



LaBella  
Powered by partnership.



STEAM POWERED PROGRESS



**Jeff Kloetzer, AIA**

Vice President &  
Architectural  
Regional Manager

LaBella Associates



**Danielle Lewis, NCIDQ,  
IIDA, ALEP, WELL AP**

Senior Interior  
Designer

LaBella Associates



**Dr. Jody Francis  
Manning, MBA, Ed.D.**

Executive  
Director/Planning  
STEAM Principal

Syracuse CSD

Who's Here Today





# ABOUT LABELLA



- Founded in 1978
- Full-service firm
- Headquartered in Rochester, New York
- Nearly 2000 employees between 37 offices
- Extensive K-12 and Higher Education portfolio
- Focus on client partnerships





# ABOUT SYRACUSE CITY SCHOOL DISTRICT

- High-need Focus District that provides comprehensive educational programming to students of diverse racial, cultural and socio-economic backgrounds
- 19,543 students grades K through 12, 1,749 pre-K students
- Diverse student body:
  - 50% African-American
  - 22% White
  - 13% Hispanic-Latino
  - 8% Asian/Pacific Islander
  - 6% Multi-Racial
  - 1% American Indian
  - 20% Students with disabilities
  - 18% English Language Learners
    - Over 70 languages spoken with students from more than 60 countries
- The District has the 4th highest child poverty rate among 684 districts in all of New York State.
  - 82% Economically disadvantaged
- 5 high schools, 12 Middle & Pre-K through 8 schools, 13 Elementary Schools
- Thanks to the Community Eligibility Provision, an agreement with the New York State Department of Education Child Nutrition Administration, all students in Syracuse City schools receive free breakfast and lunch each day. On a daily basis, we serve more than 10,000 breakfasts and 16,000 lunches.



Our vision is to prepare and inspire all of our students to innovate locally and contribute globally and we are embracing the challenge of giving all of our students a vibrant education with new urgency.

# STEAM POWERED PROGRESS

## LEARNING OBJECTIVES

### OBJECTIVE 1

Understand the role of a **dedicated Executive Director/Planning Principal** for STEAM programs for a **successful project.**

### OBJECTIVE 2

Learn how methods of **community outreach** can be used to **identify high-growth programs** for CTE and STEAM programming.

### OBJECTIVE 3

Understand **the challenges** of fitting an innovative STEAM program in a **historically sensitive building.**

### OBJECTIVE 4

Discover how an **inter-disciplinary approach to learning** can be supported through the **built environment.**



# SYRACUSE CSD STEAM SCHOOL PROJECT DETAILS

**LOCATION:**

Syracuse, NY

**PROJECT OWNER:**

Syracuse City School District

**CONSTRUCTION COST:**

\$90 Million

**ESTIMATED COMPLETION:**

Fall 2025

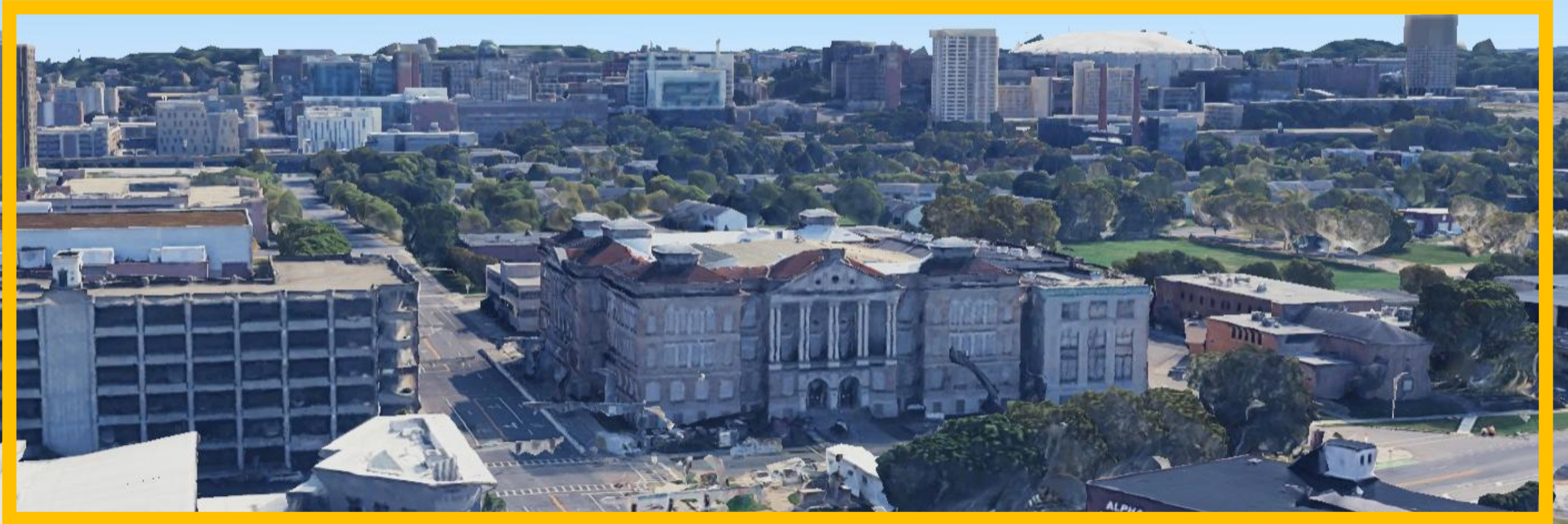
**TOTAL FLOOR AREA:**

186,000 SF (4 stories)

**DELIVERY METHOD:**

Design-Bid-Build

**SYRACUSE CSD STEAM SCHOOL**  
SITE CONTEXT



An aerial photograph of a city street grid, showing various buildings and streets. The image is overlaid with a semi-transparent dark blue filter. In the center, there is a white rectangular frame containing the word "PLANNING" in a white, uppercase, sans-serif font.

