

# **Suzanne Mubarak Family Garden Project (SMFG)**

## **Introduction**

The Suzanne Mubarak Family Garden (SMFG) project was initiated by the Heliopolis association; an Egyptian NGO, chaired by H.E. Mrs. Suzanne Mubarak, First Lady of Egypt. The SMGF is committed to providing an exciting learning opportunity, where children experience the world beyond the classroom as an essential part of their learning and development. This initiative is one of the numerous projects of the Heliopolis association targeting children's education; paving the way towards a sustainable culture of innovation in Egypt.

The Heliopolis association was established in 1981 as non-profit organization with the New-Cairo Governorate as a focus area of intervention and an indirect impact on all Egypt. The Heliopolis association plays a vital role in human resources development and empowerment. Libraries, computer and language centers, seminars and conferences held during the Heliopolis association annual cultural season, are the means and tools implemented for human resources capacity building. For more information about the Heliopolis association please visit: [www.dsds.org.eg](http://www.dsds.org.eg)

## **The Vision**

The Suzanne Mubarak Family Garden connects children and their families in an environment where fun and learning go hand in hand—an environment where nothing is off-limits for children and everything is designed to speak their language. The programs offered spark creativity, nourish curious minds and inspire discovery and learning through play. Through these programs, children are encouraged to take the lead, helping them become active, life-long learners.

At the core of our vision is our belief that fun and learning are essential to developing strong individuals, healthy families, and responsible citizens. Here, children discover the world around them and gain the confidence to be daring, creative thinkers. Parents realize something that their children know instinctively - that learning can really be fun. And everyone finds a deeper understanding of their own humanity, as well as of their roles and responsibilities in a world of many cultures. Together, children and the adults in their lives become stronger families. Through them, we become a stronger community.

## *Core Values*

We believe . . .

- Family is foundational for shaping the individual.
- Each individual has equal intrinsic value.
- Learning in a changing world is an essential life-long process.
- Learning and fun are essential to developing strong individuals, healthy families, and responsible citizens.
- Inspiring intellectual curiosity and creativity leads to the lifelong love of learning.
- All children deserve the freedom to learn in their own way and at their own pace.
- Respect of self and others are essential to having responsible citizens.
- Respect and protection of the environment are essential to any community.
- Any community is enriched by its diversity and strengthened by its ability to integrate.

## **Mission**

The SMFG is designed to provide a unique educational experience based on stimulating curiosity, creativity, learning through fun and interactive exhibits and programs for children and adults. The park will offer programs that spark creativity, nourish innovation, and inspire discovery and learning through play. Through these programs, children are encouraged to take the lead, helping them become active and life-long learners.

*We are committed to:*

- Making learning fun through innovative, hands-on engagement.
- Learning through experience, exploration, discovery, inquiry, and play.
- Providing a positive family experience.
- Providing curriculum that supplements the classroom learning experience through programs that inspire and enrich young minds.
- Following the best practices of the children's educational parks, museums and centers.
- Providing excellent customer service.
- Nurturing appropriate partnerships in the community.
- Having a positive impact on the community.

*And ultimately, we create a better world by developing individuals who:*

- As global citizens, can better absorb, appreciate, and act upon the needs of a changing world;
- As active community members, can see the value in bringing people together to make connections and work toward common good;
- As employees, can use critical thinking, problem-solving, and swift adaptability to keep pace with a rapidly changing world;
- As family members and friends, can seek the connection between fun and learning to enhance their enjoyment of life and better understand their place in the world.

## **Description**

The SMFG is a park designed to meet international standards while preserving the Egyptian identity. This initiative is designed to meet the increasing demand for recreational areas in the Egyptian overpopulated capital and its affiliated governorates. It is built on around 264,000 square meters in Cairo's new suburb El-Tagamoia El-Khames.

