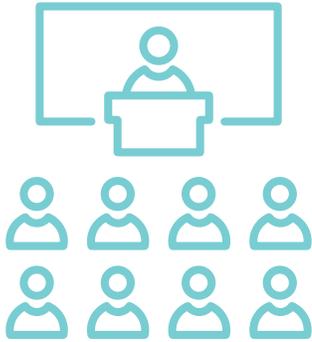


FUTURE-FOCUSED DESIGN FOR STUDENT CENTERED LEARNING



A NOTE ON ACTIVE LEARNING

The activities used by educators today are much more varied and complex than the activities that schools were traditionally designed for. Education was once streamlined so that ONE space, a single rectangle, repeated in rows on both side of a corridor housed all of the educational activities needed for basic education.

But if form follows function, can one space continue to accommodate all of the activities involved in active learning? Unless that space is many times larger than the classroom of the past, then the answer is clearly no.

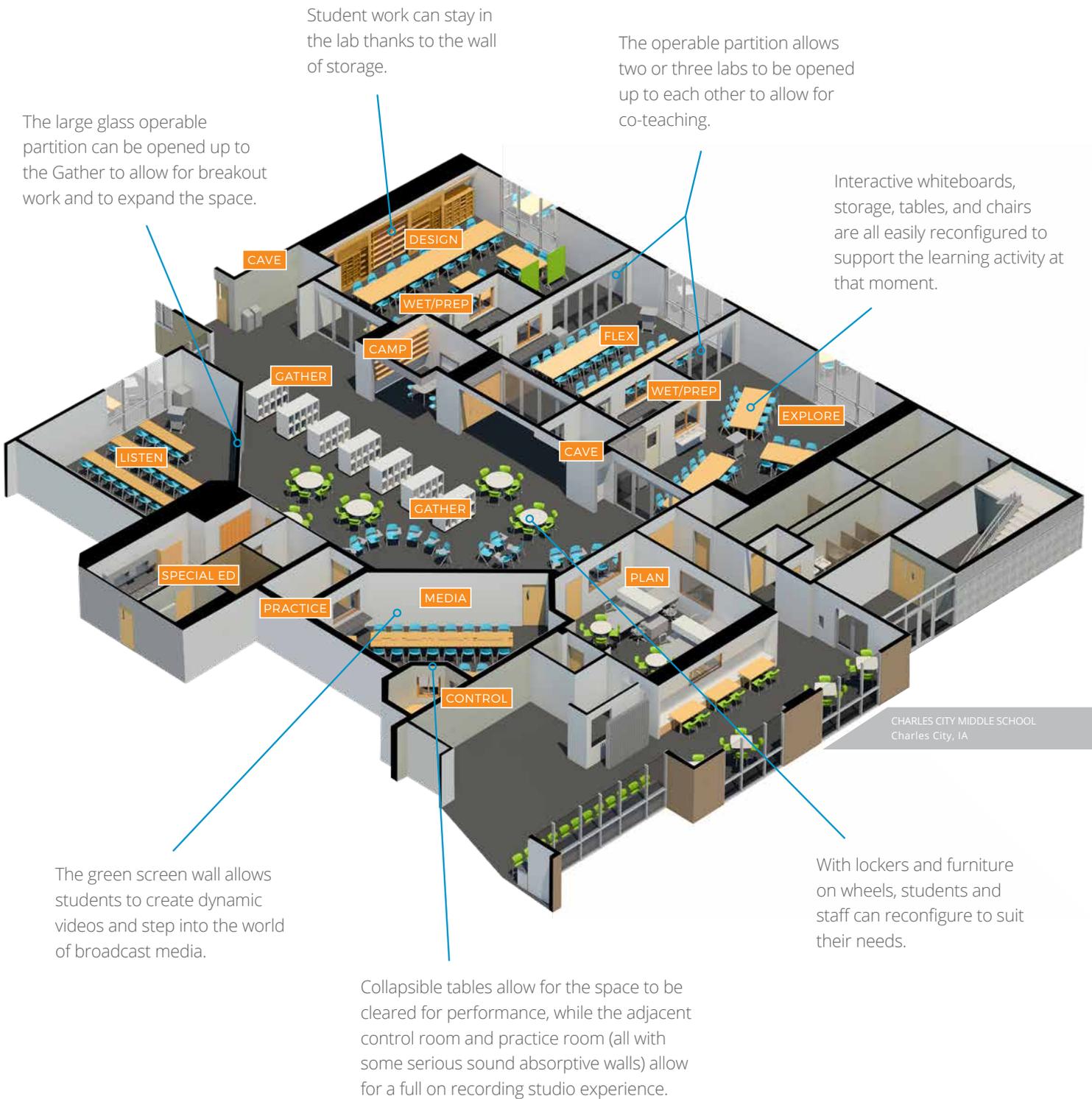
WHY CHANGE IS IMPORTANT

The best learning doesn't happen in a box. It incorporates a range of behaviors, including informal collaboration, socialization, individual focus, and guided instruction. This variety of learning styles demands a range of spaces that are flexible and offer choice so students can select their best place for learning.

THE "CLASSROOM OF THE FUTURE" IS A COMPLEMENT OF FLEXIBLE, SHARED SPACES, DESIGNED TO SUPPORT THE FULL RANGE OF LEARNING ACTIVITIES. (SEE NEXT PAGE FOR DIAGRAM)

- **EXPLORE** A full-service STEAM lab designed to support the sciences with a project-based learning approach.
- **FLEX** Used as a stand-alone space or as a support space for Explore and Design. The operable partition allows two or three labs to be opened up to each other for co-teaching.
- **DESIGN** Similar to Explore, Design is a full STEAM environment that can easily be configured to support larger format 2D and 3D art as well as fashion design, illustration, painting and more.
- **WET/PREP** Provides access to water and supplies, and also acts as a contained messy space. All surfaces are waterproof and can be hosed down easily when needed.
- **CAVE** A quiet place for students to take a step back and really focus, the sanctuary is built for individual or small group work.
- **CAMP** Small group sharing, collaboration, and communication at a comfortable scale.
- **PLAN** Home base for teaching staff, designed to help facilitate co-teaching and cross-disciplinary instruction.
- **GATHER** At the center of the studio, Gather serves as a breakout space for the other environments or a central gathering space for the studio.
- **MEDIA** A musical instruction room, recording studio, computer lab, videography studio and graphic design lab. An instant draw for students.
- **PRACTICE** Constructed with sound absorptive walls for 1-on-1 musical instruction or small ensembles.
- **SPECIAL EDUCATION** A suite of spaces strategically located to allow for use by two learning studios. Full immersion of students is enhanced by adjacency to the main learning studio.
- **LISTEN** The mobile furnishings and interactive whiteboard allow this space to adapt to directed learning and small groups.

CLOSEUP OF A REAL, FUTURE-FOCUSED SCHOOL.



The large glass operable partition can be opened up to the Gather to allow for breakout work and to expand the space.

Student work can stay in the lab thanks to the wall of storage.

The operable partition allows two or three labs to be opened up to each other to allow for co-teaching.

Interactive whiteboards, storage, tables, and chairs are all easily reconfigured to support the learning activity at that moment.

The green screen wall allows students to create dynamic videos and step into the world of broadcast media.

With lockers and furniture on wheels, students and staff can reconfigure to suit their needs.

Collapsible tables allow for the space to be cleared for performance, while the adjacent control room and practice room (all with some serious sound absorptive walls) allow for a full on recording studio experience.

CHARLES CITY MIDDLE SCHOOL
Charles City, IA