PLANNING

# PROJECT TEAM

## PRIMARY DESIGN & CONSTRUCTION TEAM



## PLANNING PARTNERS



# PLANNING PARTNERS





**SYRACUSE CENTRAL HIGH SCHOOL**  
HISTORY & POSSIBILITIES

An aerial photograph of a school campus. The central focus is a large, multi-story brick building with a prominent entrance. To the left is a multi-story parking garage. The campus is surrounded by green trees and other smaller buildings. In the background, a city skyline is visible under a clear sky.

ITC MEDIA & PSLA-RPAS SCSD CTE PRESENT  
**THE STEAM SCHOOL**

BEFORE RENOVATIONS



**1903**

Syracuse  
Central High  
School Opens

**1928**

Building  
Expansion  
Completed

**1975**

Central Tech  
High School  
Closed

**1981**

National  
Register of  
Historic Places

**2019**

LaBella begins  
study to  
reopen school

**2025**

First Freshman  
Class to start at  
STEAM School

## ABOUT THE PROGRAM

The city of Syracuse, the Syracuse City School District, Onondaga County and Onondaga, Cortland and Madison County Districts are collaborating on the region's first ever STEAM high school. The high school will offer a rigorous academic curriculum with a focus on STEAM. The school will be open to students from the SCSD as well as from partnering districts.



It will be the **first** collaborative school **of its kind** in Central New York.

A student with braided hair is sitting at a desk in a classroom, working on a laptop. The background shows a whiteboard with some faint, illegible text and a blue banner hanging from the ceiling. The overall scene is dimly lit, suggesting an indoor classroom environment.

# STEAM EDUCATION

# STEAM EDUCATION BY THE NUMBERS

9

## CONCENTRATIONS

Students can specialize in a high growth program area of their choice while benefitting from an interdisciplinary education.

15.2

## PERCENT GROWTH

Average industry growth related to the school's 9 available concentrations.

250

## STUDENTS ENROLLED

For the first year at the STEAM High School, 350 students applied.

30

## INDUSTRIAL RECOGNIZED CREDENTIALS

Up to 30 college credits are available for graduates of a STEAM High School program depending on concentration.

# STEAM SCHOOL EDUCATION

## WHAT DOES IT MEAN FOR OUR STUDENTS?

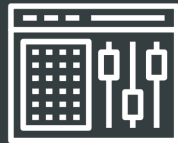
- Employability, All CTE Concentrations are NYS approved
- All spaces designed in collaboration by subject matter and Industry Experts
- STEAM will be equipped with Industry standard equipment
  - Students will foster real-world, meaningful and authentic engagement with a high transfer to the post-secondary world setting
  - Bringing Industry context to the classroom with these learning spaces
  - Students are able to earn stackable industry recognized credentials in addition to 24-30 college credits



