



# ONCE UPON A CLIMB

## Description:

"Once Upon A Climb" is an outpost for the Chicago Children's Museum located in Chicago's Albany Park neighborhood, near the terminus and railyard of the CTA Brown Line trains.

"Once Upon a Climb" is a direct response to conditions experienced during a visit to the Chicago Children's Museum. Our team recognized that the current design museum is a container for climbing structures, and we decided to challenge

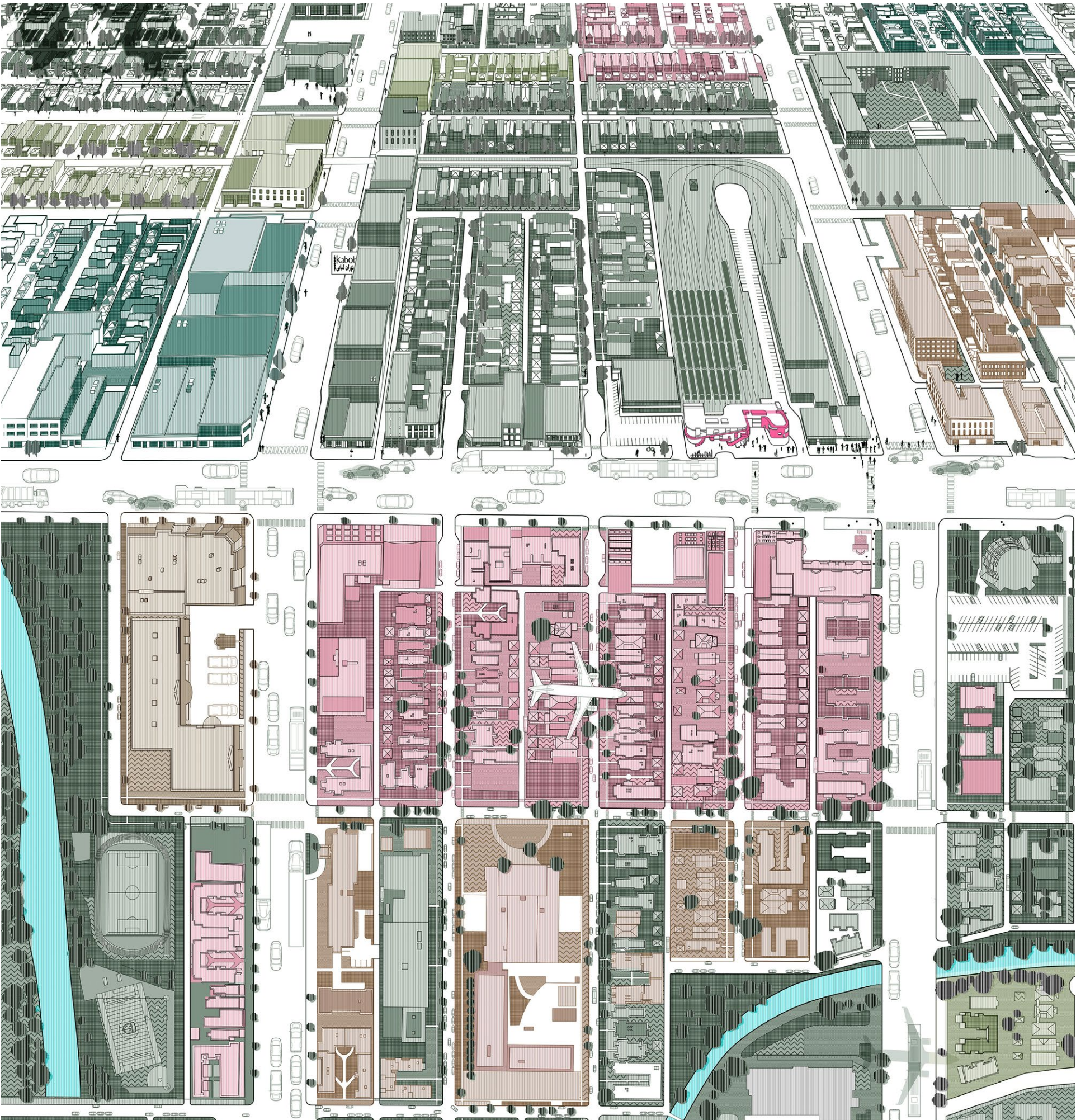
this notion and interpret the outpost as both climbing structure and building intertwined. The design combines the quintessential childhood experiences of climbing and storytelling to generate a new typology: THE CLIMBRARY! Rather than conceiving of a climbing structure as a discrete object or a library as a closed room, this design proposes a continuous spatial landscape interwind with climbing and storytelling experiences that run throughout its entirety. Ground-level exterior public spaces

