







**GOODBYE TO TRADITIONAL CLASSROOMS:  
Hello to Active, Explorative Experiences  
for Pre-Kindergarten Students.**



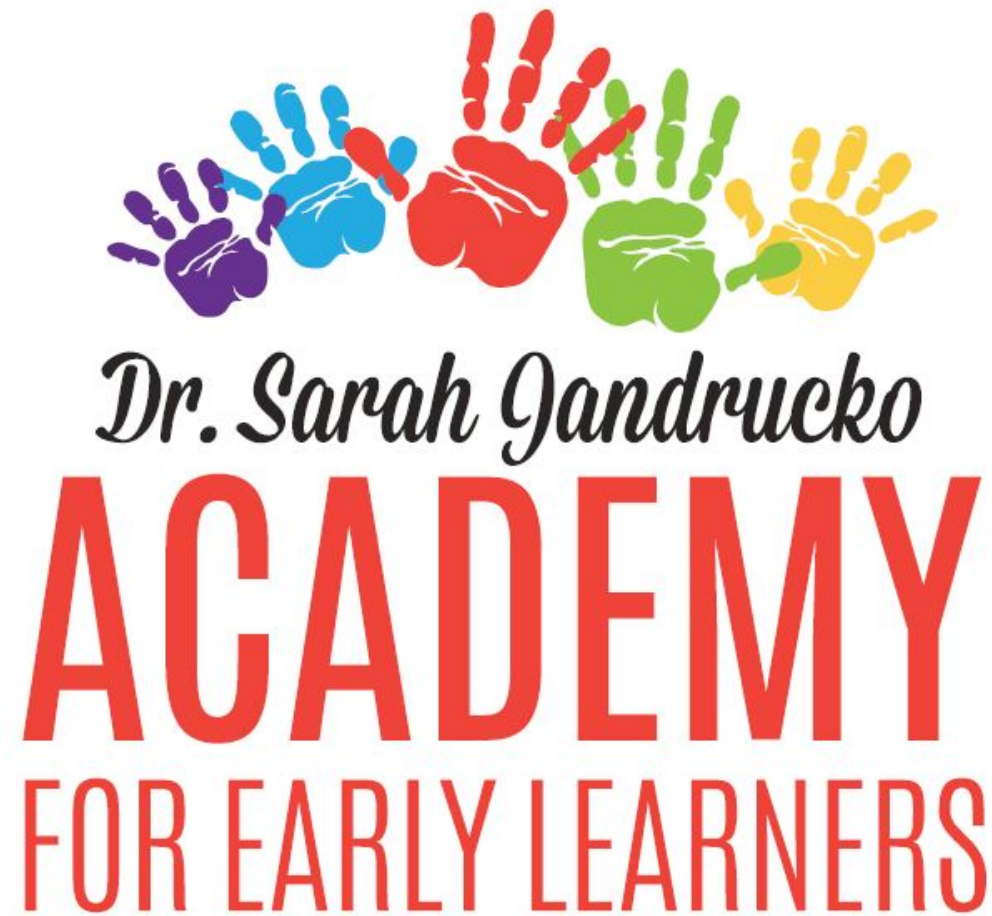
# Mansfield ISD

Dr. Jim Vaszauskas  
Superintendent

Jeff Brogden  
Associate Superintendent  
Facilities & Bond Programs

Holly Teague  
Associate Superintendent  
Curriculum & Instruction

Dr. Karen Wiesman  
Associate Superintendent  
Business & Finance

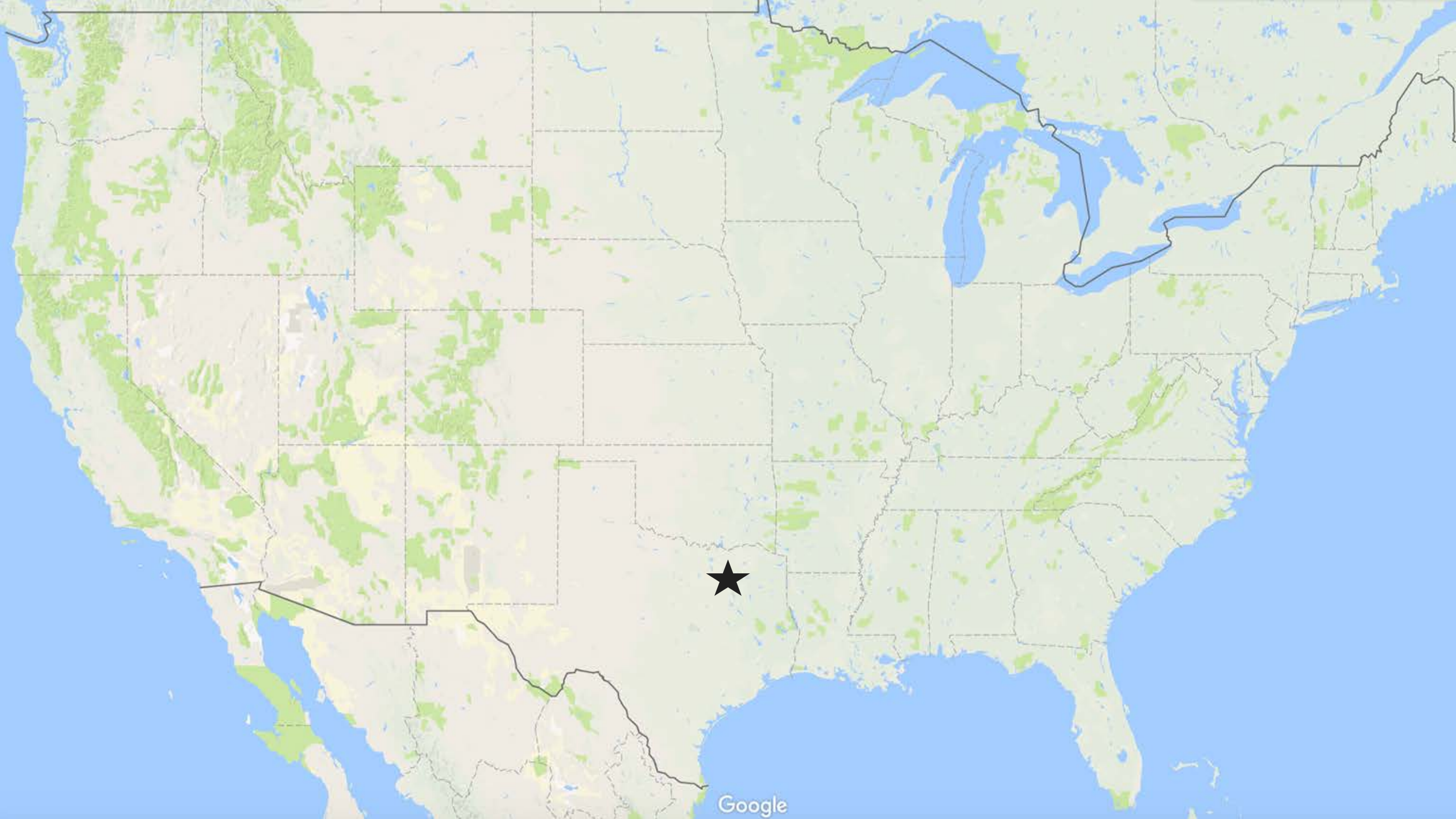


# Huckabee

Chris Huckabee  
Chief Executive Officer

Josh Brown  
Director of Dallas, Vice President

Paul Thompson  
Associate Principal







**FORT WORTH**

**DALLAS**

**MANSFIELD**





### **Objective #1**

Participants will learn about the research regarding best practices for how 3- and 4-year-olds learn and how a building design can support that.

