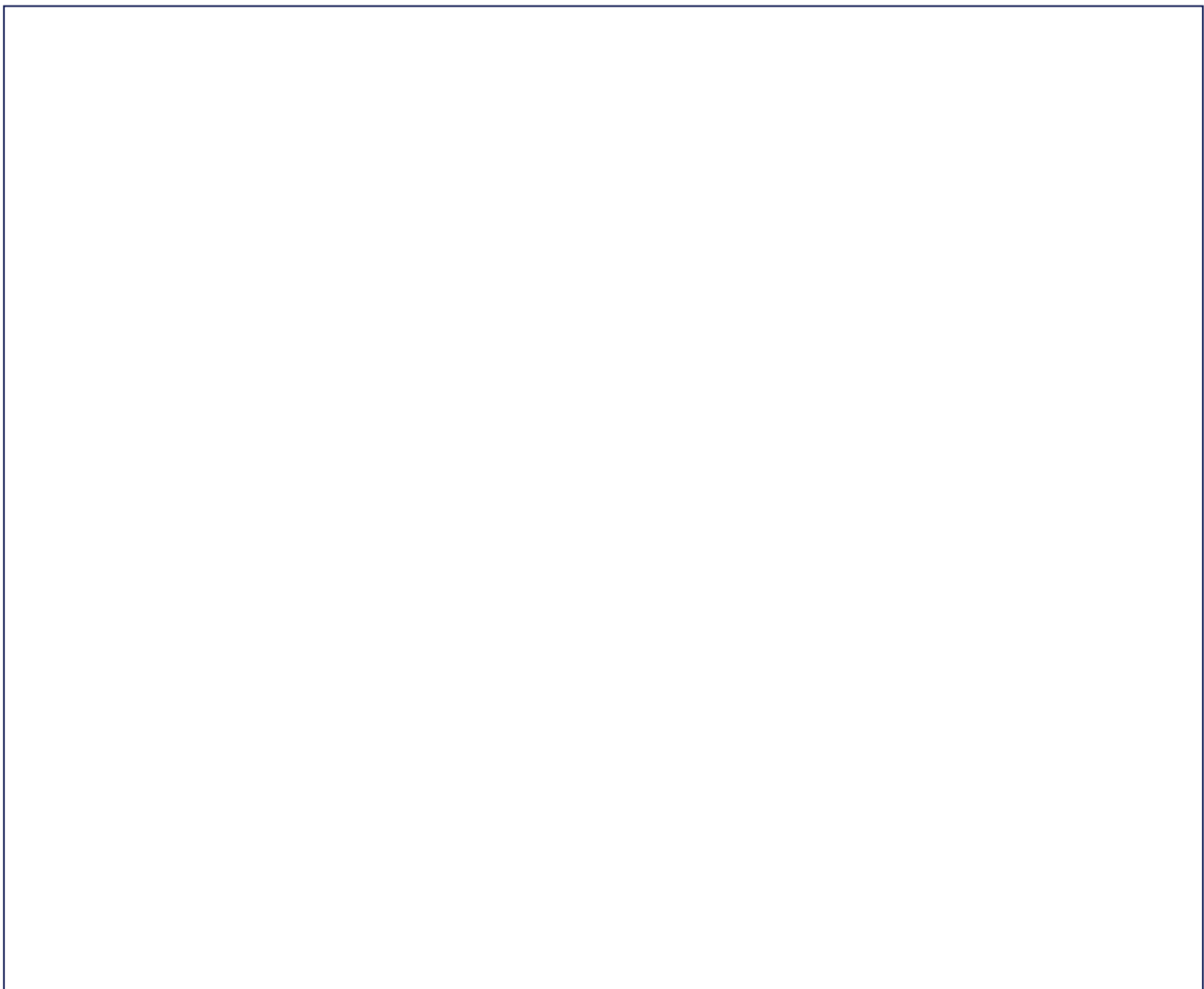


Architectural Wonders: Places of Worship

Learning objective: To identify, draw, and label key architectural features of different places of worship, understanding their significance within a community.

Use the drawing space below to illustrate a place of worship. You may choose to draw a church, a mosque, a synagogue, a mandir, or a gurdwara. Ensure you include at least three key architectural features from the word bank and label them clearly.

Draw: Draw a detailed scene of a place of worship of your choice. Use a landscape orientation. Include the main building, surrounding environment (such as a garden or courtyard), and specific architectural details. Use fine-liner pens or sharp pencils to show textures like brickwork, stone, or glass. Ensure you leave space around the edges to draw lines pointing to the specific features you have labelled from the word bank.



Label words: Spire · Dome · Minaret · Stained glass window · Archway · Symbol · Altar · Bimah · Nave · Courtyard

Steps:

1. Choose two features you have drawn. Explain why these specific architectural elements are significant to the people who worship there.
2. Compare and contrast the exterior design of two different places of worship. What similarities or

differences do you observe in their structures?

3. Justify why an architect might choose to use specific symbols or shapes when designing a place of worship.

4. What might happen to a community if their local place of worship were suddenly removed? Explain the impact on social cohesion.

5. How do the materials used in the construction of a building (such as stone, glass, or marble) influence the 'feeling' or atmosphere inside the space?

6. If you were designing a new place of worship for a diverse community, which features would you include to make everyone feel welcome? Explain your choices.