**Those Crazy Animals!**

Getting Started

1. **Break into Groups**

2. **Roll the dice**
   a. To determine your client (animal)
   b. To determine your building type
   c. Everyone designs the same building and animal

3. **Start Designing!**
   a. What animal is your client?
   b. What climate do they live in?
   c. What kind of spaces do they need?
   d. 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

**Presentation**

- Show others what you drew
- Explain why you drew it that way
Client Dice
Building Type Dice

HOTEL

STADIUM

LIBRARY

SCHOOL

RESTAURANT

GYM
Example