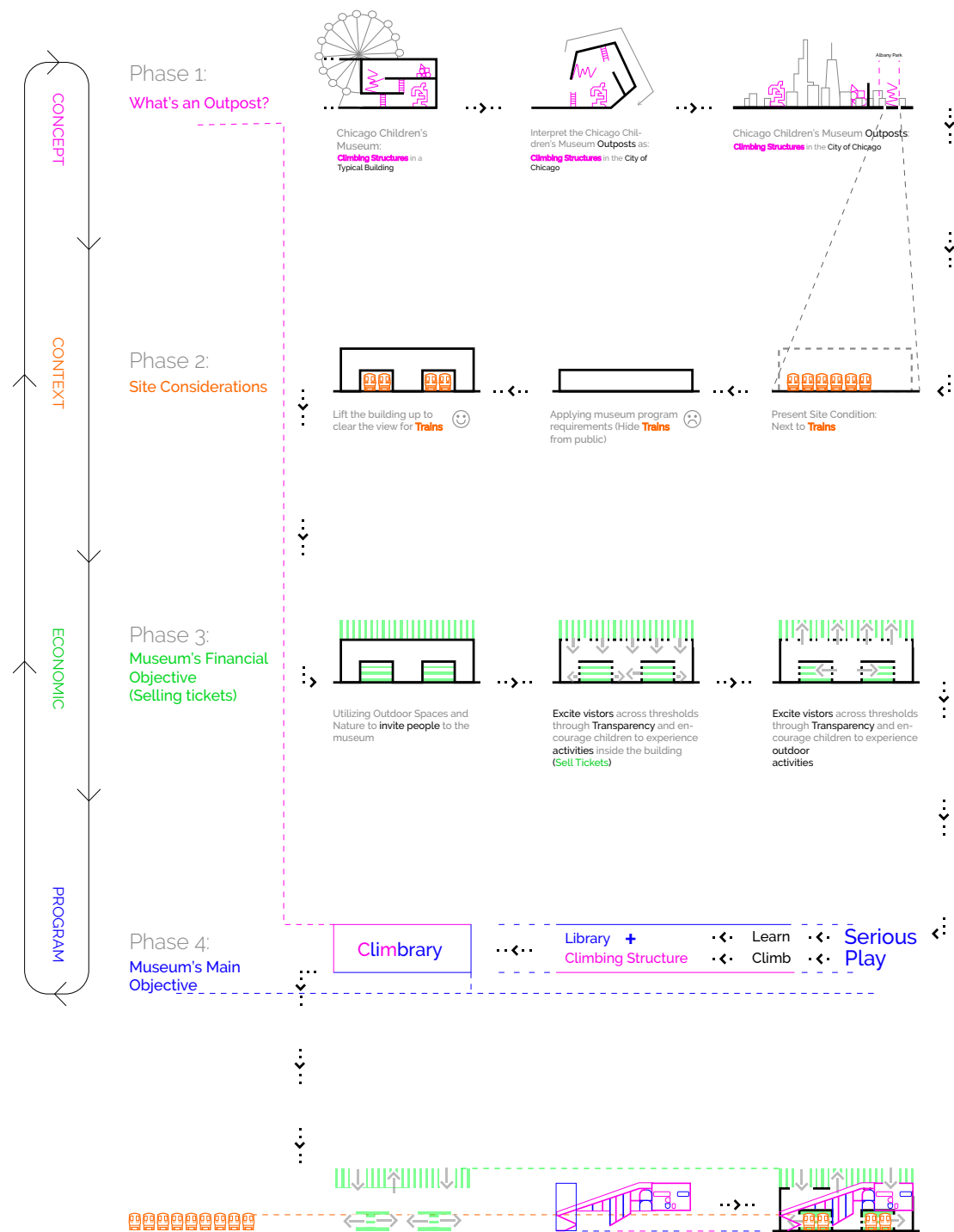
make the building/ landscape permeable to the neighborhood and provide dynamic views of the CTA trains pulling in and out of the railyard. These open vantage points to the active backdrop of the train "parking lot" pull museum-goers, CTA commuters, and the general public into and around the site, inviting neighbors to experience the climbrary both inside and out.

