THE CLASSROOM OF 2021

WELCOME TO
THE KNOW SPACE

# "With regard to the future. . . I cannot help imagining."

Benjamin Franklin

VISION

We are imagining a space where learners come together to physically or virtually investigate and communicate what they know and what they don't know. A space unconstrained: where physical barriers are overcome thru virtual elements (and vice versa). Being barrier free does not mean it is without scaffolding-- we are imagining that the teacher could serve as learning facilitators or lead learners. We are imagining a space that facilitates simultaneous multi-modal learning, supporting a new mind that craves stimulation.

The interesting aspect of the term "imagining" is that it ends in "ing"-- reminding us that tomorrow is always active... it's constantly moving, changing, transforming. Therefore, we are imagining a space that facilitates what we call INGs. An ING is a continuous pursuit that contributes to the life-long, non-stop, and future-focused development of the learner.
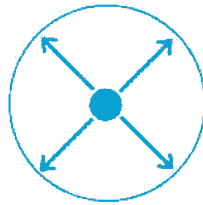
learnING discoverING
creatING collaboratING
communicatING
engagING presentING
surfING explorING enablING
inquirING guideING
questionING findING
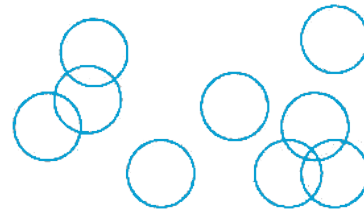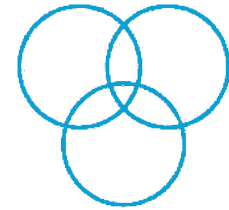
SEPTEMBER 24, 2021

Imagine, for a moment, that it's September 2021, you're a student walking into a classroom space designed like this . . .

STUDENT PRESENCE
IS CAPTURED

SEEING
CONNECTING
DISPLAYING
VISIBILITY
DISPLAY MY
KNOWLEDGE

FACILITATOR NODE

STUDENT KNOWLEDGE SPHERES
ACTIVATE UPON ENTRY
*they are constantly changing, growing,
and revealing new knowledge visible inside and
beyond the classroom. This allows students to
show what they know, what they don't know,
and what they want to know.*

CONNECTING

Building community is an important component in the learning process; safety and security in virtual and simultaneous worlds are also a necessary considerations. Imagine walking into this learning environment, a facial-recognition camera captures your picture and records your presence in the central attendance database. Using non-invasive technology to automate administrative duties (such as taking attendance) you and your fellow students are free to immediately engage in the project-based learning experience designed in partnership between the learning facilitator and students. The project: to create a collection of interactive learning experiences combining conceptual knowledge such as synthetic biology, nanotechnology, and public health with procedural tactics such as interdisciplinary learning, knowledge creation and team co-creation of solutions. Professional development and technology upgrades are endless.

STRETCH PAD
PERSONAL
LEARNING
DEVICES

CO-CREATING

Learners of this era receive and process visual information more effectively than their elders (Kelly, McCain & Jukes, 2009). They crave physical doing using both analogue and digital means. Imagine each student in a small group has created a short presentation (using mediums of their choice) to share in their journal entries. Using their personal learning devices, called "Stretch Pads" (made with flexible Organic LEDs), every student is able to change the size of the displays on their devices so that each presentation suits the presenter. Students are free to share content with one another. Stimulation is created by encouraging both analogue [paper, table, white boards and stretch pads for writing/drawing upon] and digital means [stretch pads, interactive white boards] allowing different learning styles to be accommodated.

