



# Connecting Instruction & Construction:

What 21st Century Teaching & Learning

Means for 21st Century Facilities





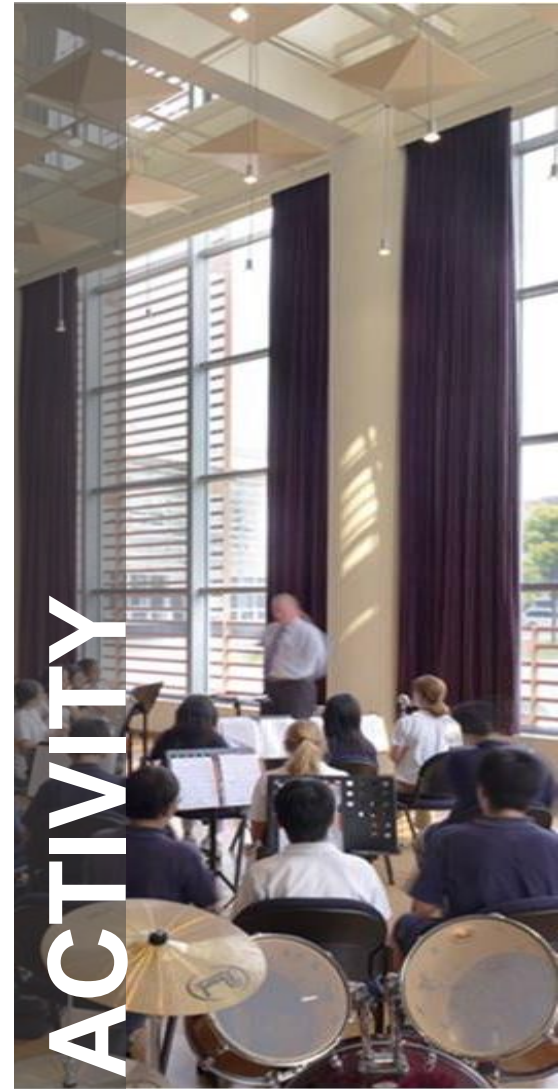
# GOALS

## What are the goals of this session?

- To understand why the education reforms of the 20<sup>th</sup> century won't get the job done in the 21<sup>st</sup> century
- To consider what education should look like in the 21<sup>st</sup> century
- To understand the link between instruction and facility design as well as the link between instruction and emerging technology

# 21<sup>st</sup> Century Worker Characteristics

What do we want our students to be able to do when they leave our educational program to be able to succeed and thrive in the world?



# HISTORY

## First, a history lesson...

Who set the standard for education in America that is still in vogue today?



**The standard  
was set in  
1892 by the  
Committee  
of 10!**



# HISTORY

Education was designed to develop...



...future industrial workers.

# HISTORY

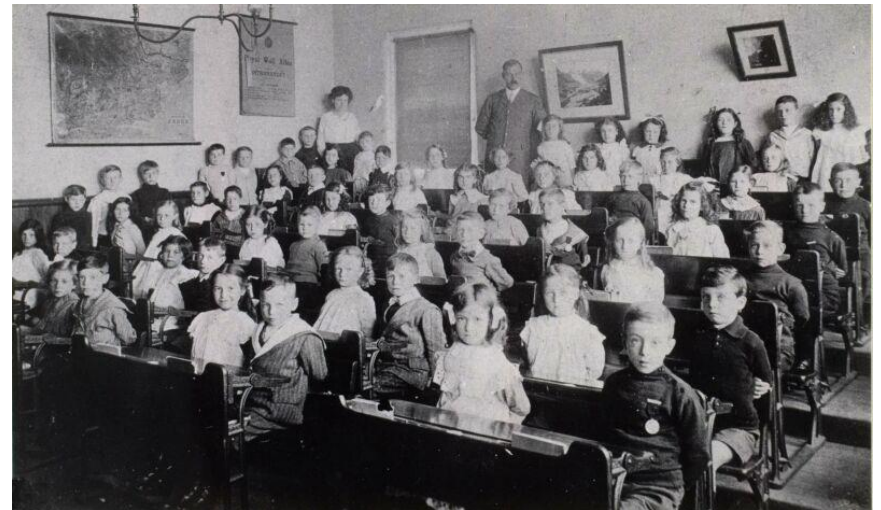
**Classrooms tended to mirror the workplace.**

Photo # NH 52941 View in Supplies and Accounts office, Navy Department, circa 1918-19



Early-1900s Workplace

Early-1900s Classroom





# HISTORY

Even decades later...