# STEAM SCHOOL EDUCATION CONCENTRATIONS



Visual Arts



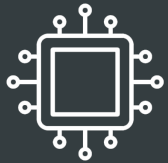
Entertainment  
Engineering



Robotics  
Automation



Data Analytics



Semi-Conductor  
Microchip  
Technology



Performing  
Arts



Animation &  
Game Design



Construction  
Management

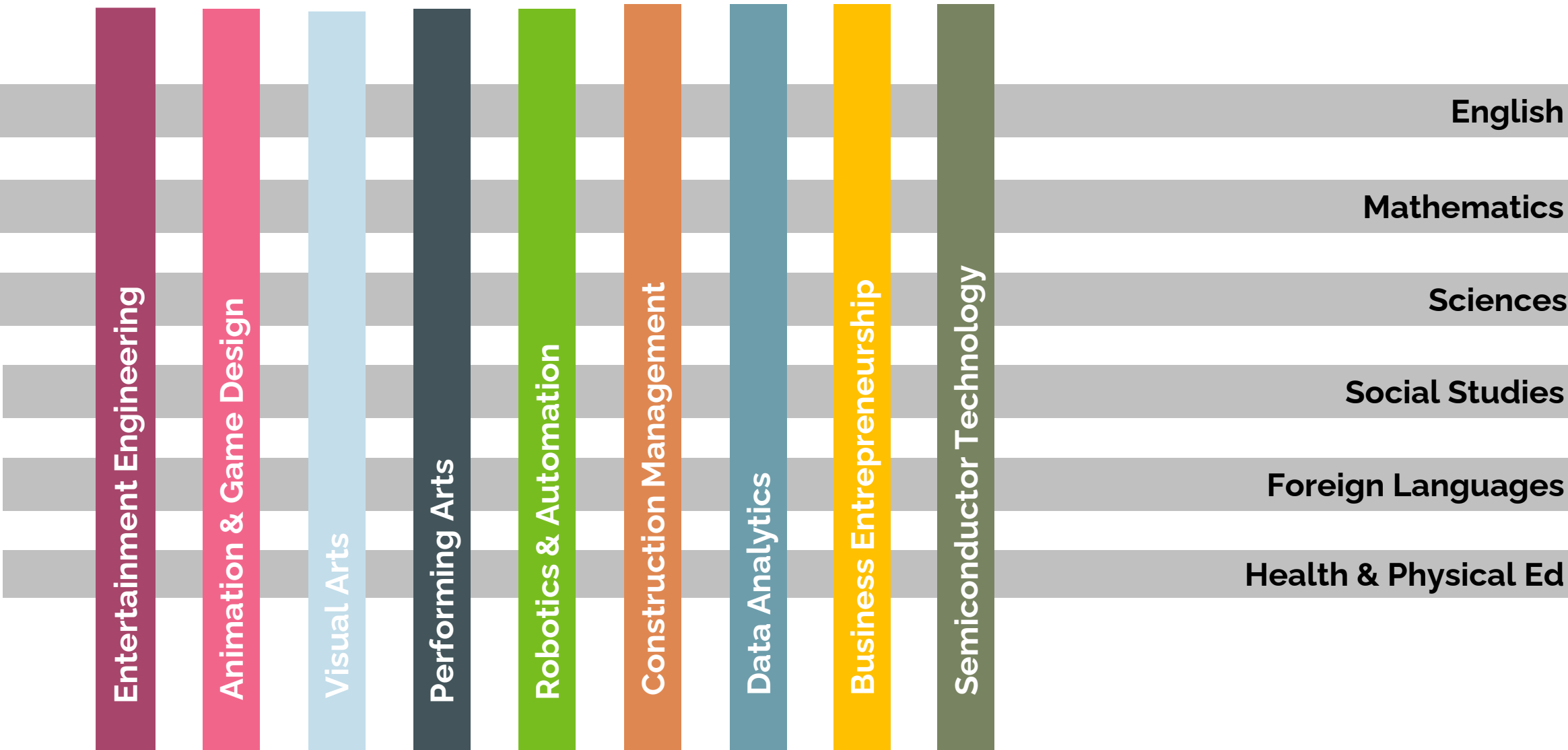


Business  
Entrepreneurship

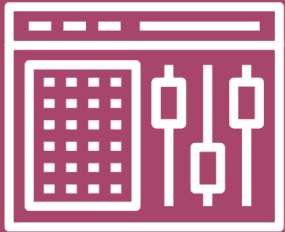


STEAM SCHOOL PROGRAMMING

# INTEGRATED LEARNING



# STEAM SCHOOL EDUCATION CONCENTRATIONS



**Entertainment  
Engineering**

- Industry growth 21% by 2030
- Industry Credentials/College Credits
  - USITT BACKstage
  - OSHA 10
  - (Ent. Tech Cert Program)
- 23 College Credits (OCC)



# STEAM SCHOOL EDUCATION CONCENTRATIONS

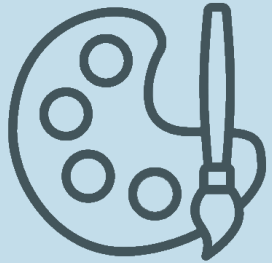


## Animation & Game Design

- Industry growth 14.5% by 2030
- Industry Credentials/College Credits
  - Adobe Certified Associate
  - Avid Pro Tools
- 24 College Credits (OCC)



# STEAM SCHOOL EDUCATION CONCENTRATIONS



## Visual Arts

- Industry growth 14% by 2030
- National Art Honor Society
- 24 College Credits (OCC)



# STEAM SCHOOL EDUCATION CONCENTRATIONS



## Performing Arts

- Industry growth 14% by 2030
- Music and Art National Honor Society
- 24 College Credits (OCC)



# STEAM SCHOOL EDUCATION CONCENTRATIONS



**Robotics &  
Automation**

- Industry growth 14% by 2030
- National Art Honor Society
- 24 College Credits (OCC)



# STEAM SCHOOL EDUCATION CONCENTRATIONS



**Construction  
Management**

- Industry growth 8% by 2030
- Industry Credentials
  - OSHA Safety Cert
  - PROCORE Credential
  - ACT (CMIT) Credential
- 26 College Credits (OCC)



# STEAM SCHOOL EDUCATION CONCENTRATIONS



Data  
Analytics

- Industry growth 32% by 2030
- Industry Credentials
  - Microsoft Excel, Power BI
  - Python, SQL, Java, C, C++ and Tableau
- 26 College Credits (OCC)



# STEAM SCHOOL EDUCATION CONCENTRATIONS



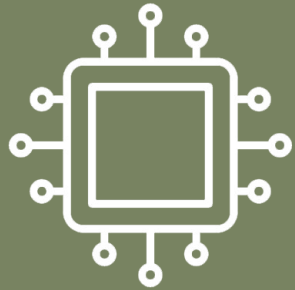
**Business**

**Entrepreneurship**

- Industry growth 10% by 2030
- Industry Credentials
  - Microsoft Word/Excel
  - Six SIGMA Green Belt (CSSGB) Certification
- 24-26 College Credits (OCC)



# STEAM SCHOOL EDUCATION CONCENTRATIONS



**Semiconductor  
Technology**

- Industry growth 13% by 2030
- Industry Credentials/College Credits
  - Electromechanical Cert
  - Microtechnician Cert
  - OSHA
- 30 College Credits (OCC)



STEAM SCHOOL PROGRAMMING

# COLLABORATORS



STEAM SCHOOL PROGRAMMING

# COLLABORATORS

- **Animation & Gaming:** Five Peaks, Elite Gaming, E-Sports at Syracuse University, Onondaga Community College
- **Business Entrepreneurship:** Tech Garden
- **Computer Chip Technology & Manufacturing:** Micron, WalkAir, WolfSpeed, SUNY PolyTech, OCC
- **Construction Management:** Architect, Construction and Engineering (ACE) Mentor Program of America. 1st Syracuse Chapter
- **Data Analytics:** Upstate Hospital
- **Entertainment Engineering:** Live Nation, Turning Stone
- **Performing Arts:** RedHouse, Syracuse Stage, Syracuse Ballet, Syracuse Orchestra
- **Robotics/Automation:** Amazon, FANUC, IST, Schneider Packaging
- **Visual Arts:** SU (Nancy Cantor Warehouse), Everson, OHA

