



Virtual Scout Day: Saturday, December 5th
Architecture Merit Badge

Schedule and Session Descriptions

All programs will start promptly. Please be present in the Zoom room at least 5 minutes prior to the start time. The link for the room is provided in the confirmation email you received from Eastern State Penitentiary.

Session 1- Let the Doors Be of Iron: A Virtual Tour of Eastern State Penitentiary

An Eastern State educator provides scouts with an introduction to the history and architecture of Eastern State Penitentiary. Scouts will learn how Eastern State's design reflected the intentions and philosophy of the founders, and how the building's architecture influenced the lives of the people who lived and worked inside its walls. Scouts will discuss the following questions:

- How did the building's design promote security and surveillance?
- What challenges did architect John Haviland face when designing a prison meant for total isolation of prisoners?
- How has prison architecture changed over time? Do you think Eastern State's design should still be used today?
- What are some of the ethical questions facing prison architects of the past and present?

Start time: **10:00am**

Length: 60 minutes

Badge requirements met: 1a (partial), 1b

Session 2- Planning the Penitentiary: A Conversation with a Building Expert

With the help of an Eastern State staff member, scouts examine historic models, plans, and drawings used by architect John Haviland to design and construct the original prison. Scouts will discuss the following questions:

- After examining historic building plans, describe the major design and construction challenges that faced the builders of Eastern State back in the 1820s. How did those challenges change over time, and how were they addressed?
- What factors did the builders consider when selecting the materials used in the construction of Eastern State? How and why did architectural style and building materials change throughout the prison's history?

Start time: **11:15am**

Length: 30 minutes

Badge requirements met: 3a

12:00pm-1:00pm- Lunch Break

Session 3- “Why don’t you fix this place up?”: Conservation Conversation

Step into the unique and fascinating profession of historic building conservation! In this session scouts will hear from a member of Eastern State’s award-winning conservation team and learn about the critical role they play in the mission of the historic site. The penitentiary was completely abandoned for over 20 years after its closure in 1971, presenting a complex challenge to the professionals tasked with saving it from time and the elements. Scouts will:

- Define the term *sustainable architecture*. Identify three features typical of green buildings.
- Discuss the term *architectural conservation*. Identify three core principles of architectural conservation.
- Discuss why some buildings are conserved and others are not. How are conservation decisions made? Who makes them?
- Discuss why Eastern State Penitentiary, an abandoned prison in the middle of a major city, was saved from demolition and turned into a museum. Imagine that you were speaking to City Council about why Philadelphia should save the building. What is one argument you’d make to them?
- Define the term *stabilized ruin*. How would you explain this term to a friend or family member? Discuss at least one of the unique challenges that face the Eastern State conservation team.

Start time: 1:00pm

Length: 45 minutes

Badge requirements met: 2a-2d

Session 4- Chop Wood, Carry Water: Architecture and Historic Preservation Career Panel

Having met with three individuals with varied careers in architecture and historic preservation, this session will offer insight into the education, training, and experience required for a career in architecture, conservation, or engineering. Scouts will:

- Engage with professionals in and around the field of architecture and historic preservation.
- Learn through a wide lens the steps typically undertaken to begin a career in the fields specific to our panelists.
- Demonstrate interest in one or more of the careers in conversation with a Eastern State staff member and/or self-reflection and writing in the badge packet.

Start: 2:00pm

Length: 45 minutes

Badge Requirements: 5

Session 5- "A Model for the World": The Ethics and Influence of Prison Architecture

Eastern State Penitentiary's ground-breaking architectural design had ripples throughout the world. Its influence can be seen in more than 300 buildings on five different continents including prisons, schools, and hospitals. Scouts will:

- Learn: How Eastern State's design continues to influence prison architecture today. Are those influences positive or negative?
- Discuss: What ethical concerns surround single-cell and surveillance architecture during Eastern State's history and in prisons today?
- Examine: What are the debates within the field of architecture today concerning the design of spaces for solitary confinement and capital punishment? Should prison architects refrain from designing buildings for these purposes?

Start: **3:00pm**

Length: 60 minutes

Badge Requirements: 4

Session 6- "What do I do next?": Optional Support Session

The work done today doesn't end when we log off! This virtual programming may be new to many of us, and we want to ensure your work is fully realized. In this optional session, scouts and guardians will:

- Have the opportunity to ask final questions
- Understand and commit to meeting deadlines
- Identify action steps to complete badge packet(s)

Start Time: **4:00pm**

Length: 30 minutes

Done for the day!

A Note About the Pre-Requisite and Homework

In order to fulfill all badge requirements, scouts must complete the requirements listed below.

Badge Requirement 1a: Before attending ESPHS's virtual Scout Day, take a walk around your neighborhood, with a parent or guardian's permission, and make notes about the kind of structures you see. In your badge packet, make notes:

- What time period do you think the buildings are from?
- What similarities do you notice?
- What differences?
- Make a sketch of a structure you admire.

Badge Requirement 4: After you have attended ESPHS's virtual Scout Day, measure a room in which you spend a lot of time. In your badge packet, make an accurately scaled drawing of the room's floor plan showing walls, doors, closets, windows, and any built-in furniture or cabinets. Neatly label your drawing with the following:

- Your name
- The date
- What room you drew
- The scale of the drawing. (Ex. Drawing scale: $1/4$ inch = 1 foot)