This school is meant to dignify life on a very important site such as Xochimilco by implementing a system of interactive education, with three design guidelines: energy, water and permaculture.

All process of energy generation and water cleaning is meant to be evident and interactive, so that kids can be part of it.

Our project is meant to be the initial of a replicable system of a school that uses natural resources to provides itself of energy while cleaning the water trails that surrounds it.
The design gives priority to the relationship with the lake resulting in modules arranged around two central squares covered by a habitable roof.

Suitable microclimates to provide thermal comfort and indoor air quality by natural ventilation systems and natural lighting mainly.

Management of natural resources water; by filtering it through bioswales construction systems; retaking the vernacular architecture

Provide energy into project and supply excess into the community by installation of PV systems and generating through games for children

Reduce carbon footprint because of the use of 88% of natural and local materials, and maintenance managed by the community.

Interactivity for the children by making them participate in generating energy process and self-consumption of vegetables through permaculture

All materials sourced by local suppliers in a radius less than 8,000 feet, to reduce transportation and raw material costs.

Replicability in other sites of the city improving resilience and helping to mitigate the problems of Xochimilco

Water trial school is a systemic project so that each element of the project is interrelated for the proper functioning of the building.