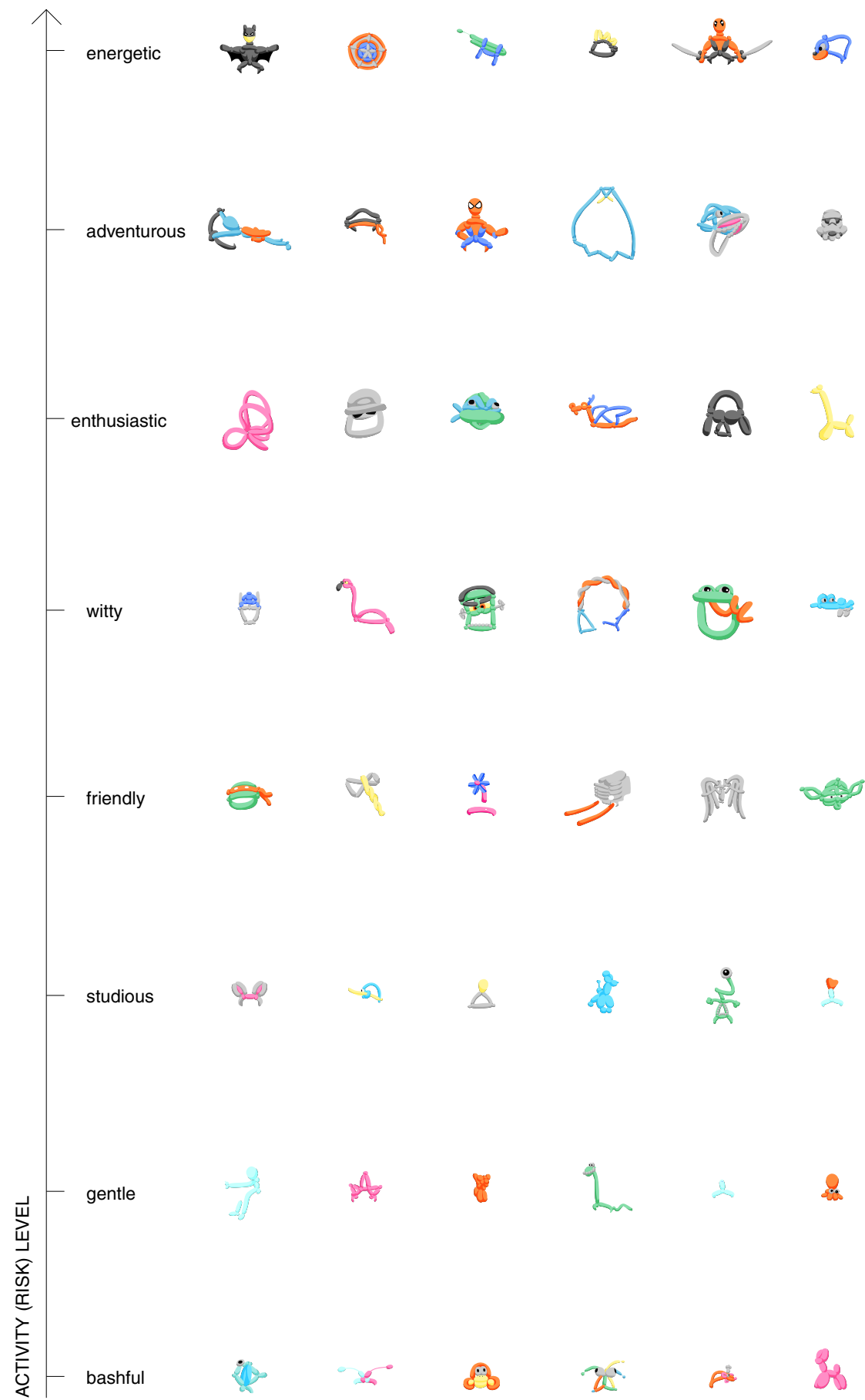
Albany Park is a vibrant and diverse community. Those living in the neighborhood come from a range of socioeconomic statuses, many of which are of average and low standing. Museums, specifically in Chicago, are inaccessible for families not just because of their location but because of their cost as well. Ticket costs can prevent children and their families from valuable, educational and enjoyable experiences.