1950s Workplace



1950s Classroom

# HISTORY

In the 1980s, the paths began to diverge.



1980s Workplace



1980s Classroom



# HISTORY

Despite workplaces changing dramatically,  
schools have stayed the same...



2012 Workplace

2012 Classroom



# HISTORY

## Technology has transformed America's workplace.

The muscle jobs and repetitive jobs have moved to cheaper labor centers in other countries. The remaining jobs require new skills that we must provide.



Opened 1914  
Ford Motor Company  
25,000 employees  
250,000 square feet



Opened 2012  
Apple iCloud Data Center  
67 employees  
500,000 square feet



**But what about education?**



# HISTORY



# HISTORY

To many students, this is how education looks today...

...is school relevant?



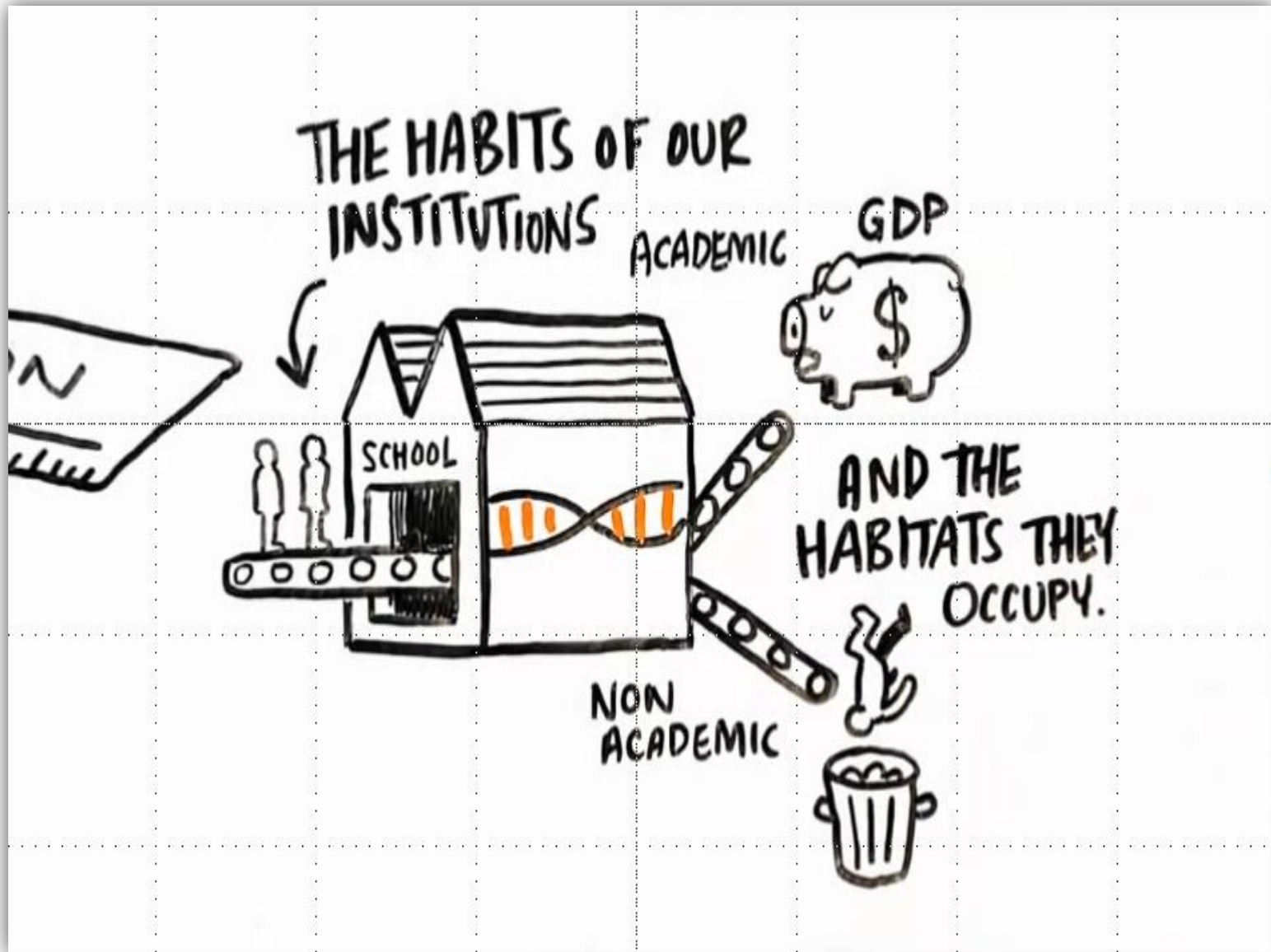
# SIR KEN ROBINSON

Why is education  
the way it is today  
... and what should  
it be?





# SIR KEN ROBINSON





# A 21<sup>st</sup> CENTURY EDUCATION

# INSTRUCTION

Initially, education used technology this way...

Computer cramming!





# INSTRUCTION

Then later, this way...

Cooler computer cramming!