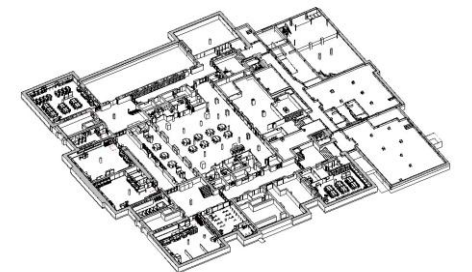
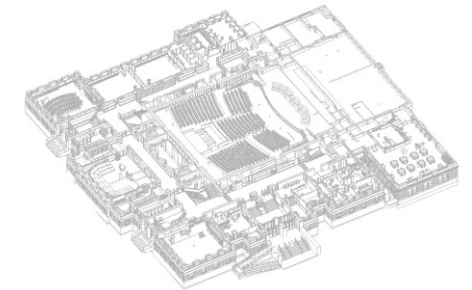
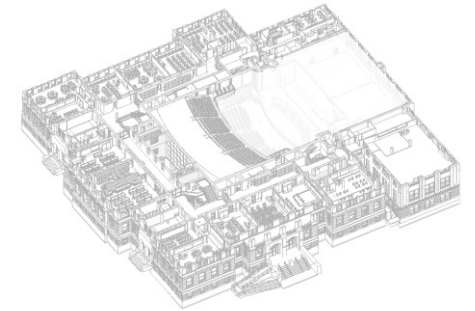
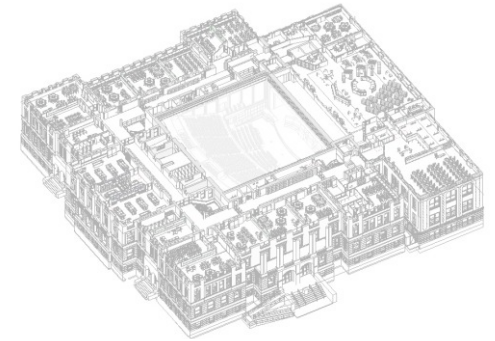




DESIGN

- Building Infrastructure Spaces
- Cafeteria
- Fitness & Wellness Spaces
- Visual Arts Studios
- Innovation Lab

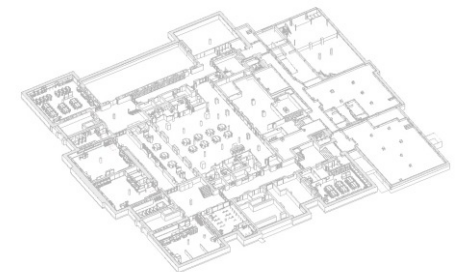
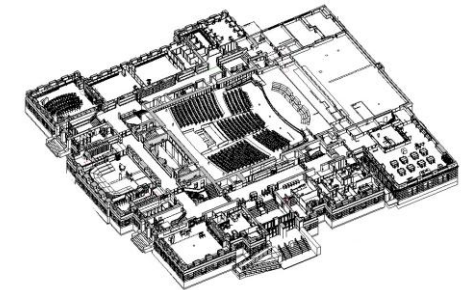
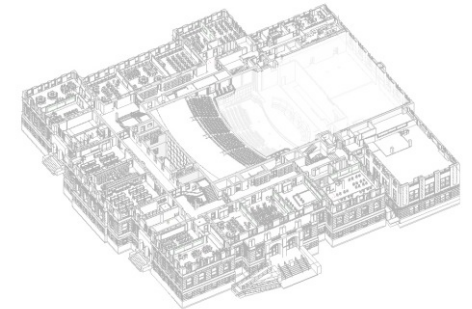
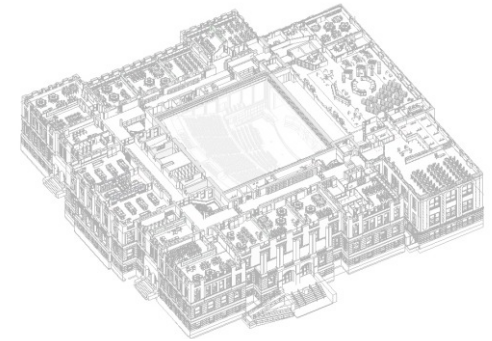
## BASEMENT LEVEL