"Once Upon a Climb" is designed to provide free experiences through the exterior climbing structure, ground level and rooftop exploration areas. Interior spaces are also configured with the intent of hosting a variety of activities and events such as adult museum nights and lectures. This is all with the intent of subsidizing ticket prices to make this museum as accessible as possible for all members of the community.

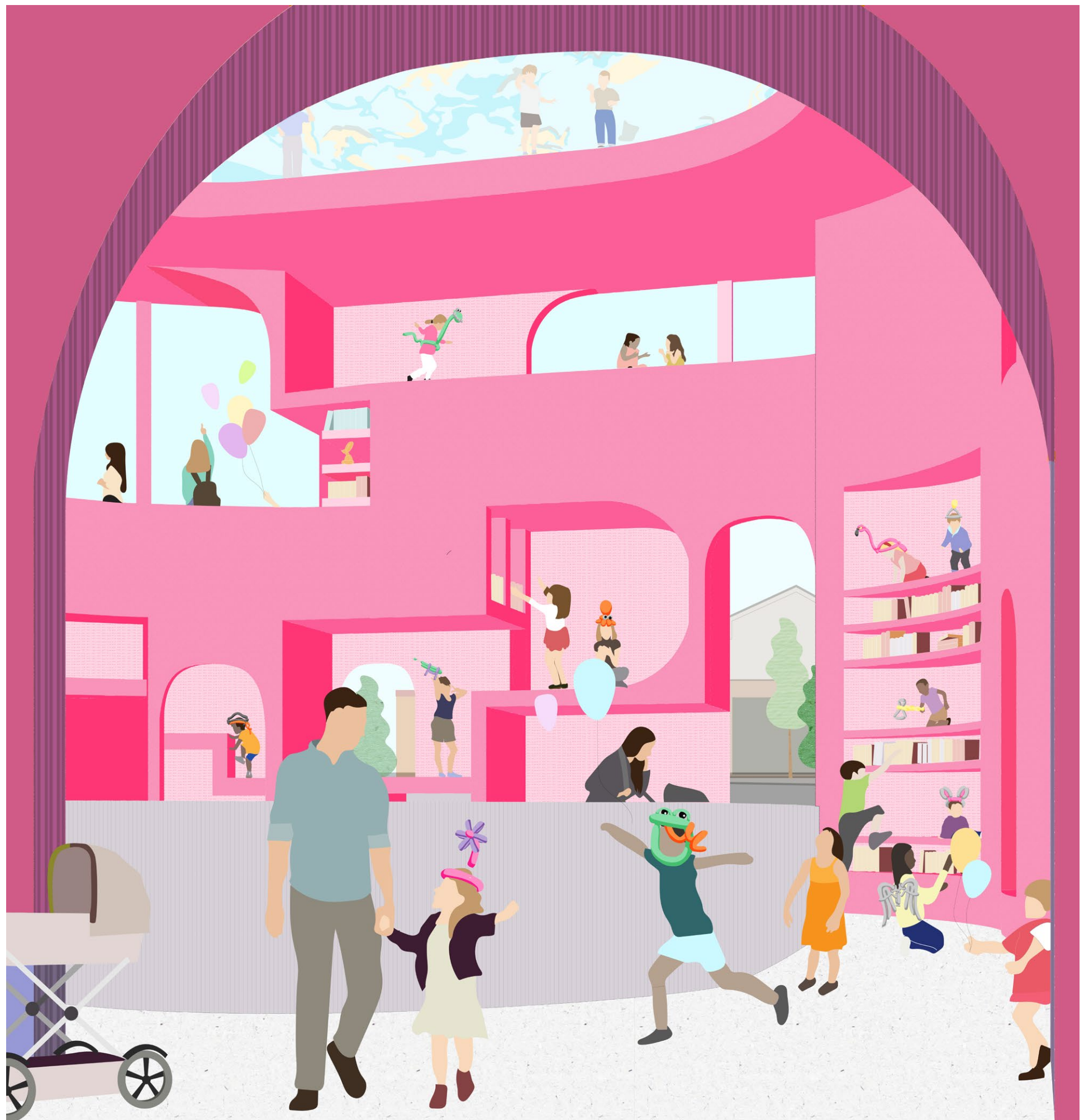
Household Income Key:

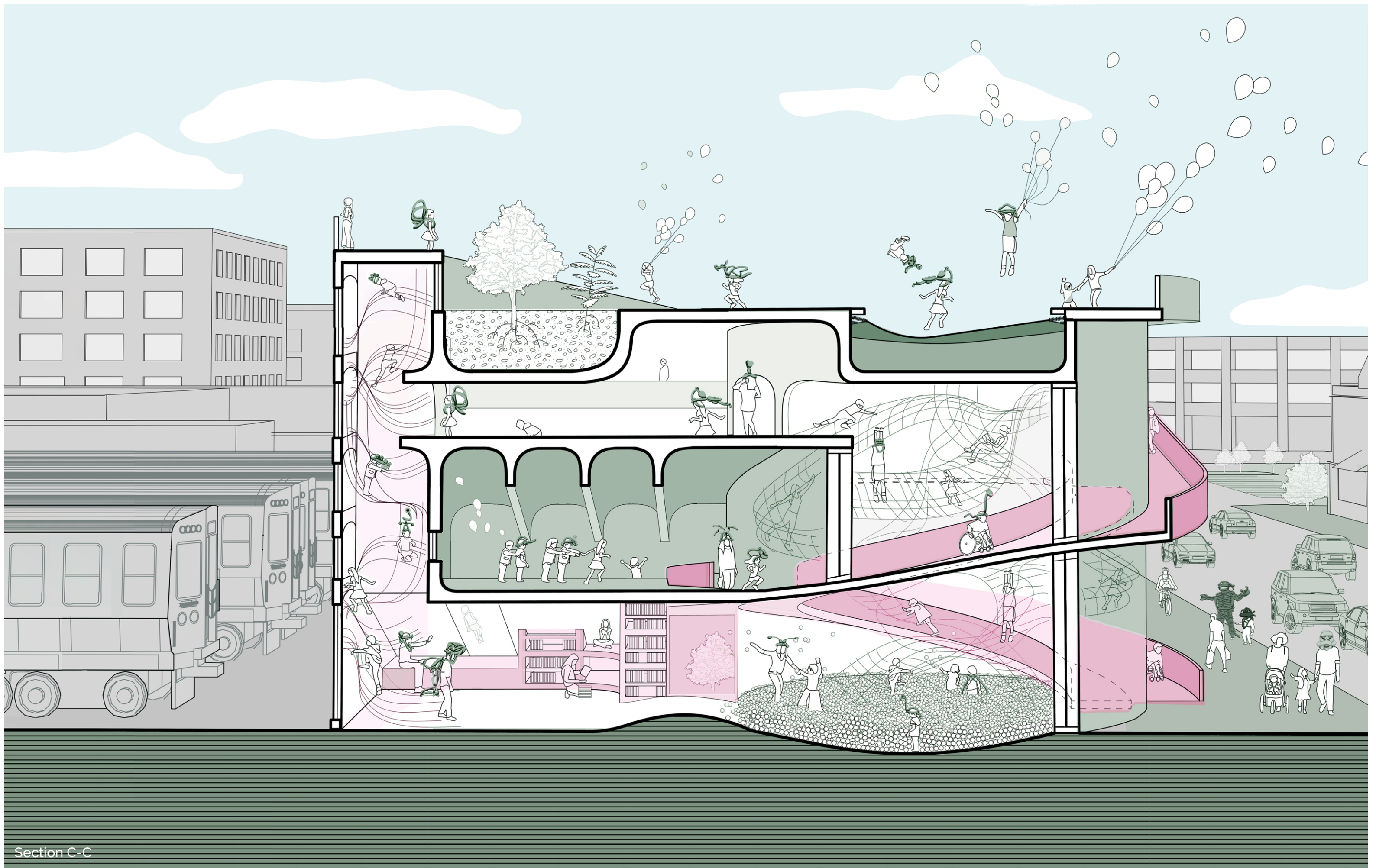