### **Objective #3**

Participants will be able to think creatively and develop new ideas regarding new designs for early childhood education.

### **Objective #2**

Participants will learn best practices for collaborative design processes to create a building that is defined as the ultimate learning tool.

### **Objective #4**

Participants will be exposed to the design for an Academy for Early Learners that feature 16 distinct learning experiences that replicate museum environments.





## Objective #1

Participants will learn about the research regarding best practices for how 3- and 4-year-olds learn and how a building design can support that.







Purpose: *To improve the school readiness of young children using creative, hands-on, interactive experiences within a researched based early childhood program.*

**“Research Says...”**





Quality early  
childhood education  
provides an  
economic return to  
society at a rate of  
seven to ten percent  
per year.

**Dr. James Heckman**  
Nobel Laureate in Economics





## Why Experience-Based PK? - The Research *Why Pre-Kindergarten?*

30,000,000





## Why Experience-Based PK? - The Research *Why Pre-Kindergarten?*

“Developmentally based early childhood programs place the learning of the child at the center. Children need to explore in literacy-rich classrooms that are **JOYFUL**, busy places where they, through **PLAY**, develop **RELATIONSHIPS**, **EXPLORE**, and **LEARN**. In place of a rigid, developmentally inappropriate curriculum, we need to provide a truly child-centered, literacy rich pre-kindergarten experience.”



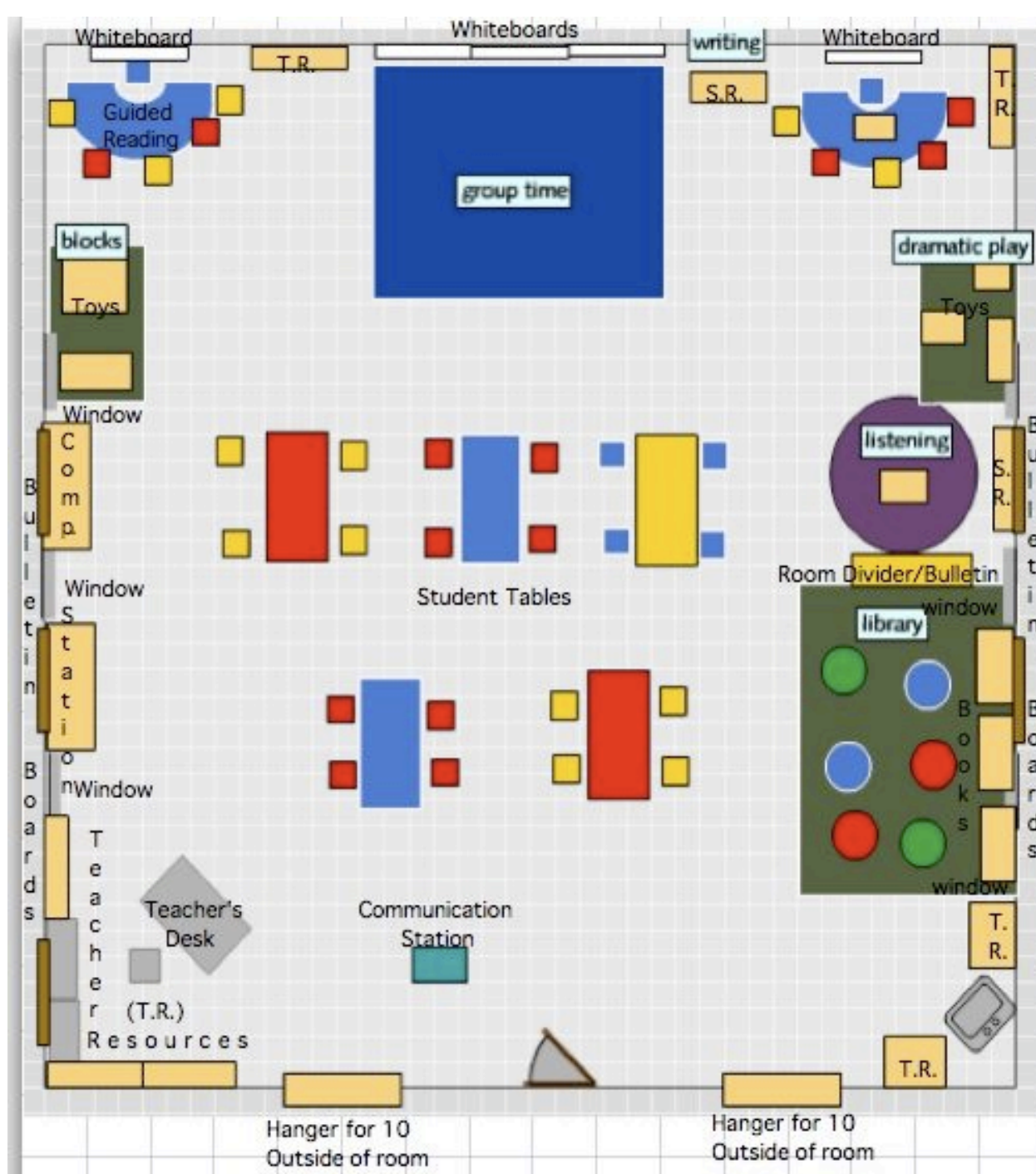
---

# Active, Explorative Experiences





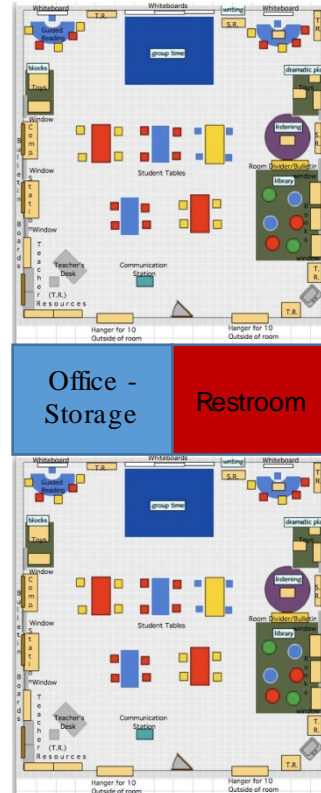








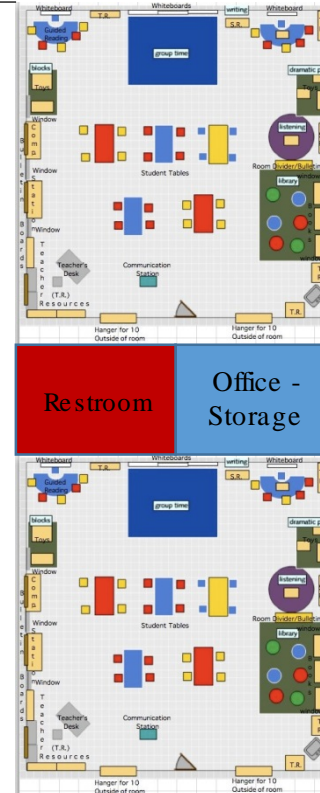
1.