Although the park is perceived as an entertaining family outing, its range of cultural programs and activities are planned to empower the visitors with the state of the art technologies to scale up local development efforts. The park will include cultural facilities composed of the following 4 centers to fulfill the objective of Learning For All:

### ➤ **The Arts & Technology Center**

#### **Introduction**

The Arts & Technology Center at the SMFG is an exceptional venue, providing a unique experience that draws on the technology of today to nurture children's artistic talents. Using state-of-the-art technologies; the Center nourishes children's creativity, talents and imagination through Hands-on activities, theatre-arts performances as well as workshops.

The Center is able to provide exclusive programs for the young and young-at-heart (6 to 66 year olds) in Animation (2D and 3D), Digital Media Design, Entertainment and Digital Arts Industry, Digital Film production, Information Technology, creating Video Games and Visual Effects.

The Center also provides Drama, Dance as well as Music workshops. The Drama Workshop is dedicated to providing an excellent learning experience for children, which will enhance self-confidence, self-discipline, poise, interaction, creative thought, and other essential skills that will help them throughout their lifetime. Listening, teamwork, counting and fundamentals of music are among the elements of the music workshop. Coordination, following direction, call & response, carrying a tune and keeping time are all taught in Music Workshops.

### **Mission**

Communicating Technology through the Arts

### **Objectives**

- Acquainting new generations with the state-of-the-art technology while nourishing their artistic talents.
- Providing an environment that enables the appreciation of the Arts and the respect & understanding for the beautiful in ourselves, the other and our planet.
- Providing a venue for self-expression and self-realization.
- Fostering Team Work spirit, interaction with the other and celebration of diversity.

## ➤ **The Science Center**

### **Introduction**

There is a growing national consensus that a collective commitment to innovation is essential to secure the world's future in the new century. But the skills and attitudes that lead to innovation must be developed at an early age. A sustainable culture of innovation in the world will depend on more young people interested in the future of science and technology.

The Family Garden Science Center (FGSC) is an educational venue dedicated to increasing the public's understanding and appreciation of science, mathematics and technology through scientific shows and interactive exhibits as well as ongoing scientific programs and contests.

### **Mission**

To promote Science and Technology to school students, as well as the public at large, and to show their relevance to everyday life.

### **Objectives**

- Gateway to the Challenges of the Future.
- To foster the values of Science.
- To create a new generation of innovative thinkers.
- Yield a new generation of science literate problems solvers.
- Give new generations the tools to determine a future that is one of CHOICE not chance.

## ➤ **The Nature Center**

### **Introduction**

The Nature Center aspires to provide visitors with an educational yet exciting journey into the wonders of nature, while creating memorable experiences that will motivate and enhance the respect and appreciation of the environment and the natural world.

### **Mission**

Preserving the Environment through bonding new generations with Mother Nature.

### **Objectives**

- To inspire respect, understanding and delight in the natural world.
- To promote healthy environmental habits.
- To provide a dynamic, educational yet entertaining environment for the whole family.
- To demonstrate the connection between nature and the modern world.
- To re-introduce environment as a 'cool' topic.
- To highlight the wonders of nature in Egypt.

## ➤ **The Artistic Workshops**

### **Introduction**

The Artistic Workshops is a "SEE, TOUCH, & DO" venue, with tailored activities designed for children of all ages.

It is an effective, interactive, and fun venue where children can learn about techniques and materials that are usually not found in their homes or schools. Each activity has its own thematic emphasis. This can be the

intense engagement with a certain material; paper, wood, paint or with a special technique like; mosaics, felting, painting or printing.

The goal is not the final product, but the children's own individual creative experience. Children are granted the greatest possible freedom.

### **Mission**

Granting Children the space and freedom to express their inner selves.

### **Objectives**

- Stimulating children's interest in and increasing their knowledge about different kinds of Arts and Crafts.
- Promoting the value of expressing yourself through the Arts.
- Allowing children to understand themselves to better interact with the Other.
- Giving Children the opportunity to indulge in hands-on activities.