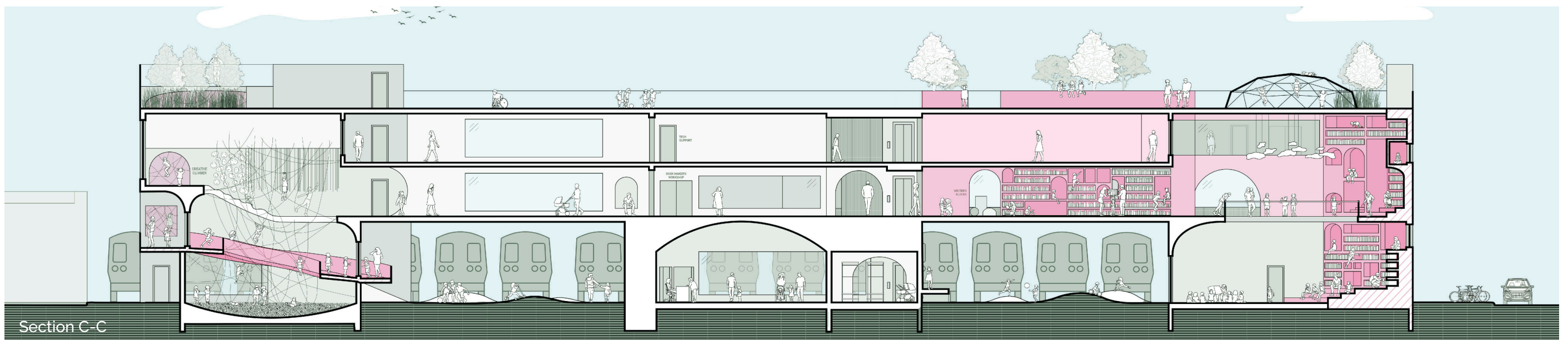
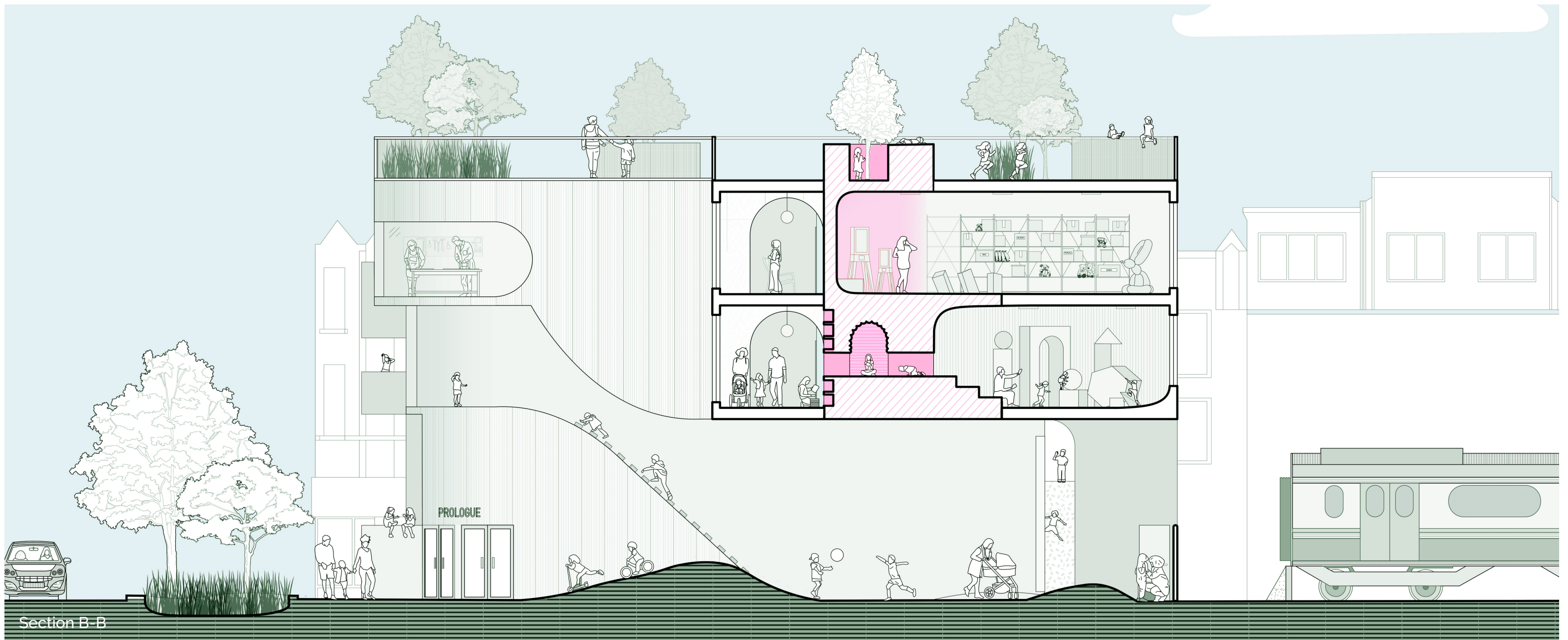