3.

Collaboration Space

2.



4.



Purpose: *To improve the school readiness of young children using creative, hands-on, interactive experiences within a researched based early childhood program.*

**“Research Says...”**



# Academy for Early Learners

## Draft 2.0





## Objective #2

Participants will learn best practices for collaborative design processes to create a building that is defined as the ultimate learning tool.







**Huckabee**  MORE THAN ARCHITECTS

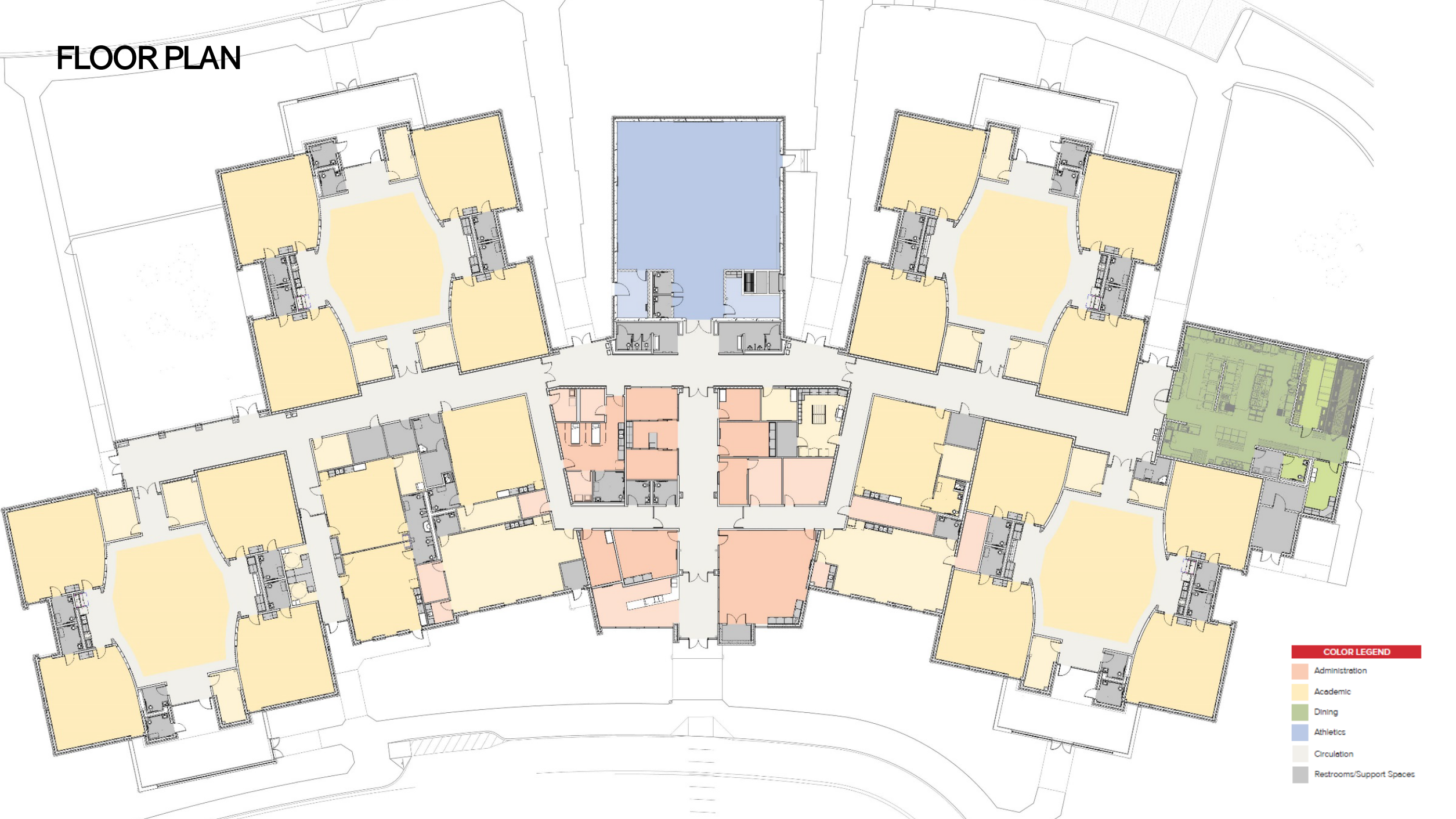


SITE PLAN





# FLOOR PLAN



COLOR LEGEND

Administration

Academic

Dining

Athletics

Circulation

Restrooms/Support Spaces





## INSPIRATION

The sun's rays dance through the water's surface, cutting across the colorful swirls and patterns of the ocean's denizens. It creates a grand, painterly landscape full of shadowy silhouettes and diverse textures. The movement of this underwater world captivates the eyes and captures the imagination, leaving children's minds inspired and completely open to learning.







GYOTAKU PRINTS



IDENTIFYING SHAPES



HANDS-ON OCEAN



TOUCH TANK  
AQUARIUM



ALPHABET OCEAN



WHO  
LIVES HERE?



DRESS UP



BECOME  
A STAR



HUNT FOR  
TREASURE

## PROGRAMMING POSSIBILITIES

The ocean isn't just a place, it is an experience. It is the sound of slapping water. It is the scent of the shoreline. It is the feel of a shell in your hand. For children, it is even the flavor of fish sticks or sushi. While *The Ocean* will embrace a sense of setting with moving light and ambient sounds, above all else, it will create a hands-on ocean memory.