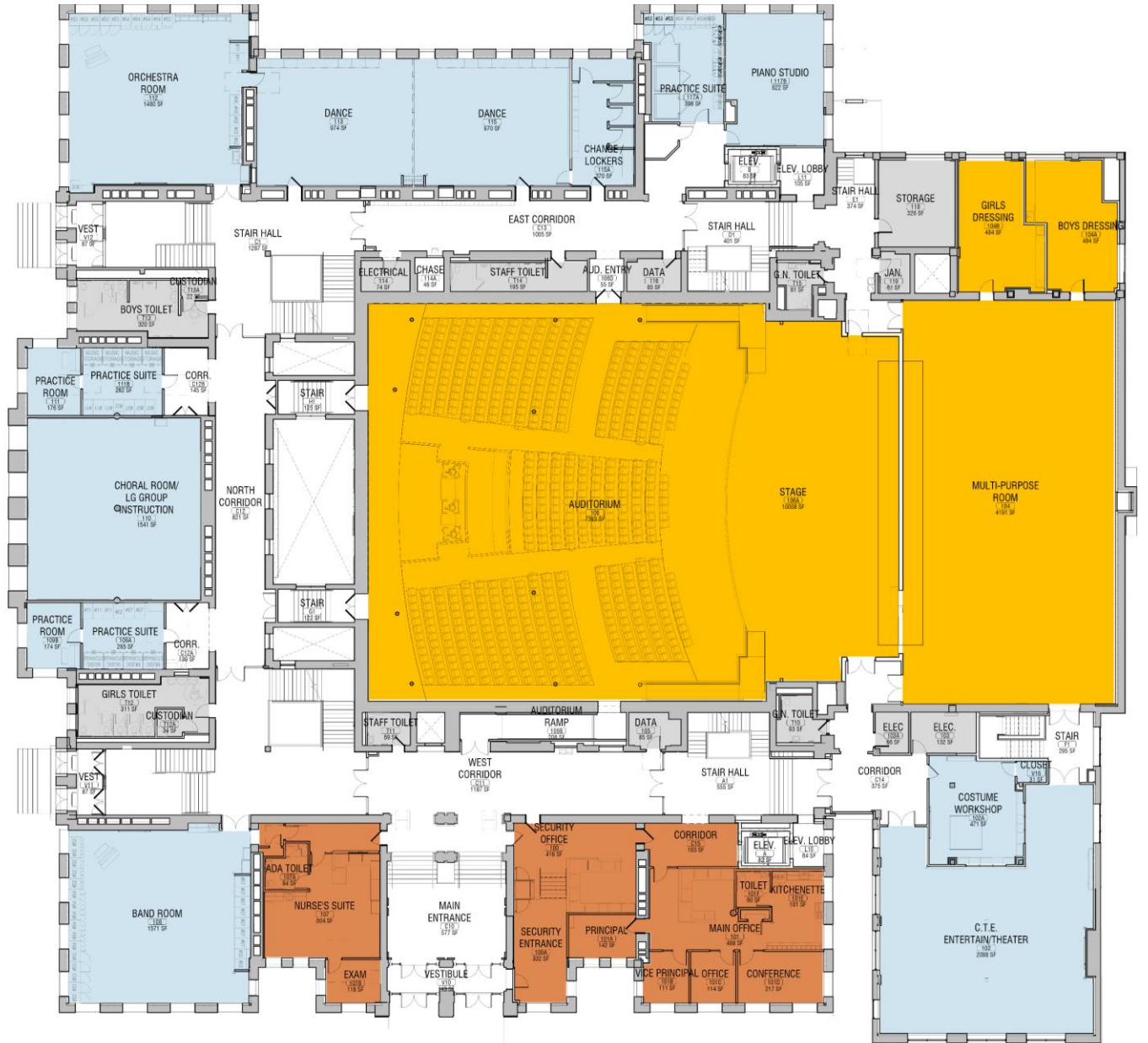




- Public Support Spaces
- Music & Performing Arts Spaces
  - Band & Orchestra
  - Dance & Keyboard Studios
- CTE: Entertainment Engineering
- Multi-Purpose Gym
- Auditorium

## FIRST LEVEL



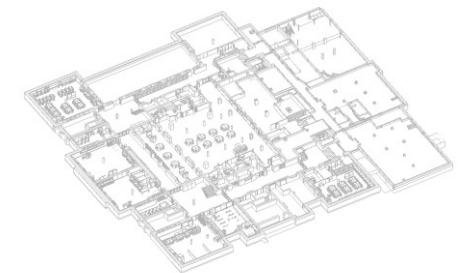
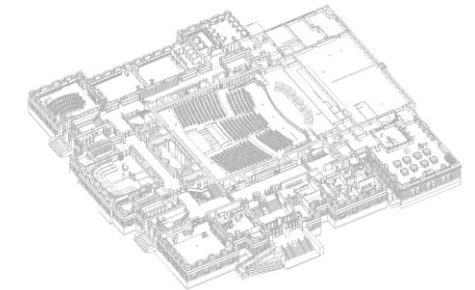
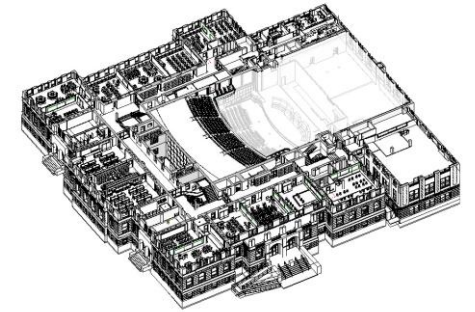
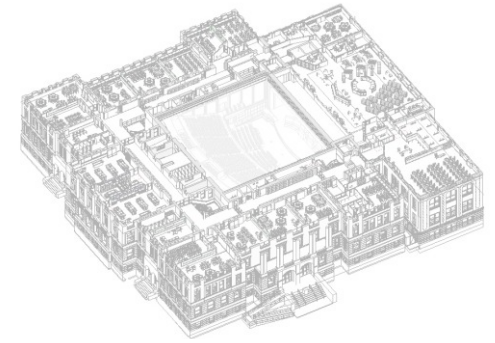


# First Floor

Public Entry. Auditorium. Music. Theater.

- Interchangeable Classrooms
- Science Classrooms
- Faculty & Staff Support Spaces
- CTE: Robotics & Automation
- CTE: Semiconductor & Microchip

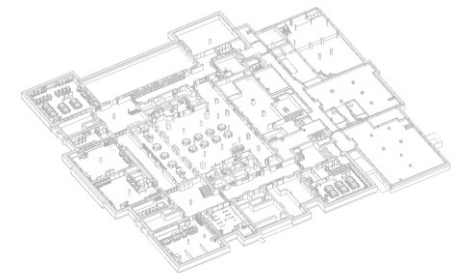
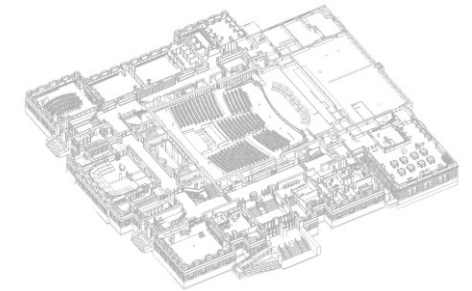
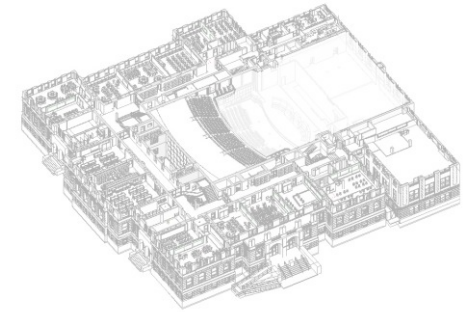
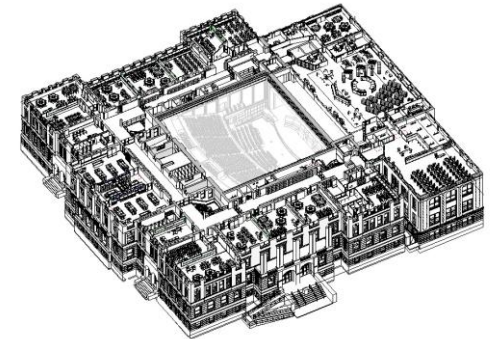
## SECOND LEVEL