# INSTRUCTION

Will your kindergarteners be prepared for the jobs available to them in 2025 when they graduate from high school?



Or in 2029 when they graduate from college?

A close-up, warm-toned photograph of a hand holding a pencil, poised to mark a bubble on a multiple-choice test. The test paper features questions numbered 28, 29, and 30, each with four options labeled A, B, C, and D. The word "INSTRUCTION" is overlaid in large, white, sans-serif capital letters across the lower portion of the image.

# INSTRUCTION

Should schools just focus on “what” students should learn?

... Or should they go beyond what they learn to also include how they learn and how they use what they learn?



# INSTRUCTION

Just remember that skills are developed when...

- Students are engaged
- Learning is relevant
- Children are active learners
- Children are allowed to be inquisitive and resourceful
- Teachers are facilitators of active learning



# INSTRUCTION

If education isn't relevant and interesting, students will find plenty of distractions...



# INSTRUCTION

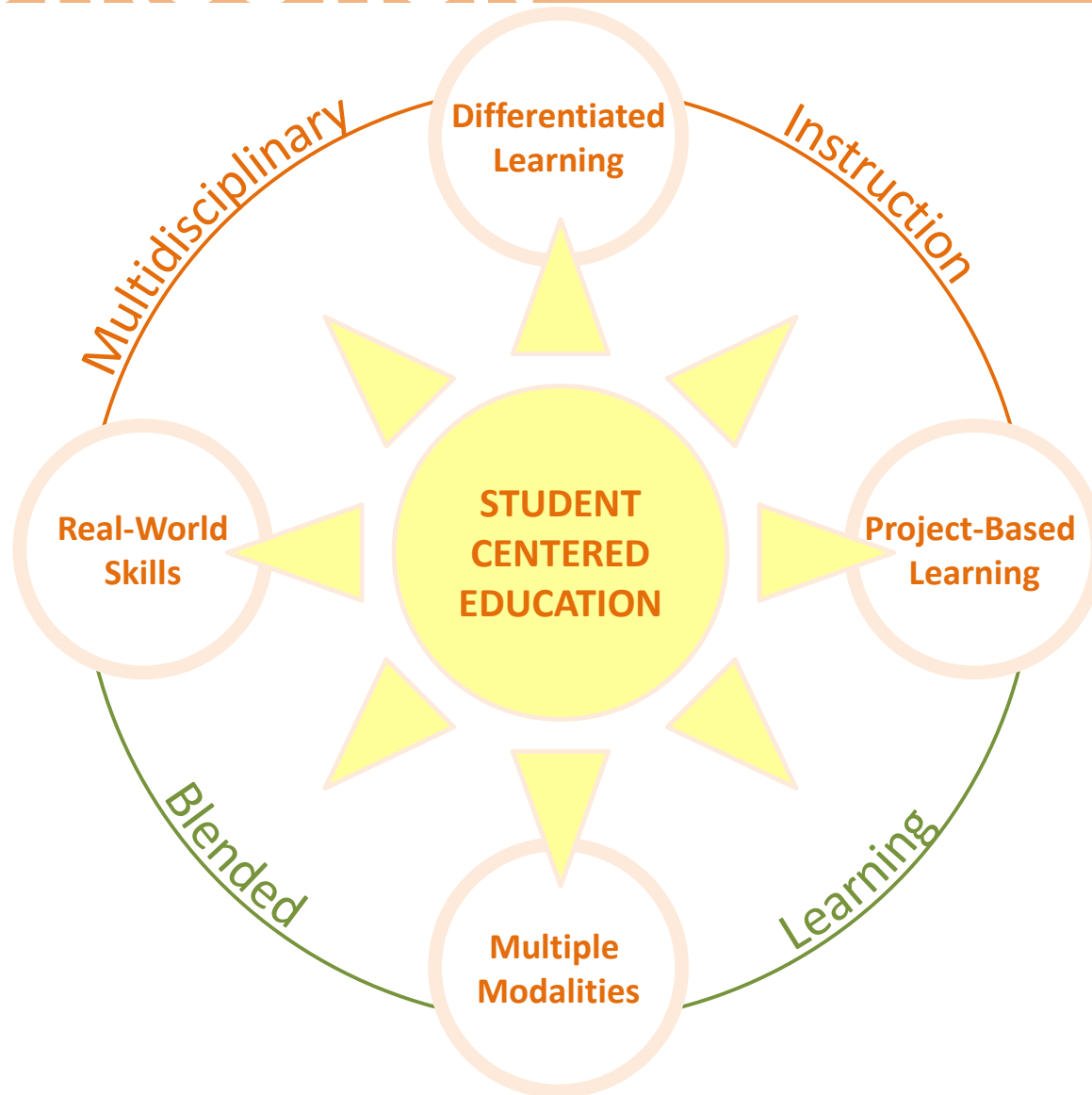
The smart use of technology in education is critical. Education must learn to leverage technology...