INTERACTIVE
VIRTUAL WALL
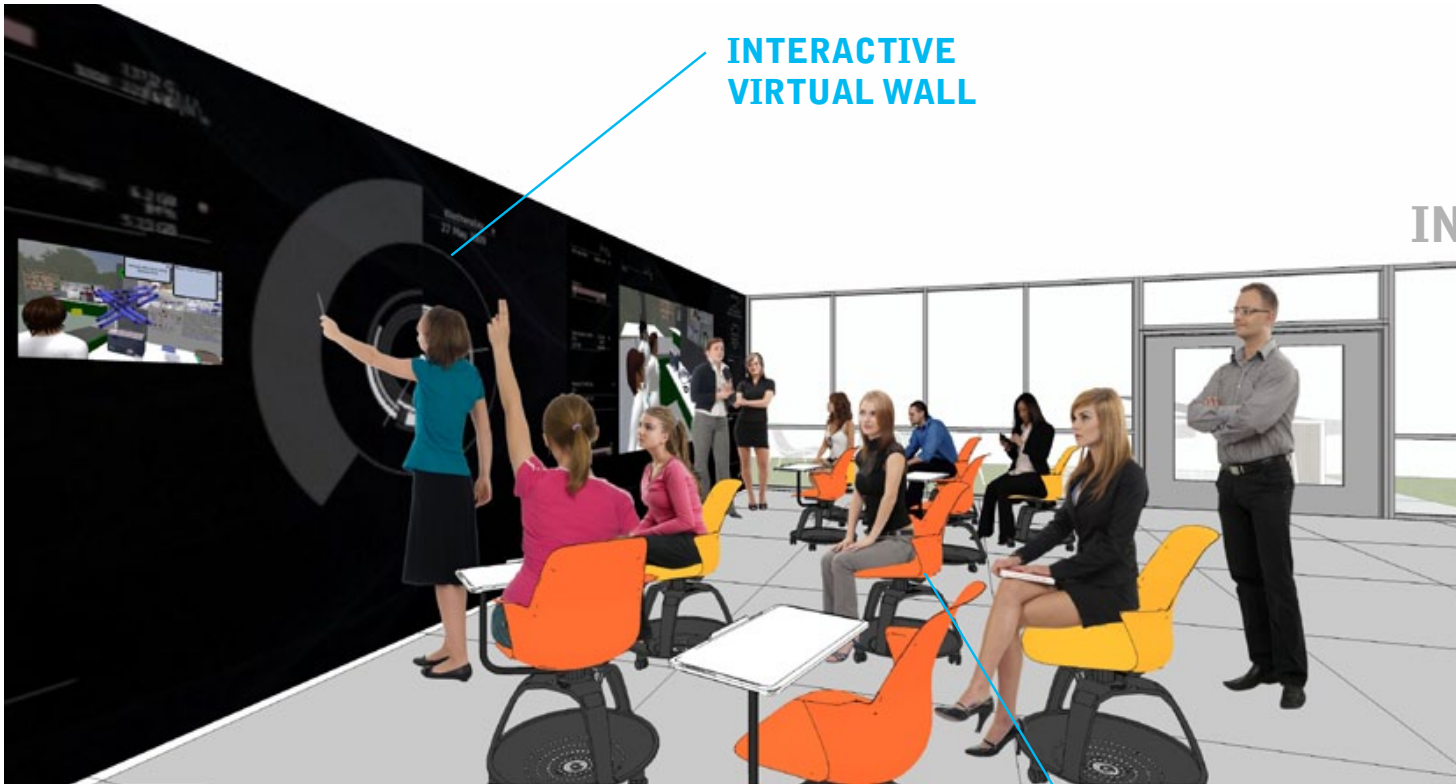
SEATING THAT SUPPORTS A FLUID MODE
SWITCH; HANDLES PERSONAL STORAGE
AND WORK SURFACE

INNOVATING

21st century learning skills require individuals to think differently, learn new social and networking skills while being highly creative, critical thinkers. Imagine students gathering around the "Interactive Wall" to discuss their "gap questions" (an interactive wall made of Organic LEDs). The learning facilitator uses the "Interactive Wall" to enter a virtual science-learning lab (projected across the entire "Interactive Wall") capturing the learning facilitator's body movements/gestures allowing them to control the fully immersive game-based environments. A selection of students engage the "Interactive Wall" and with a simple gesture from the learning facilitator, multiple Biological Safety Cabinets are rendered at life-size scale all along the "Interactive Wall". Students take control of their own personal Biological Safety Cabinet and get a hands-on understanding how to, for example, isolate single colonies of bacteria. Real world simulation takes place.

SURFING
INQUIRING
QUESTIONING
COMFORTABLE
CHOICE
LEARNER
CENTRIC

COMFORTABLE SEATING FOR INDIVIDUALIZED WORK

lower ceiling, soft lighting and acoustics that are more conducive to a quiet learning environment

FLIPPED LEARNING ENVIRONMENT

A reversed teaching model that delivers instruction at home through interactive, teacher-created videos and moves "homework" to the classroom. Moving lectures outside of the classroom allows teachers to spend more 1:1 time with each student. Students have the opportunity to ask questions and work through problems with the guidance of their teachers and the support of their peers - creating a collaborative learning environment.

LEARNING

There is a rhythm to the learning process. Taking time to do one's own thinking, synthesizing and analyzing is necessary. These learners want to be alone together while accomplishing these tasks, requiring hard-working, multitasking spaces. Imagine individual students finding a comfortable place around the learning space, journaling about ideas, questions, thoughts, or research they may have generated or gathered. In this "flipped" learning environment model, students walk in ready to learn and are not waiting for tasks or instructions to manage their time.