BUILD A  
PERISCOPE



RESEARCH  
SUBMERSIBLE

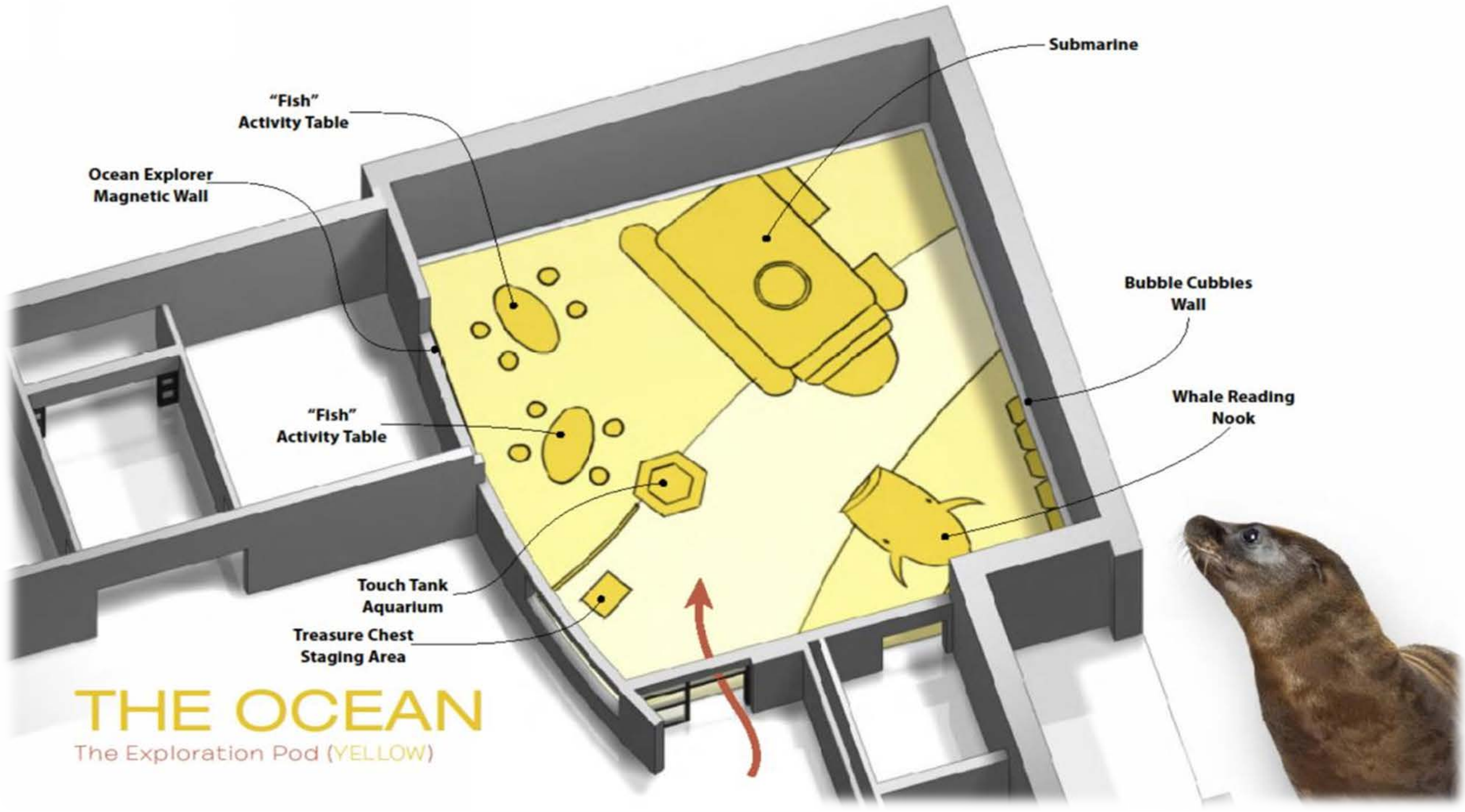


COLOR PLAY

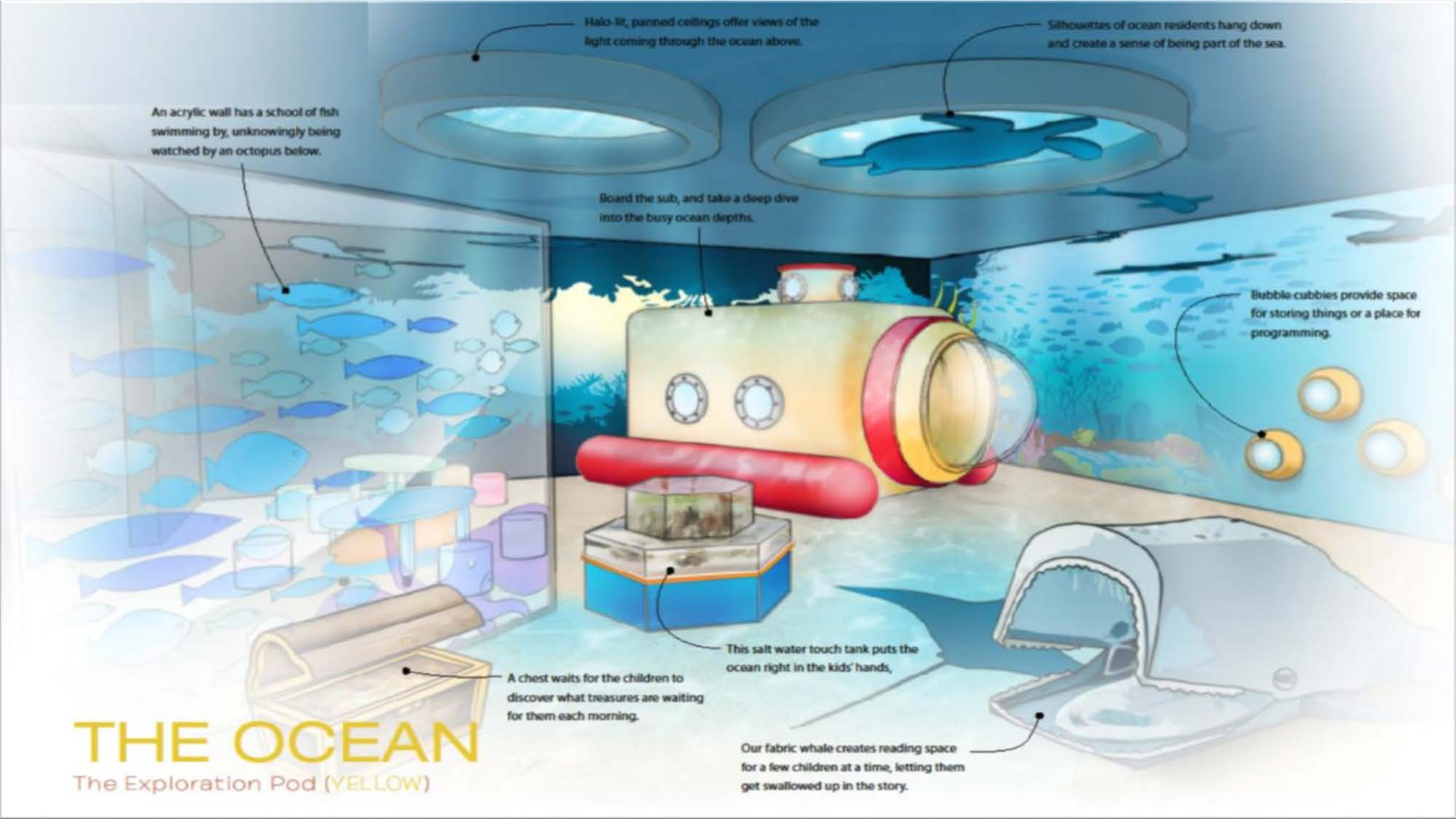


OCEAN  
BIODIVERSITY









An acrylic wall has a school of fish swimming by, unknowingly being watched by an octopus below.

Halo-lit, panned ceilings offer views of the light coming through the ocean above.

Silhouettes of ocean residents hang down and create a sense of being part of the sea.

Board the sub, and take a deep dive into the busy ocean depths.

Bubble cubbies provide space for storing things or a place for programming.

This salt water touch tank puts the ocean right in the kids' hands.

A chest waits for the children to discover what treasures are waiting for them each morning.

Our fabric whale creates reading space for a few children at a time, letting them get swallowed up in the story.

# THE OCEAN

The Exploration Pod (YELLOW)









### **Objective #3**

Participants will be able to think creatively and develop new ideas regarding new designs for early childhood education.

### **Objective #4**

Participants will be exposed to the design for an Academy for Early Learners that feature 16 distinct learning experiences that replicate museum environments.