- To prepare students for the rapidly changing workplace
- To fully engage students who have grown up in the technological age
- To allow teachers to focus on the role of coaching rather than being the primary source of content





# INSTRUCTION



# SCHOOL OF ONE



# STUDENT-CENTERED LEARNING





# DIFFERENTIATED LEARNING

- Students are individuals with unique learning requirements, making a “one size fits all” curriculum ineffective.
- Students can better realize his or her potential if learning models are varied and personalized.
- Some students work best as individual learners, while others prefer one-to-one or group sessions.



# Edutopia: Differentiated Instruction Ignites Elementary School Learning







- Education should reach a child in the manner they best learn.
- Some students are auditory learners, some are visual learners, and some are kinesthetic learners.



# PROJECT-BASED LEARNING

- Students learn by doing, and the more relevant, the stronger the learning.
- Teachers coach rather than overtly give directions to the students.
- When the project has real-world application—especially one that is meaningful for students—student engagement is increased.



# Edutopia: An Introduction to Project-Based Learning





# MULTIDISCIPLINARY TEACHING

- New subjects are explored within the context of familiar, more approachable topics.
- Students learn to synthesize subject content across disciplines.
- Teachers are able to integrate their lessons with other subjects for a broader and richer experience.





# REAL-WORLD SKILLS DEVELOPMENT

- Students get hands-on instruction and learn to apply their knowledge within a challenging framework.
- Coursework aligned with business, technical, and career applications help students acquire the skills necessary for success in the world beyond school.

