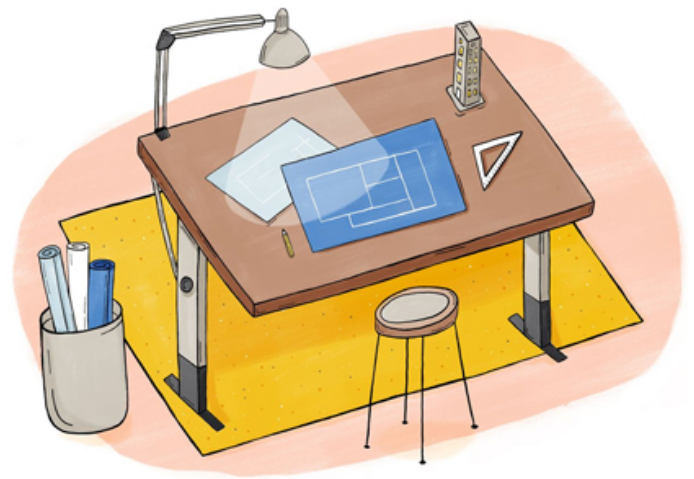
-hosted by Dr Wyclife Ong'eta Mose

Years pass and Kendra grows up. She never returned to collect strawberries again, in fact, she never ate another berry after that day, She also never forgot how she felt that day and hopes that in the future, the people from the two villages could just get along.

After college, Kendra returns to her home town and is excited to have been hired by the country's Education Department, they are building a new school and community center. Kendra is a bit upset when she finds out that the building will be right in that strawberry field! She went to college for architecture and they want her to design the school. But, it is her very first job and she decides that this may be her chance to really make a difference.



She secretly decides to design this school specifically with the goal to unite these two different communities and finally end the conflict. She knows that each village is very proud of it's own community history, art, music and food and should be allowed to maintain it's own culture but at the same time, maybe this center will give each community a chance to learn about and even appreciate the other's unique culture. Maybe if this center is designed the right way, the kids that use this center can put an end to all of this silly fighting passed down from the village elders (like, the 40 year olds).



Your goal is to imagine, design and build this community center. As you design the space describe each area, how it will help two communities in conflict find peace.