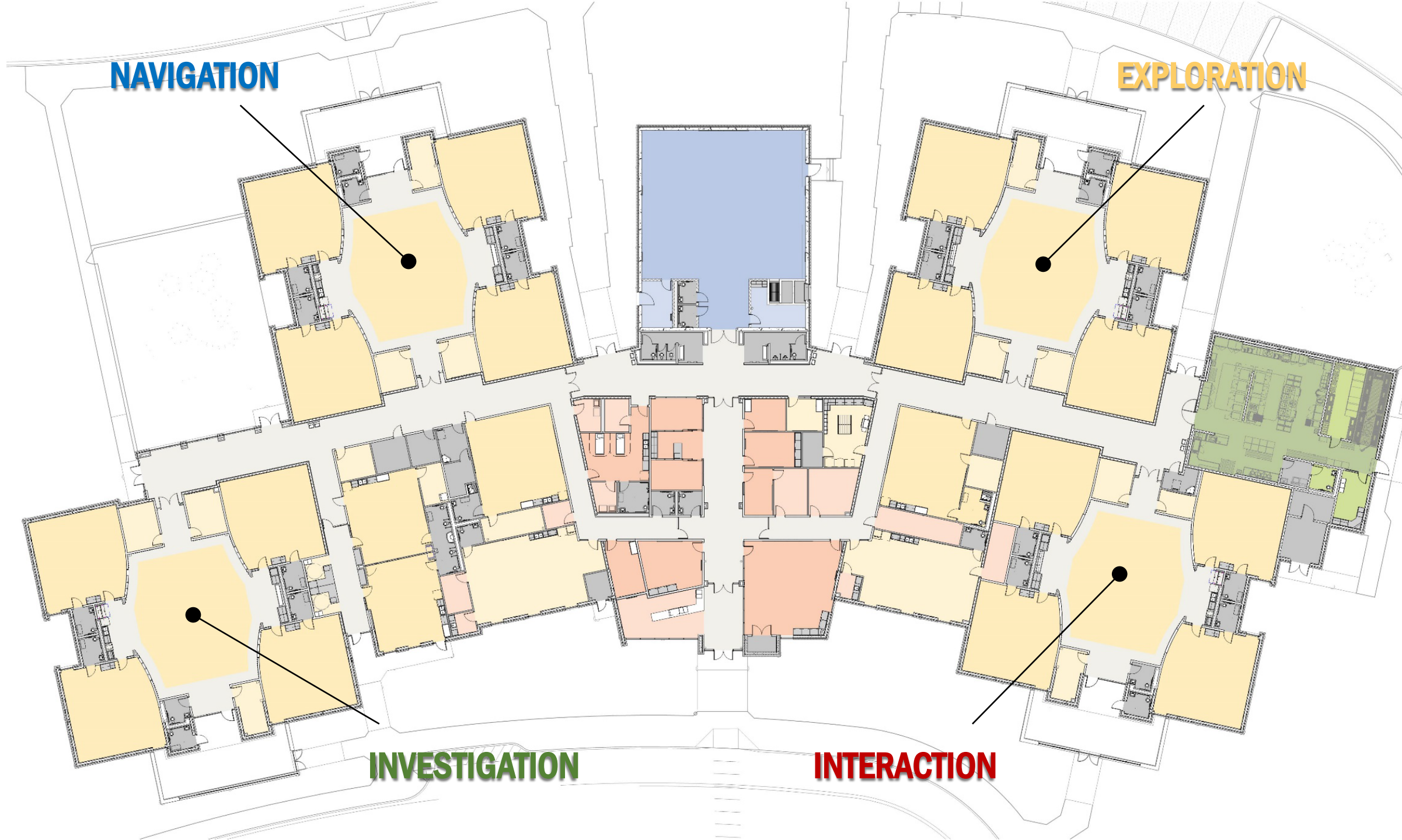


**NAVIGATION**

**EXPLORATION**

**INVESTIGATION**

**INTERACTION**









"You're off to great places!  
Today is your day!  
Your mountain is waiting...  
So, get on your way!"  
Dr. Seuss