**HANDS-ON
LEARNING**

**EXTENSION OF THE
LEARNING ENVIRONMENT**

*By moving outdoors to participate in hands-on
learning experiences, students engage
the outdoor environment around them,
bringing awareness of the impact
they each make on their surroundings.*

INTERACTING

The physicality of testing, prototyping and interacting with "live" processes keeps the student grounded and compliments their virtual understandings. Imagine seeing students working in the outdoor learning area building an interactive simulation table designed to help younger learners understand (in a hands-on way) how to keep water free of bacterial contamination.

CONNECTING
EXPLORING
COMMUNICATING
ENGAGING
KNOWLEDGE
CREATION

INTERACTIVE HORIZONTAL WORK SURFACE

WORK SURFACE ENGAGES SURROUNDING LEARNING SPACES
this learning space always embraces the option for spontaneous, informal gathering of students to learn together

DEVELOPING

Multi-tasking is the norm for these young minds. Working simultaneously with different individuals, different media, and using different postures to support these activities is encouraged. The learning facilitator moves through the room acting as a "guide on the side", doing just-in-time assessments, correcting a course of action and/or taking control of the Interactive Wall to share student work. Imagine standing with another student at a "Digital Crash Table" where they design software for the next generation of "cookie-cutter computing devices".

MOBILE, INTERACTIVE LEARNING SURFACE

PRESENTING
CONNECTION
SHARING
ADAPTING
FLEXIBLE
TEAMWORK

RECONFIGURABLE MOBILE SEATING

ADAPTABLE WORK SURFACE
effective vertical and horizontal interactive screen that doubles as an small group or individual work surface

UNDERSTANDING

New tools enable presentation techniques, preserving verbal communication while leveraging technology to provide different ways to conduct that communication. Imagine two groups of students working with a "Borble" (an interactive surface that can easily be moved around the classroom and adjust to serve as a vertical or a horizontal interactive work surface). These students are working to develop an interactive map widget that helps other learners understand how the entire world can be affected by bacterial epidemics. With a motion, the learning facilitator helps the students use the "Borble" to conduct an interactive videoconference with a professor of epidemiology serving in another part of the world. The interactive virtual connection, with instant subtitle translation, allows these classroom students to have a discussion and receive instant feedback from a remote professor regarding their widget.

WELCOME TO
THE KNOW SPACE

Like us, you might be imagining a KNOW SPACE...
a learning space that redefines the concept of a learning
environment; a space that is not limited by antiquated
ideas of space. A space that is all spaces and no space
at the same time.

REDEFINE THE CONCEPT OF A LEARNING ENVIRONMENT

KNOWING can happen in MULTIPLE WAYS at MULTIPLE TIMES.
MY ENVIRONMENT DOES NOT LIMIT MY ABILITY TO LEARN.

OUR TEAM /
THE KNOW SPACE CREATORS

DESIGNERS
architectural design

SHWGROUP

SHW GROUP is an architecture, engineering and planning firm exclusively dedicated to educational facility design. We believe in the profound impact education has on an individual's life and society as a whole. In support of this belief, we are dedicated to designing environments that inspire, support and promote the discovery and exchange of knowledge through our commitment to learning, stewardship and craft. In short, we make a difference through design.

FURNISHINGS
furniture

Steelcase
Education Solutions

STEELCASE EDUCATION SOLUTIONS is focused on helping schools, colleges and universities create the most effective, rewarding, and inspiring learning environments. We are a dedicated group within Steelcase focused exclusively on education. We are research and insights based and are driving innovation in furniture, tools, and technologies for active learning spaces.

FURNISHINGS
furniture/techology

PolyVision®
a steelcase company

POLYVISION brings learning to life by integrating time-tested tools with innovative technology. Interactive classroom solutions include: industry-leading interactive whiteboards that feature a low total cost of ownership, a Forever Warranty™ and are environmentally certified; professional development, and innovative educational software and hardware from our best-in-class partners.

OUR TEAM /
THE KNOW SPACE CREATORS

FURNISHINGS
lighting

AcuityBrands.
Expanding the boundaries of lighting™

ACUITYBRANDS is committed to delivering solutions that improve quality of lighting – everyday, everywhere, for every experience. To us, quality of lighting is about more than lumens per watt. Today it's about control and efficiency as much as it is about overall performance, purity, and aesthetic. It's about maximizing the potential of technology to create the best possible lighting for every environment – because when the lighting is right, life's experiences become amplified.

FURNISHINGS
flooring

shaw contract group

SHAW CONTRACT GROUP Shaw Industries has always adhered to high ethical standards and strived to be the industry's pre-eminent floorin manufacturer.