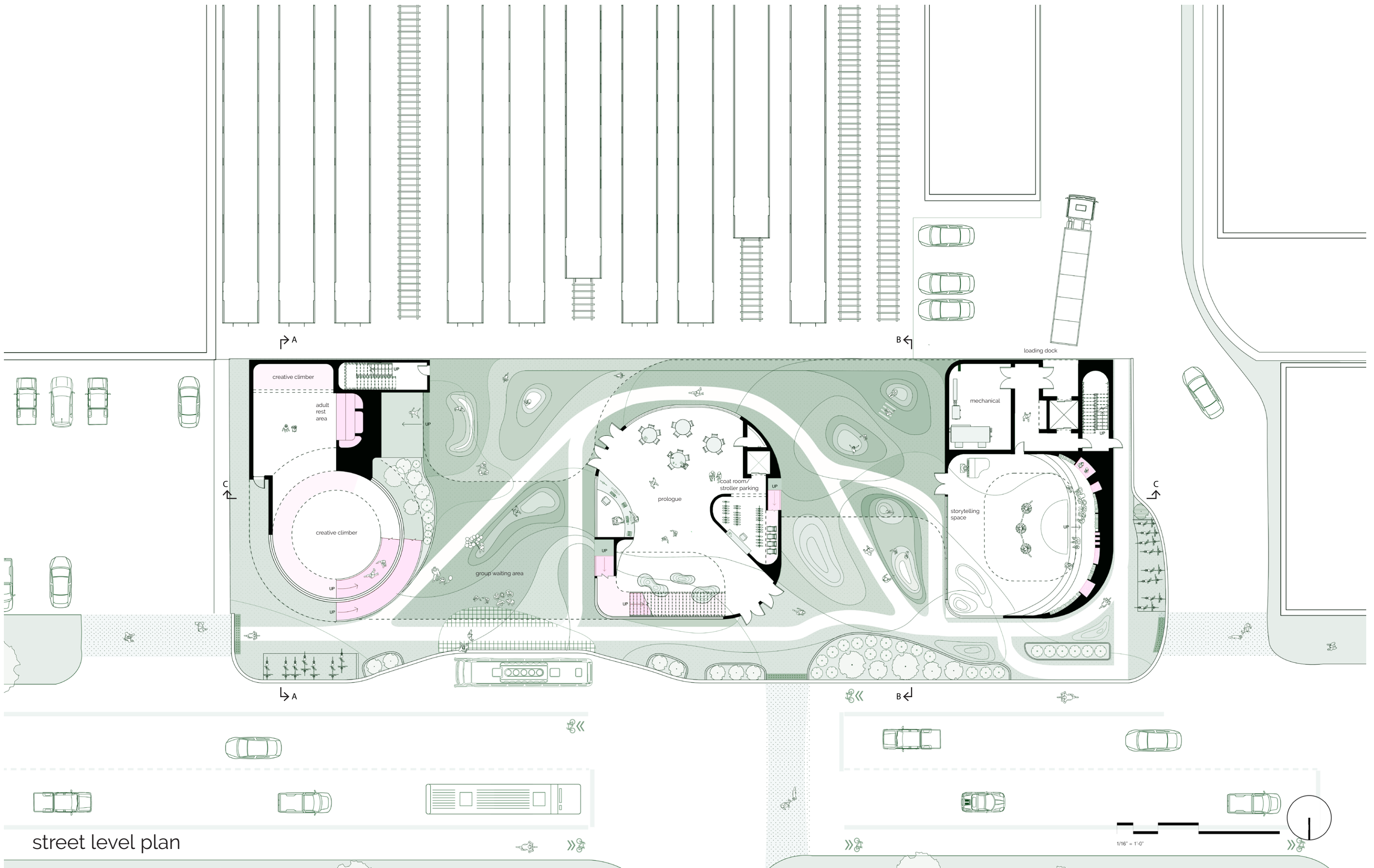
A CAST OF CHARACTERS



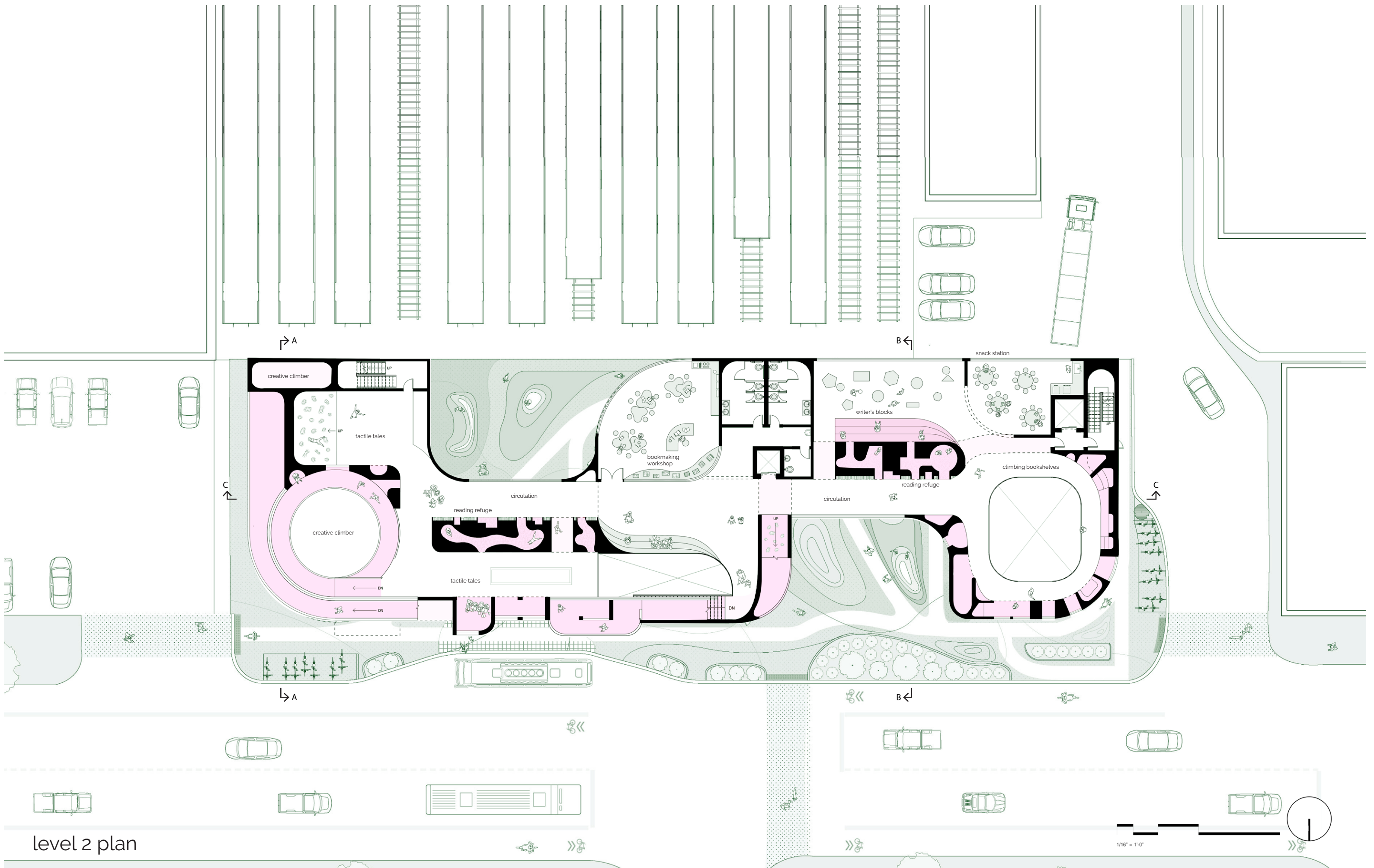


Section C-C





street level plan



level 2 plan

1/16" = 1'-0"



Thickened walls, or poche spaces, generate intimate book nooks and climbable challenges at the scale of a child, where children can take ownership of their play.

The climbrary becomes the one element connecting different parts of the building to each other. In other words, it becomes the climbing structure (play), the library (learn), the structure and the circulation of the project.