*Dr. Sarah Gundruezo*  
**ACADEMY**  
FOR EARLY LEARNERS







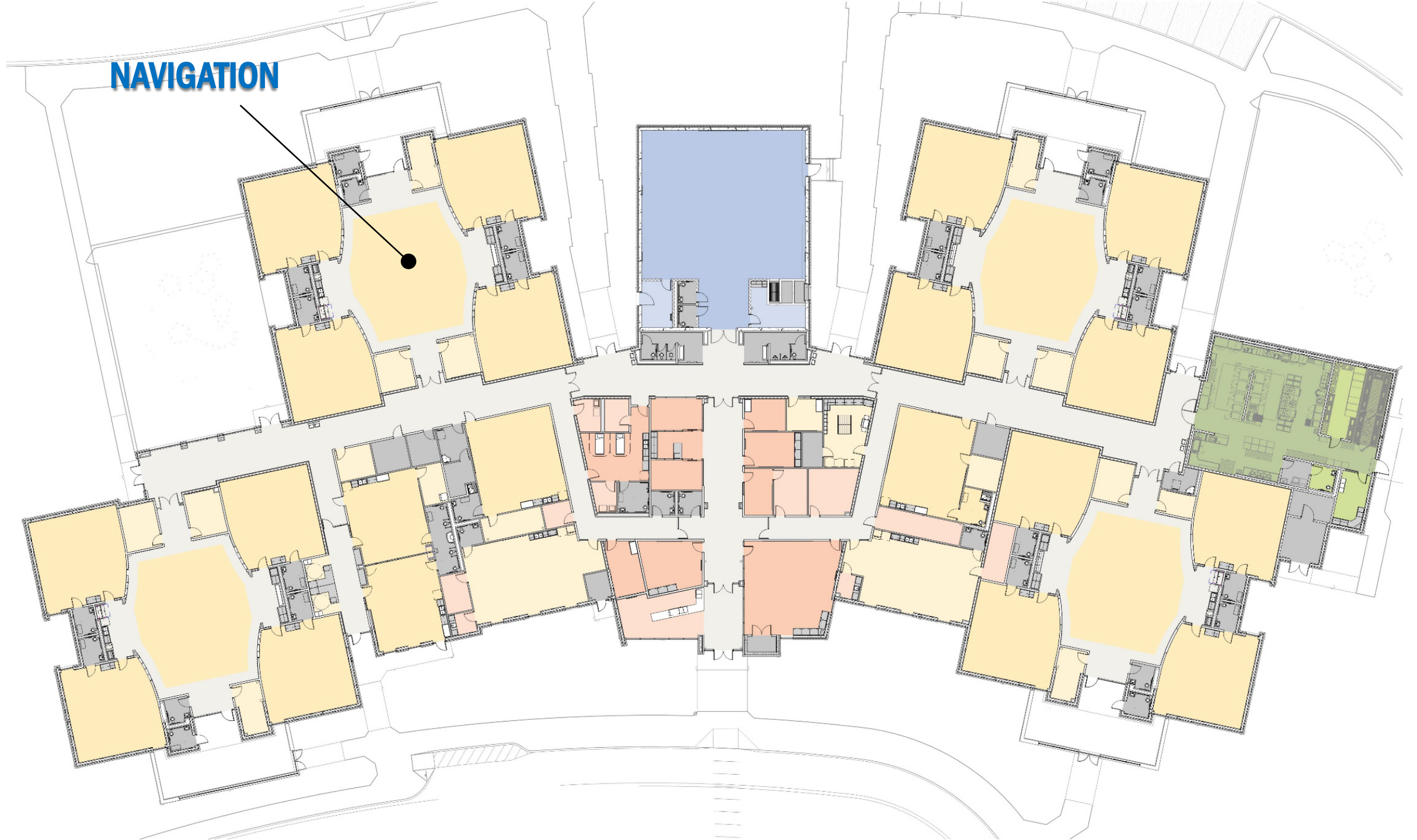








# NAVIGATION





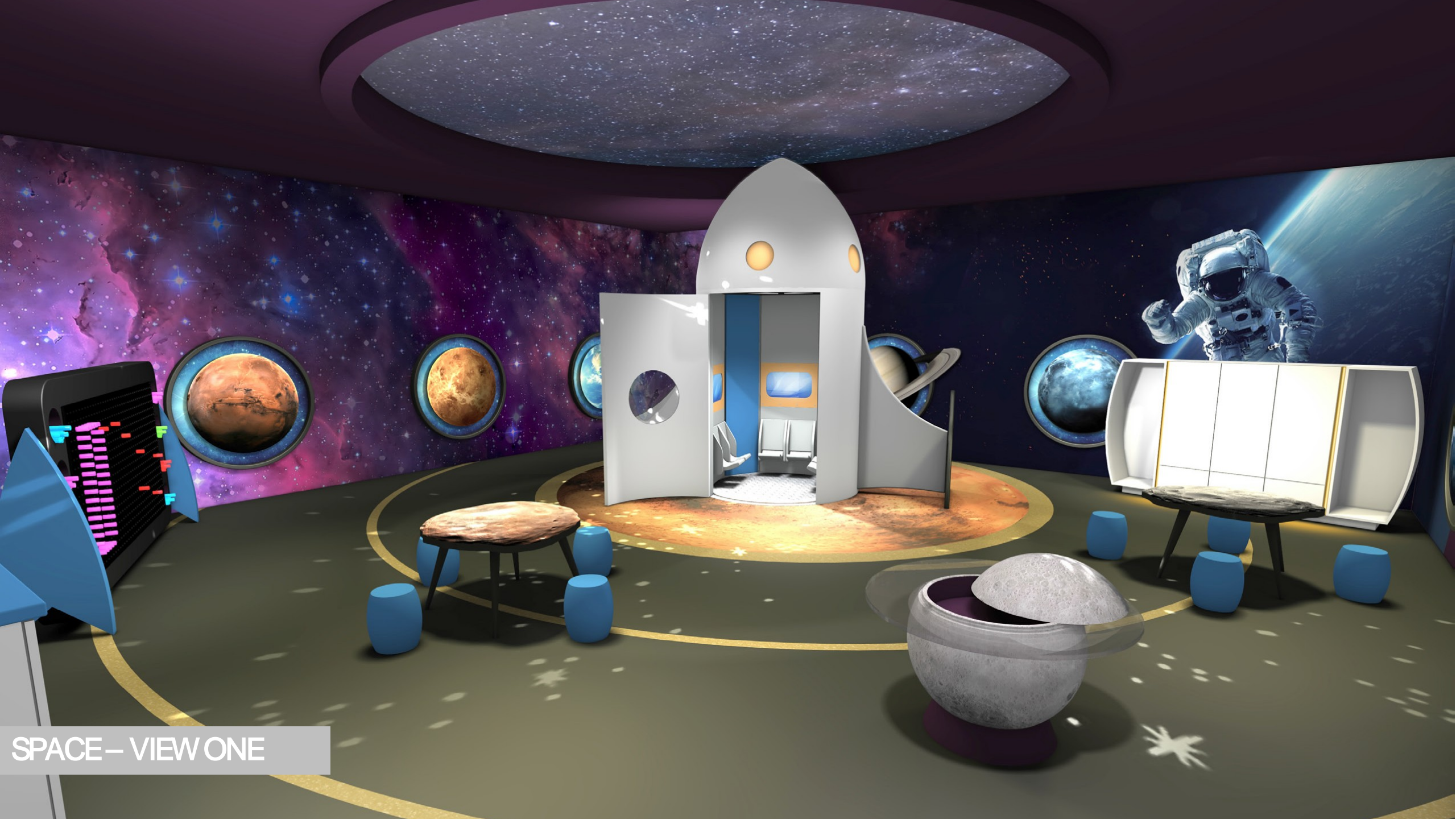
# NAVIGATION

SPACE | LET'S GET GOING | WONDERLAND | JOURNEY IN TIME

# SPACE CONCEPT DESIGN

THE NAVIGATION POD





SPACE – VIEW ONE

LET'S GET  
GOING  
CONCEPT DESIGN

THE NAVIGATION POD





LET'S GET GOING—VIEW ONE



# WONDERLAND CONCEPT DESIGN

THE NAVIGATION POD





WONDERLAND VIEW ONE

# JOURNEY IN TIME CONCEPT DESIGN

THE NAVIGATION POD





JOURNEY IN TIME VIEW ONE

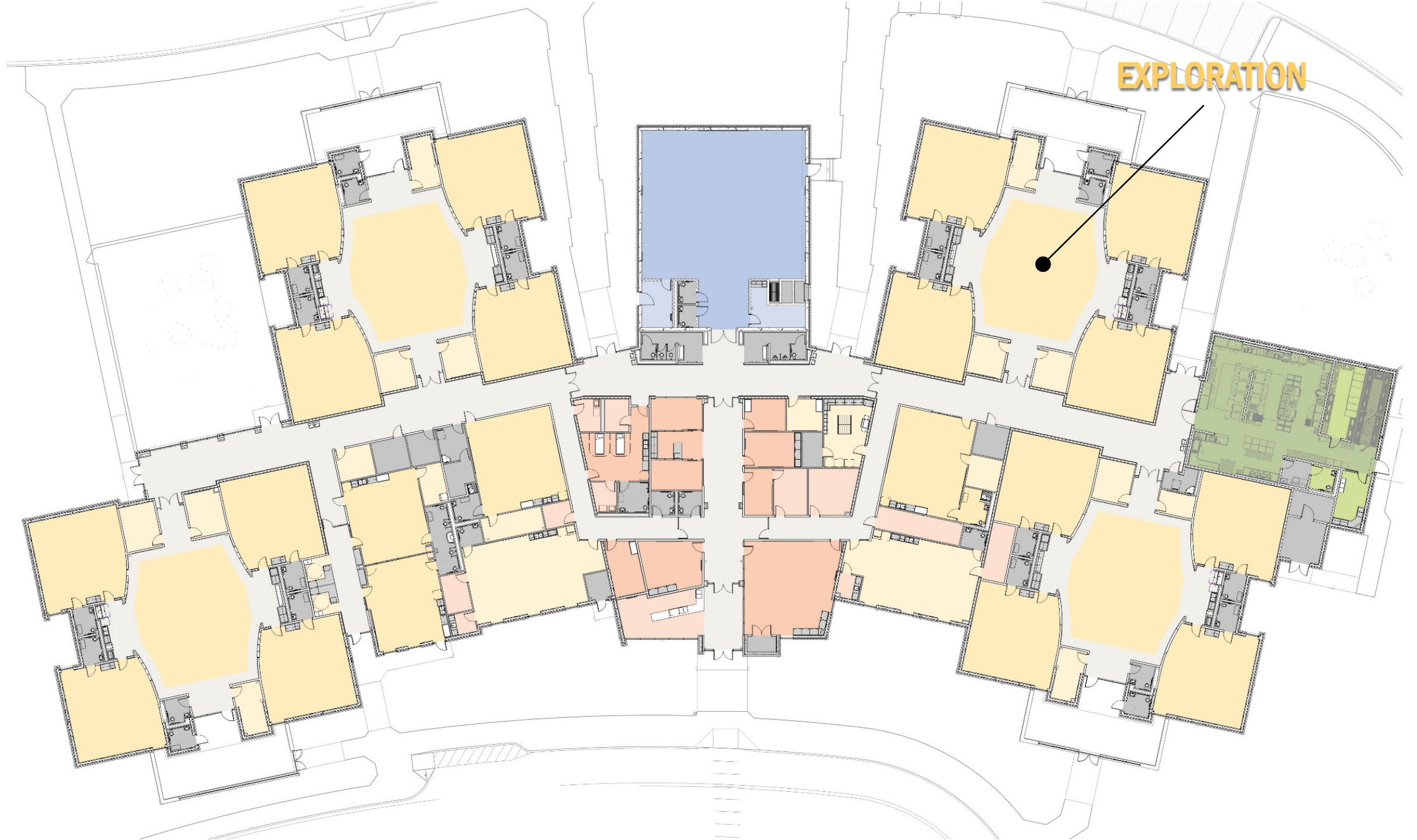


# EXPLORATION

TROPICS | OCEAN | SAVANNA | POLAR



EXPLORATION







TROPICS VIEW ONE





OCEAN – VIEW ONE





SAVANNA – VIEW ONE



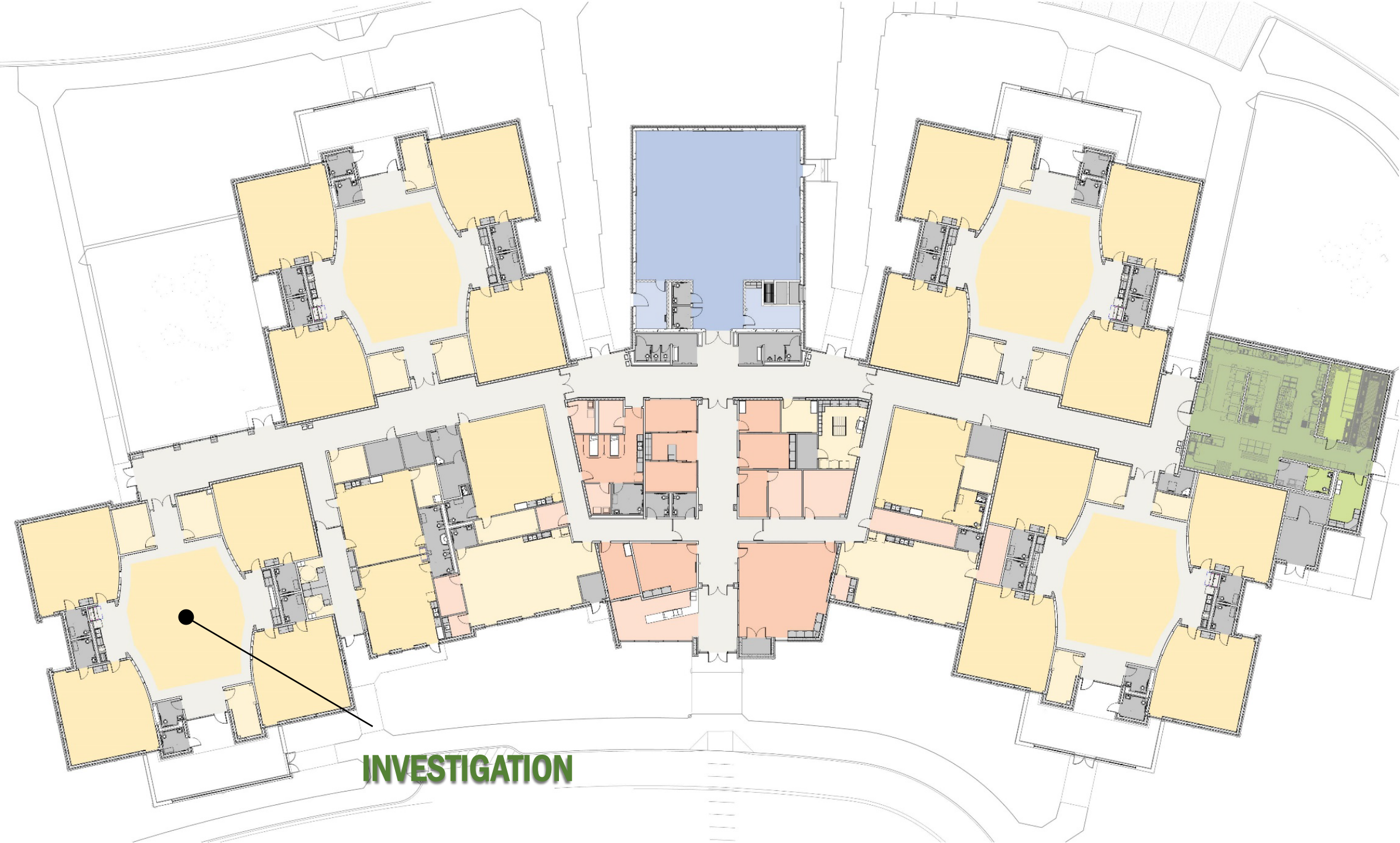


POLAR— VIEW ONE

# INVESTIGATION

WONDERFUL, AMAZING ME • MY GREENHOUSE • ZOO • PET CENTRAL





