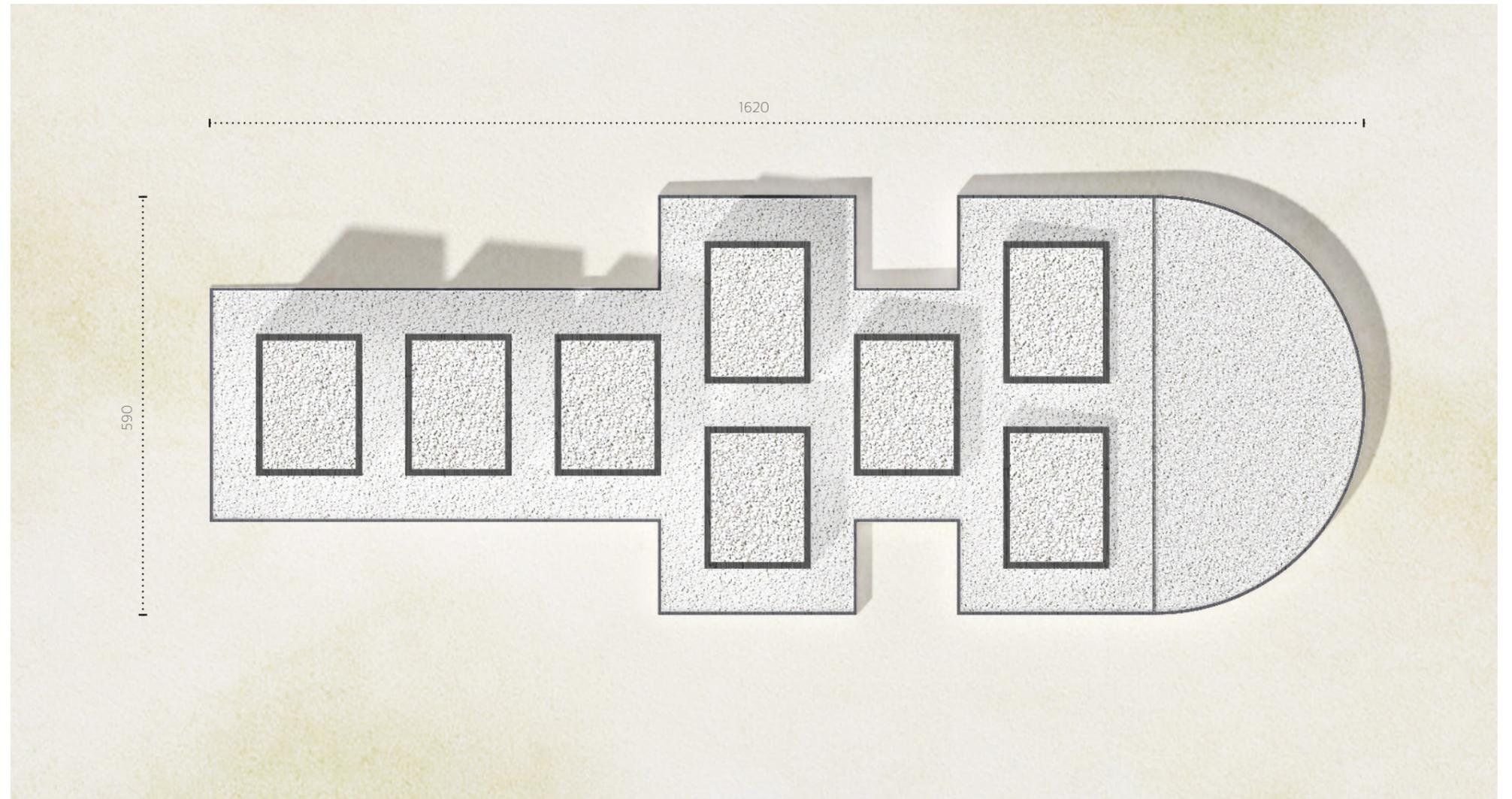


La marelle — The First Map

The moment we first mapped the world began with play. On the playground ground, we drew boundaries with chalk, threw a stone, and jumped across squares — growing through movement. La marelle, the game of hopscotch, was our very first map.

This pavilion does not remain within a two-dimensional memory. The squares leading from the ground to the sky have become spaces of recollection, filled with stones we can no longer reach. Once, stepping on a line meant failure and returning to the start. Now, that line — like the stone we once threw — becomes a path that guides us forward. We walk upon it, pause, and begin again.

As adults, we now understand: the path to the sky was never a straight climb across numbered squares, but was found in the moments we stepped on the line, faltered, and began again. La marelle gathers those footprints into a trajectory of growth — our first map drawn upon time.