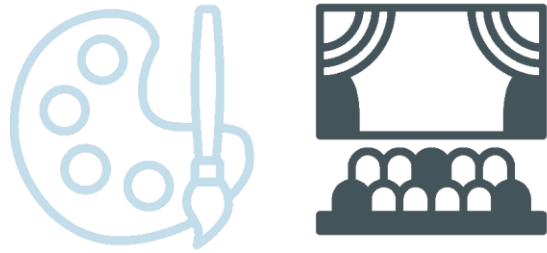
- Interchangeable Classrooms
- Science Classrooms
- Library
- Guidance & Support Spaces
- CTE: Animation & Game Design
- CTE: Business Entrepreneurship

## THIRD LEVEL

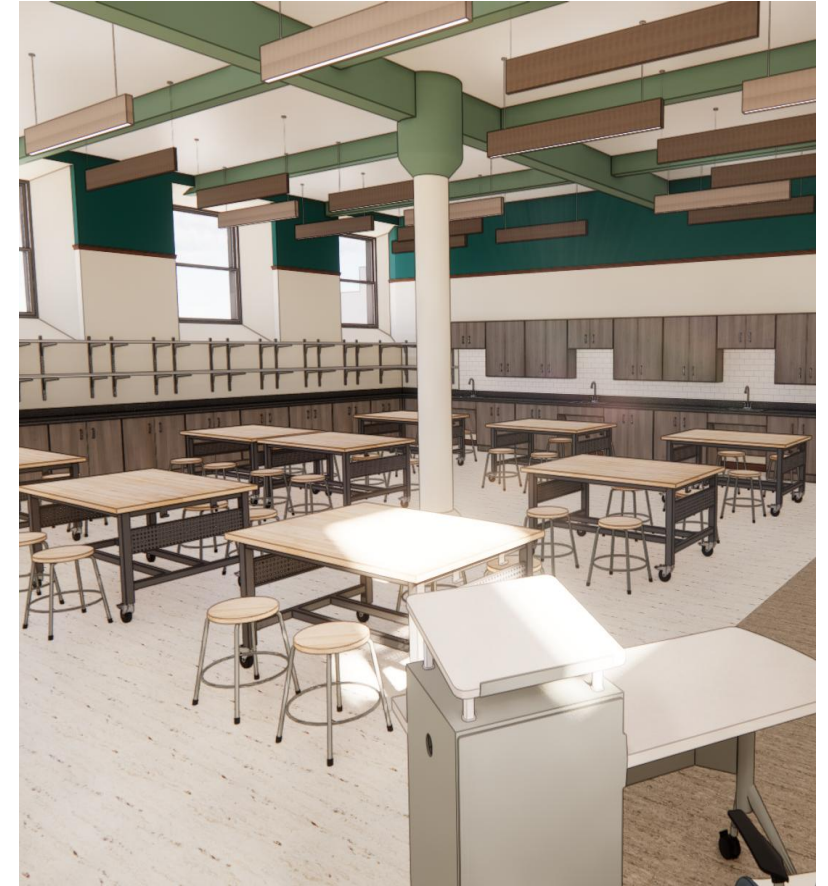
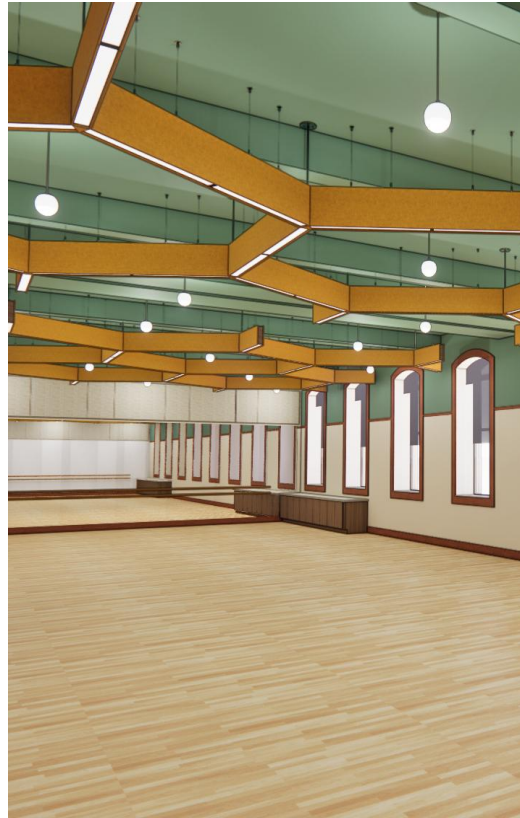




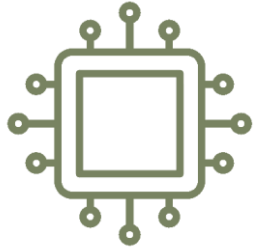
# ARTS PROGRAMS



**Visual arts studios** including ceramics, 3D Sculpture/Metals, 2D Drawing/Painting, Textiles/Printmaking, and Photography and **performing arts** including music, dance, piano studios and the auditorium were comprehensively programmed.