**INVESTIGATION**





MY GREEN HOUSE – VIEW ONE





PET CENTRAL – VIEW ONE





WONDERFUL, AMAZING ME – VIEW ONE



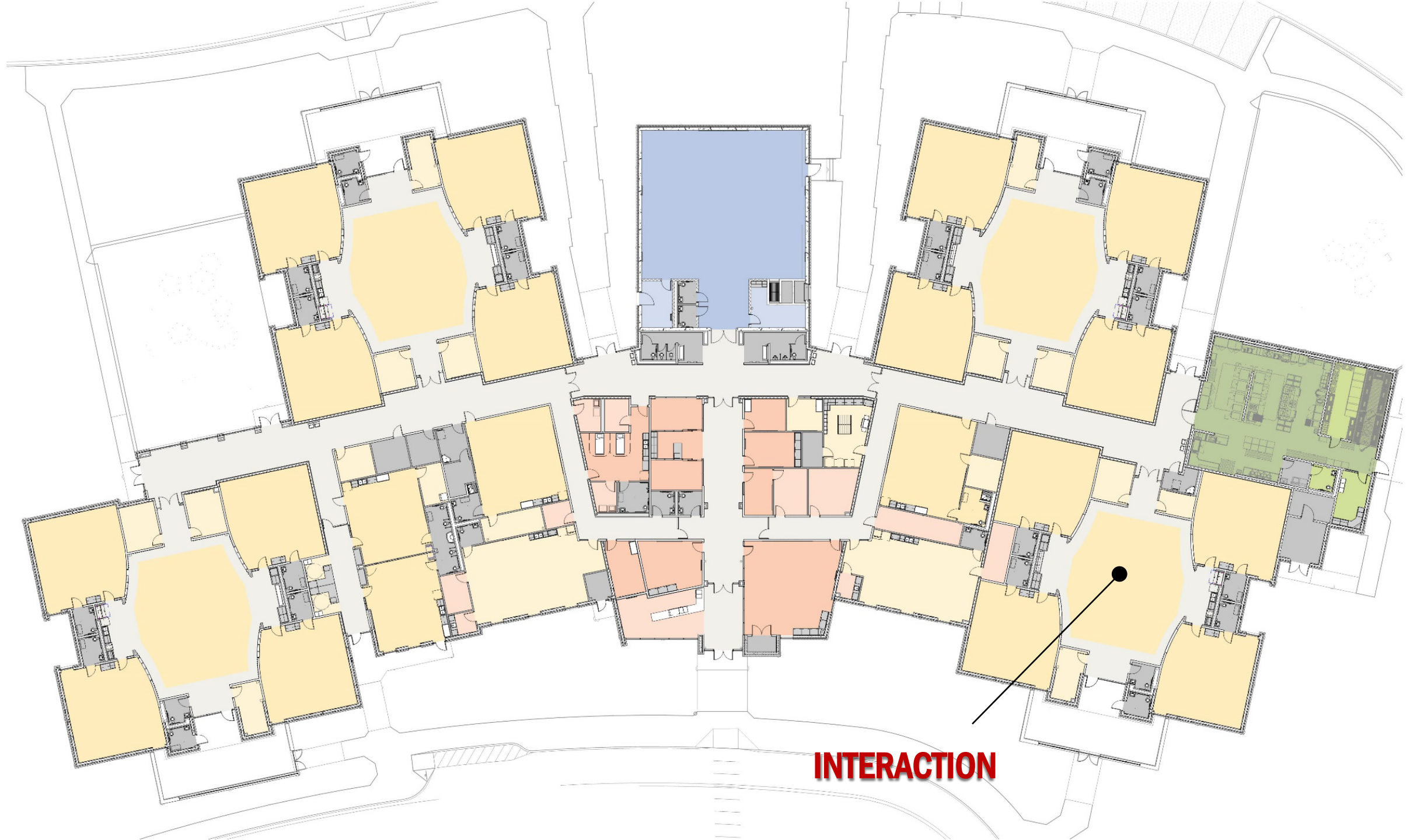


THE ZOO – VIEW ONE

# INTERACTION

SAVVY'S MARKET • CONSTRUCTION • OUR WORLD • COMMUNITY





**INTERACTION**





SAVVY'S MARKET – VIEW ONE





SAVVY'S MARKET – VIEW TWO





CONSTRUCTION – VIEW ONE





**WEATHER**  
**NEWS**

OUR WORLD – VIEW ONE





COMMUNITY – VIEW ONE

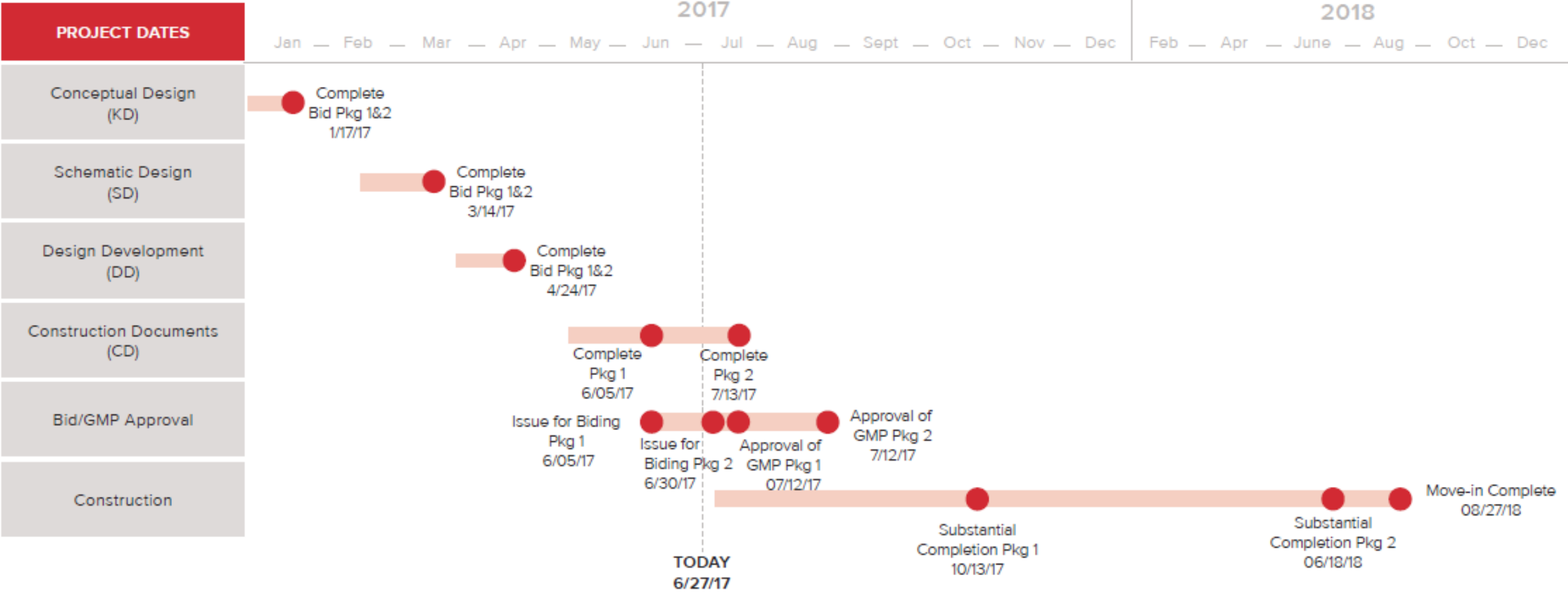


If we

**BUILD** it...

The background of the image is a sunset sky with soft, colorful clouds in shades of orange, yellow, and blue. In the foreground, the dark silhouette of a hill is visible. On the left side of the hill, a young boy is sitting and looking down at something in his hands. On the right side of the hill, a young girl is sitting on top of the large letter 'D' in the word 'BUILD', looking out towards the horizon.

**They will Learn!**





# THE CHALLENGE



Huckabee  MORE THAN ARCHITECTS





### **Objective #1**

Participants will learn about the research regarding best practices for how 3 and 4 year olds learn and how a building design can support that.

### **Objective #3**

Participants will be able to think creatively and develop new ideas regarding new designs for early childhood education.

### **Objective #2**

Participants will learn best practices for collaborative design processes to create a building that is defined as the ultimate learning tool.

### **Objective #4**

Participants will be exposed to the design for an Academy for Early Learners that feature 16 distinct learning experiences that replicate museum environments.





**QUESTIONS?**