OUR TEAM /
THE KNOW SPACE CREATORS

TECHNOLOGY

EXTRON Extron Electronics is the leading manufacturer of classroom audio and video solutions for the K-12 market. Since 1983, Extron has pioneered computer video interfaces, setting standards for matrix switching, signal processing, and transmission, and simplifying the control, installation, and set-up of AV systems. These efforts have resulted in solutions that meet the unique performance and price point requirements of the education market.

TECHNOLOGY

T1VISIONS provides interactive solutions using large format touchscreens for social and public spaces. Our seamlessly integrated hardware and software creates engaging user experience.

OUR TEAM /
THE KNOW SPACE CREATORS

TECHNOLOGY

TechSmith®

TECHSMITH TechSmith's Education Group mission is to help teachers change the face of education, ensuring that class time is the most productive and engaging as possible. Our goal is to create software which enables teachers and students to use pictures and video to communicate ideas and create engaging portfolios for people all around the world.

TECHNOLOGY

VISIONALITY
Designs That Compute

VISIONALITY Designs That Compute, (dba Visionality), exists to provide our customers with the latest technology for enhanced communication in the digital age. These technologies include Videoconferencing Infrastructure and Endpoints, Audio Visual Devices, and Streaming Recording and Replay Devices

OUR TEAM /
THE KNOW SPACE CREATORS

EXPERT
education

CLINTONDALE COMMUNITY SCHOOLS The aim of our school is to graduate responsible and productive citizens with strong critical thinking and academic skills by providing a rigorous, dynamic, comprehensive curriculum delivered in partnership with the community, family and a competent, qualified staff in a safe and caring environment.

The flipped classroom and school approach is a valuable instructional model for our school, students and the school community. Our unique flipped approach, can only be accomplished by having a strong school board and administrative leadership, excellent teachers and staff, positive parental involvement and community support enables all students to reach high academic standards.

EXPERT
education

FORT SAM HOUSTON INDEPENDENT SCHOOL DISTRICT
Our vision is to promote a quality education, where every student is a learner, every learner is a graduate, and every graduate is a success. The mission of the Fort Sam Houston ISD is to develop the hearts and minds of all students, empowering them to become successful, active contributors in a changing global community.

OUR TEAM /
THE KNOW SPACE CREATORS

EXPERT
education

CAMBRIDGE STRATEGICS
The passion of Cambridge Strategics is to help communities think like futurists. As professional facilitators and strategists, Cambridge Strategics empowers communities to continuously imagine possibilities for the future so that they continuously create education systems of the future.

EXPERT
education

ENGAGE!
Engage! Learning is committed to partnering with schools, districts and communities to strategically design and implement innovative learning solutions.

FURNISHINGS/EQUIPMENT TO CREATE THE KNOW SPACE

CATEGORY	PROVIDER	PRODUCT	QUANTITY
FURNITURE	STEELCASE	Post and Beam	
FURNITURE	STEELCASE	Bob Chair w/headrest w/ Bob Ottoman	2
FURNITURE	STEELCASE	CH445 Chair	2
FURNITURE	STEELCASE	i2i Chair	2
FURNITURE	STEELCASE	Enea low stool	8
FURNITURE	STEELCASE	Node Chair w/ tripod and personal work surface	18
FURNITURE	STEELCASE	Campfire Personal Table	2
FURNITURE	STEELCASE	Groupwork height adjustable Worktables	2
FURNITURE	STEELCASE	Emu Round	4
FURNITURE	STEELCASE	Emu Stool	4
FURNITURE	STEELCASE	Campfire Big Table	1
FURNITURE	STEELCASE	i2i with tablet arms	1
FURNITURE	STEELCASE	Campfire Paper Table	2
FURNITURE	STEELCASE	Fuse	2
FURNITURE	STEELCASE	Media:scape Mobile	1

FURNISHINGS/EQUIPMENT TO CREATE THE KNOW SPACE

CATEGORY	PROVIDER	PRODUCT	QUANTITY
FLOORING	SHAW CONTRACT GROUP	Carpet Tiles	
LIGHTING	ACUITYBRANDS	Recessed LEDs	
TECHNOLOGY	EXTRON	30' Interactive Video Wall	1
TECHNOLOGY	EXTRON	Wireless Ipad Audio/Video Teacher Control	1
TECHNOLOGY	SHW GROUP	Digital Classroom Surveillance	1
TECHNOLOGY	SHW GROUP	Transparent Digital Display Surface	1
TECHNOLOGY	SHW GROUP	Personal Learning Devices	
TECHNOLOGY	SHW GROUP	Motion/Gesture Capture Devices	
TECHNOLOGY	T1VISION	Interactive Multi-Touch Tables	
TECHNOLOGY	T1VISION	Interactive Multi-Touch Mobile Display Boards	
TECHNOLOGY	TECHSMITH	Software	
TECHNOLOGY	VISIONALITY	Distance Learning feed	