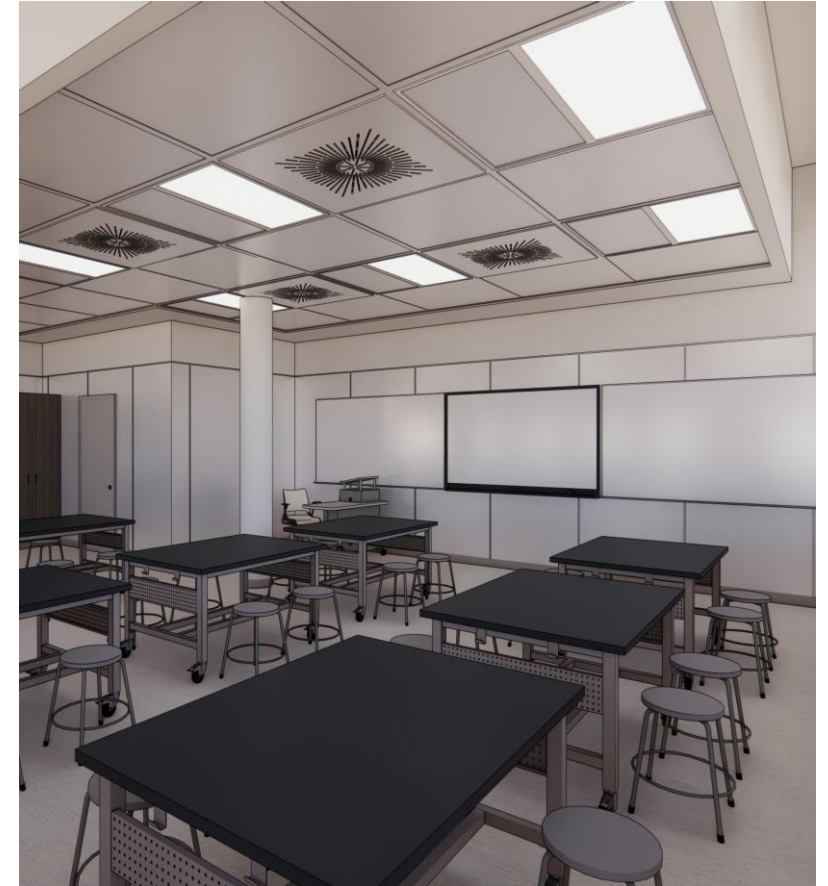
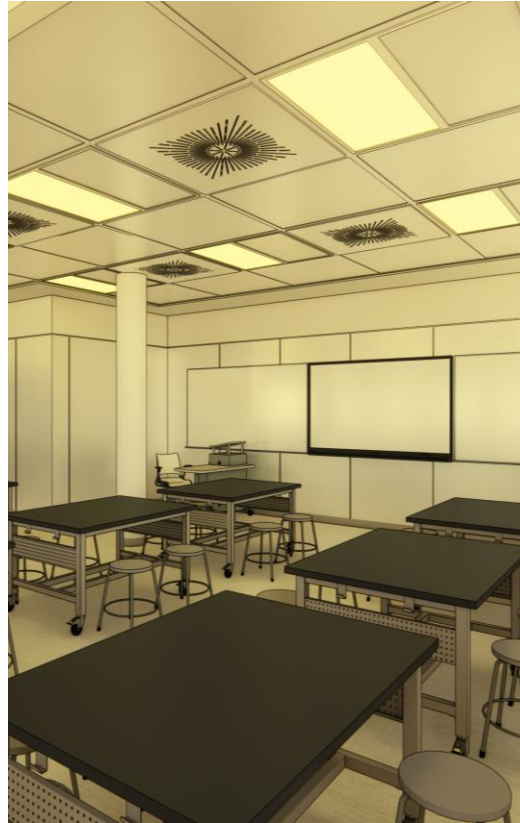


# SEMI- CONDUCTOR

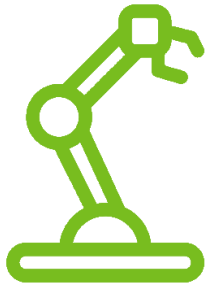


**Micron-** \$10 million over 10 years for equipment/staff and student support/STEAM support

**Walk-Air-** Donated materials to outfit the Emulated Clean Room



# ROBOTICS



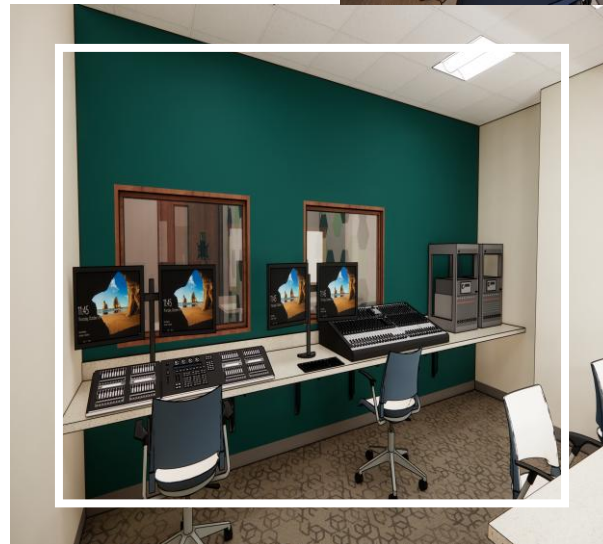
**Amazon-** donated \$1.75 million to outfit entire Robotic/Automation lab. FANUC and PLC certifications included.