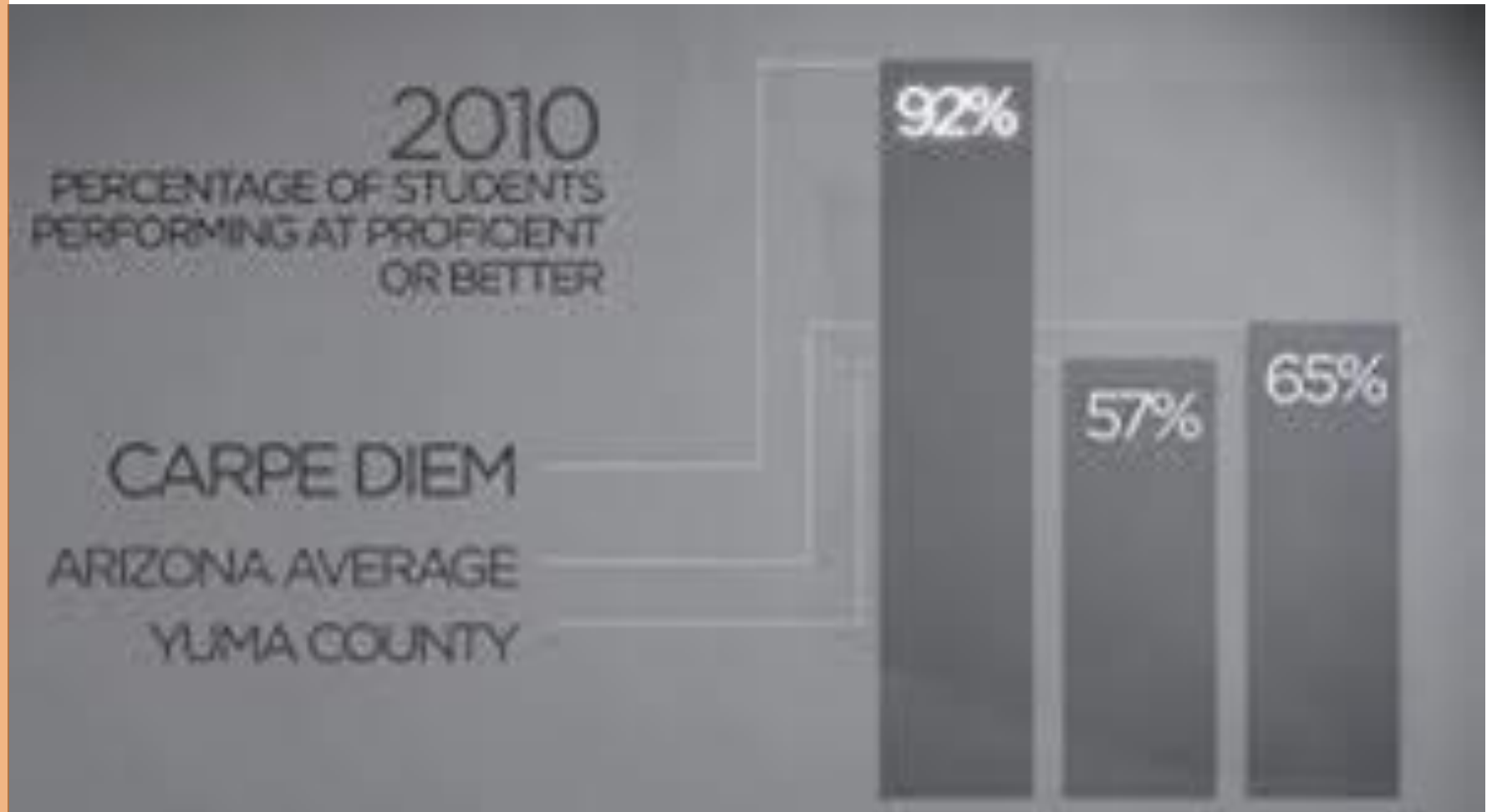




# BLEND**ED** LEARNING

- Teacher-led classroom learning is integrated with online computer education.
- Learners and educators can connect at any time and any place.
- Students have access to courses that otherwise might not be available at the school.
- Flipped classrooms, virtual schools, and online courses are examples of blended learning.

# CARPE DIEM SCHOOLS







# HABITS

**Rethinking the way we teach...**

Old habit:  
The teacher  
is the sage  
on the stage.







New habit:  
The teacher is  
the guide on the side.