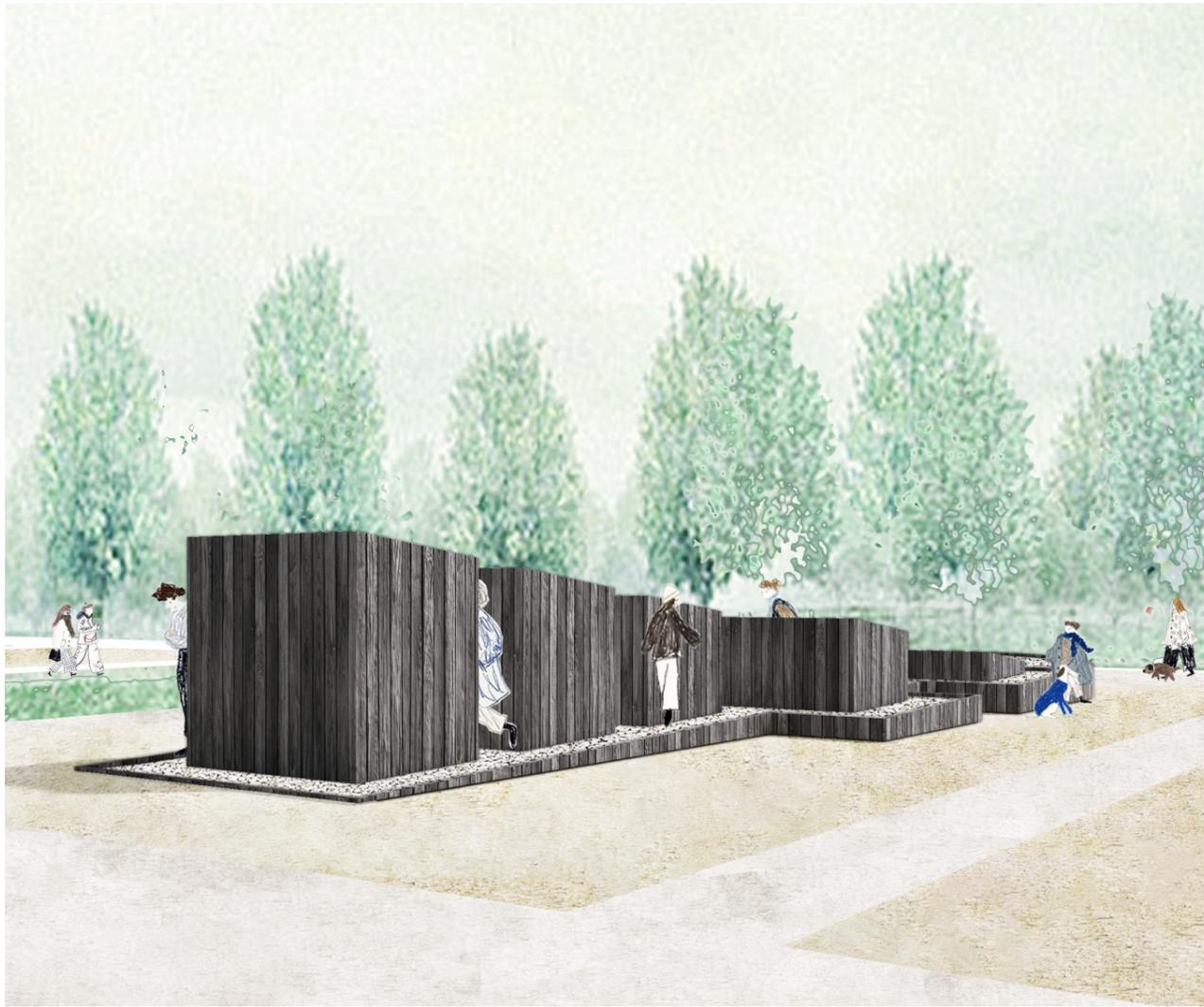
Layout Plan 1 : 75



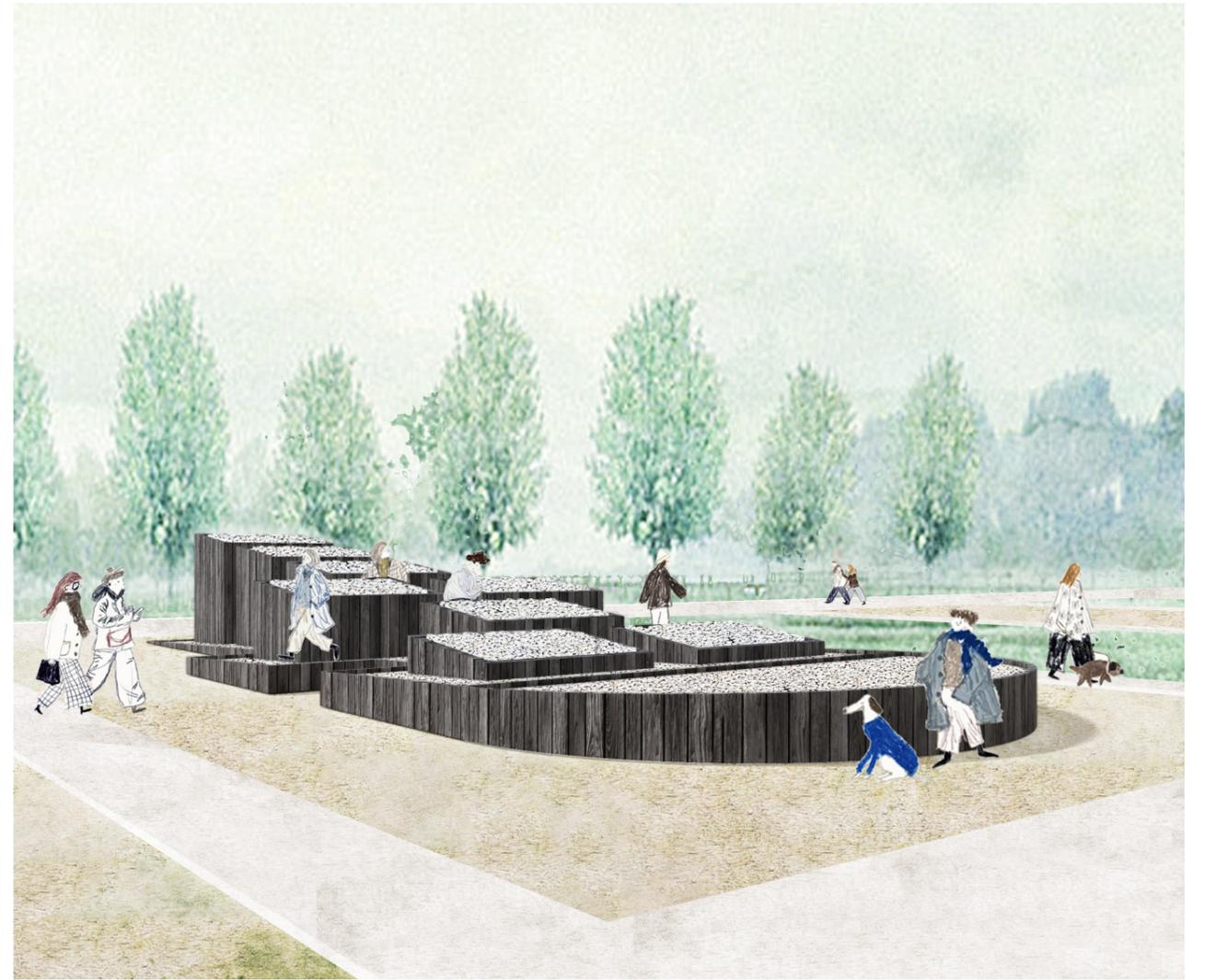
The elevated square, clad in black wood, embodies the traces of time's repetition: its boundary unfolds through countless stones cast in challenge.



Front Perspective



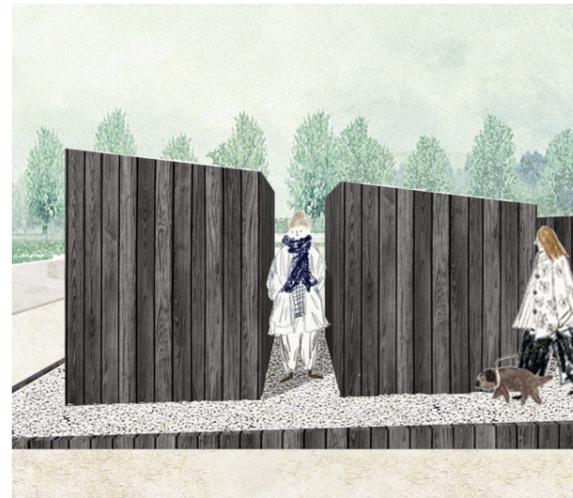
Southwest Perspective



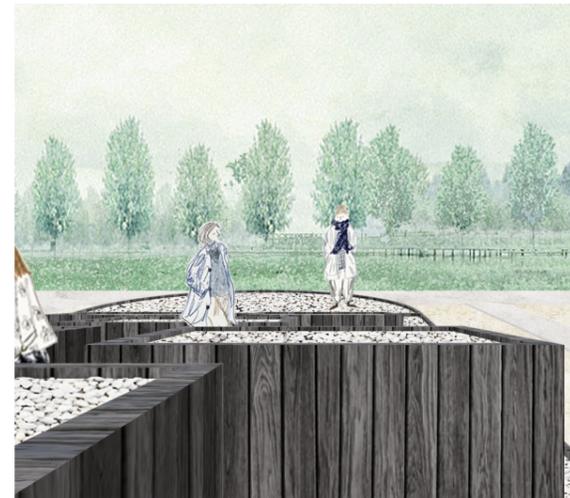
Southeast Perspective



1. Beginning of Play - A new journey begins at the boundaries, not within the squares.



2. Journey of Memories - Moving through unreachable spaces left between the squares.



3. Transition - As the squares descend, the sky draws closer.



4. Reflection - Looking back from above at the path once traveled.