# ANIMATION



**For A Brighter Future  
(FABF)-** Donated all  
equipment for  
Production/Recording Studio





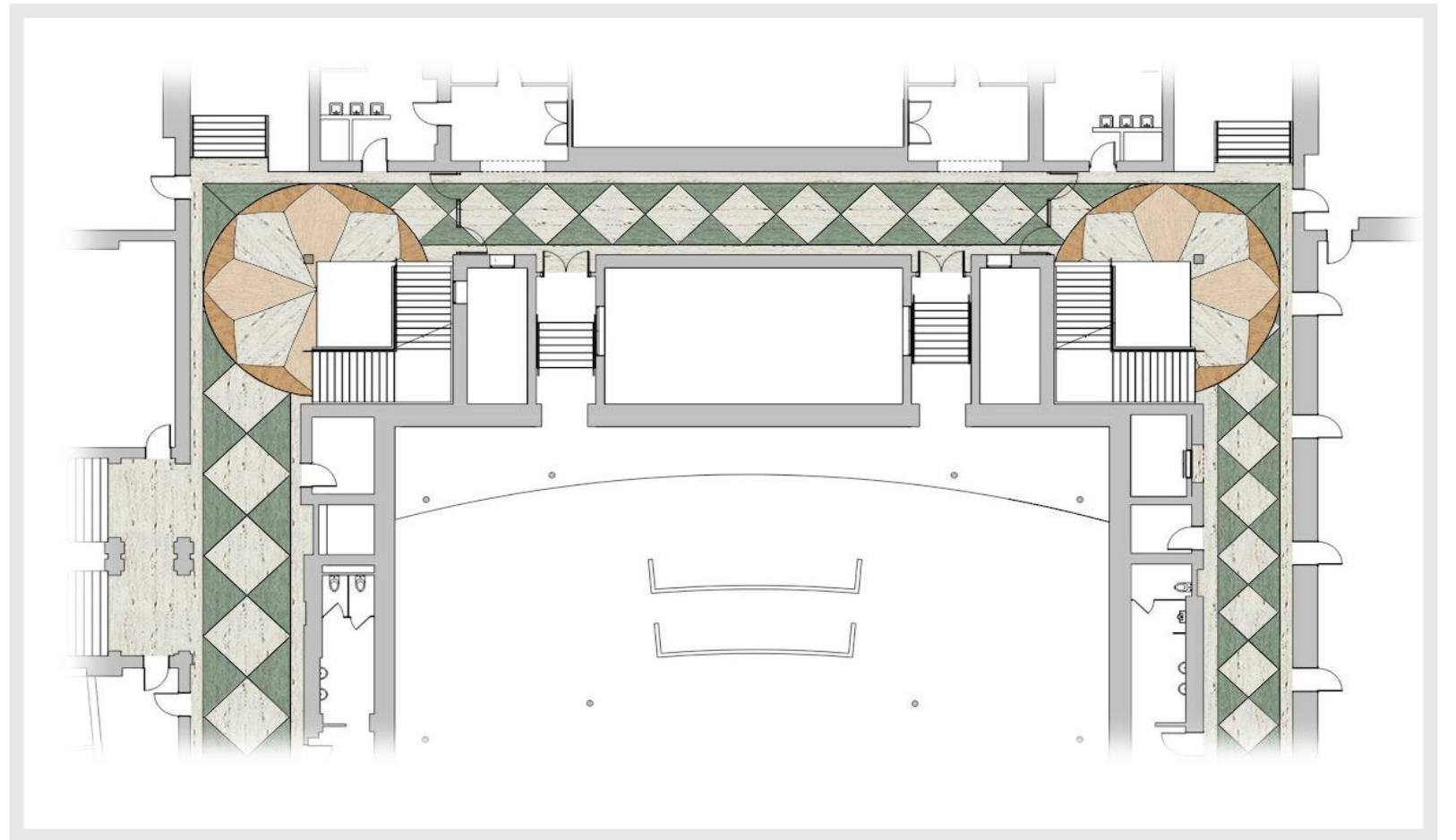
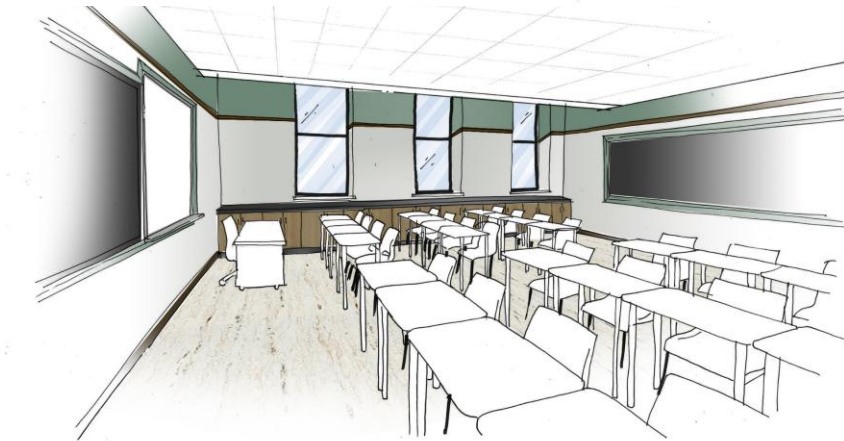
## DESIGN ELEMENTS

Highlighting historic  
features in a  
future-focused  
educational  
environment.



# SYRACUSE CSD STEAM SCHOOL

## INITIAL CONCEPTS



# SHARED SPACES

Salvaged & reused light fixtures  
Celebrating building's unique history  
Adaptable spaces for student agency





# AUDITORIUM RESTORATION

900 seat auditorium  
Historic paint analysis  
AV and accessibility upgrades





PROGRESS









LaBella

Powered by partnership.



THANK YOU!