# HABITS

## Teaming & Collaboration





# HABITS

## Experiential



# HABITS

## Mobile Learning

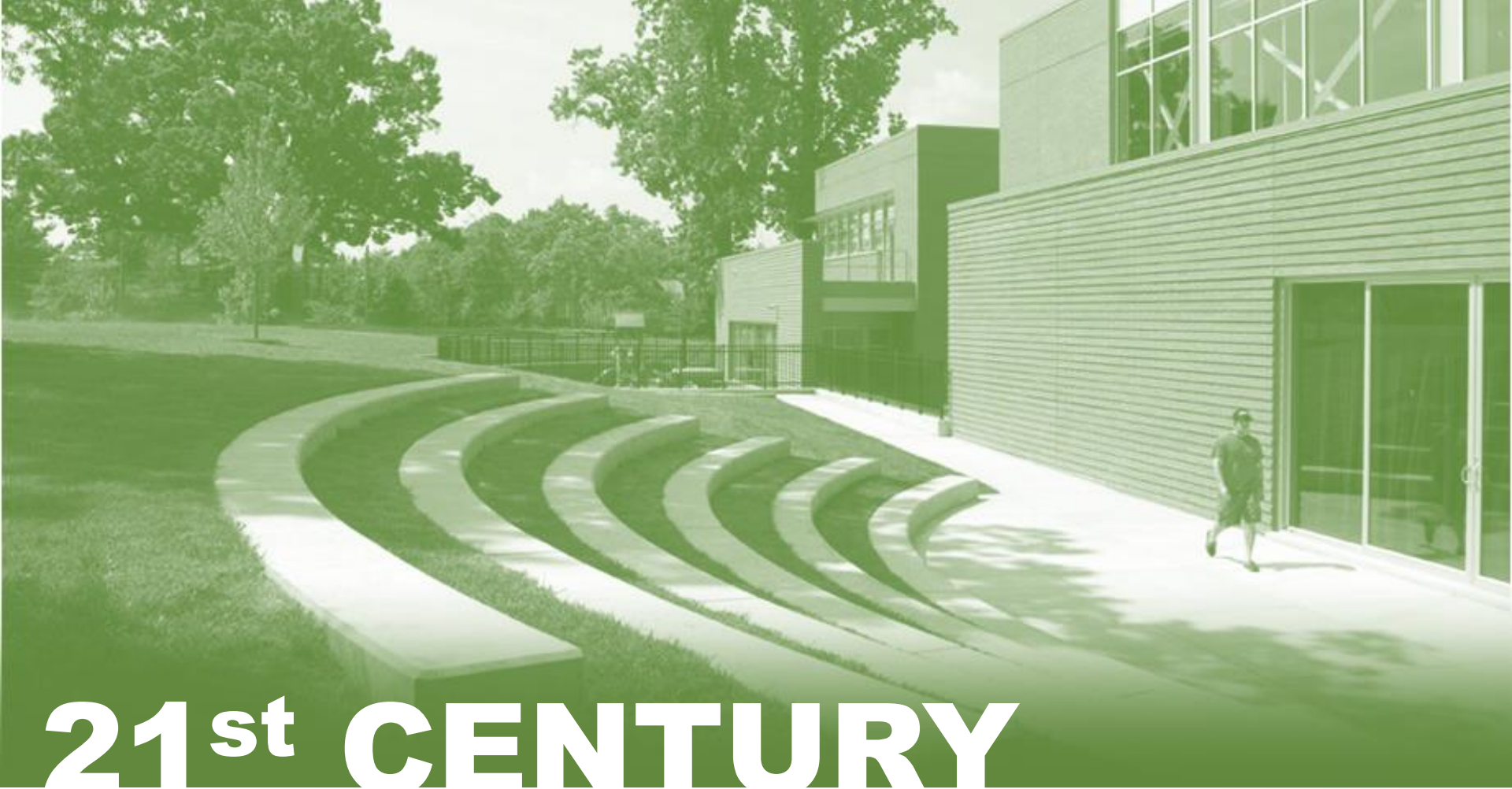


# IN SUMMARY

- Today's graduates require new skills to be successful in the 21st century.
- 21st-century schools—student-centered, project-based, blended learning, etc.—are designed to make learning relevant and to engage students growing up in the digital age.
- Teachers in 21st-century schools are changing their way of teaching—their habits—to become coaches rather than chief dispensers of classroom knowledge.
- Next, from habits to habitats...



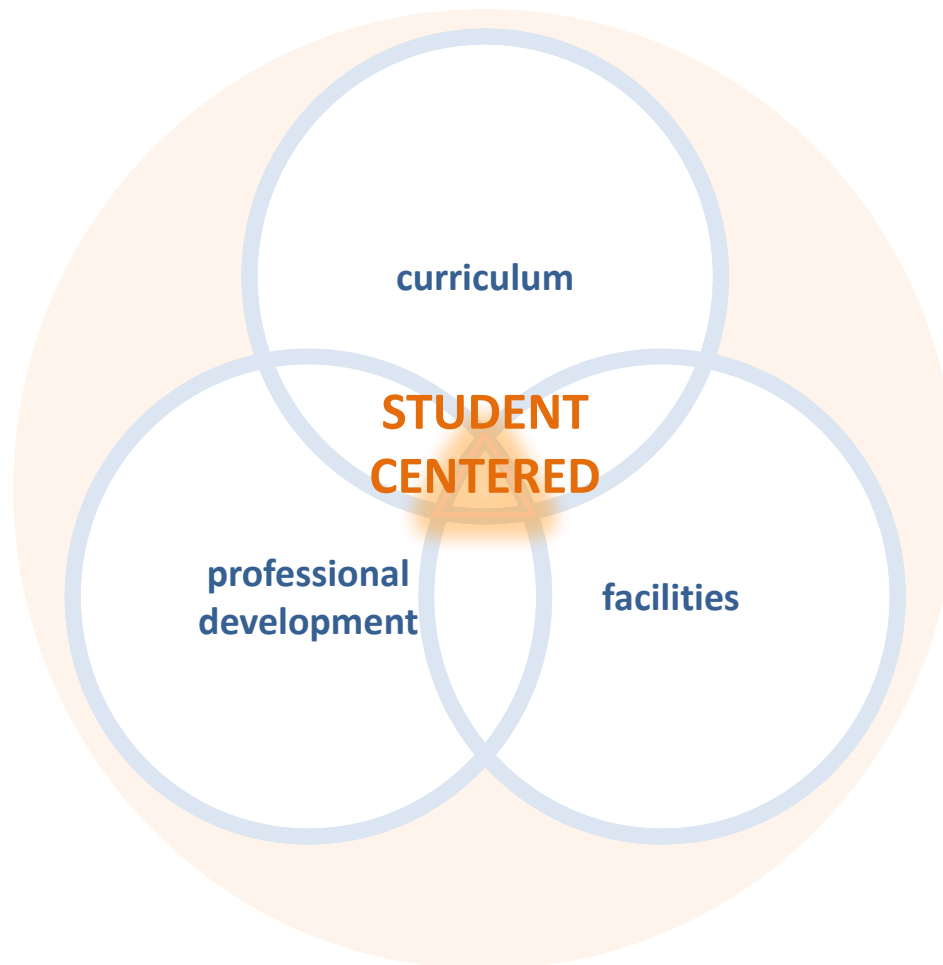




# **21<sup>st</sup> CENTURY FACILITIES**

# HABITS & HABITATS

**How do we use facilities to support 21<sup>st</sup>-century teaching and learning?**



# HABITS & HABITATS





# HABITS & HABITATS



# HABITS & HABITATS

To the FUTURE



# IDEA

## An Exemplar





# SMART HABITATS



Handwritten mathematical work on a whiteboard, including a graph, formulas, and a list of steps.

**Graph:** A graph of a function  $f(x) = \frac{1}{4}x^2 - \frac{1}{2}x + \frac{1}{4}$  is shown. The x-axis is labeled with 1, 2, 3. The y-axis is labeled with 1, 2, 3. The graph is a parabola opening upwards with its vertex at (2, 0). The area under the curve is shaded.

**Formulas:**

$$T = \frac{1}{2} \left( \frac{1}{2} \right) \left( 1 + \frac{1}{2} \right) \left( \frac{1}{4} \right) + 5$$

$$T = \frac{1}{4} \left( \frac{1}{4} \right) = \frac{1}{16} \cdot \frac{1}{4}$$

$$X = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

**Steps:**

1. Set equal to zero (all terms on the same side)
2. Identify a, b, and c
3. populate the formula
4. simplify

**Point of Intersection:**

$g(x) = 0$  (or)  $g(x) = \text{line}$   
 $g'(x) = \text{must exist}$   
 $g'(x)$  must change sign  
 P.O.I @  $x=2$   
 because  $f(x)$  changes from positive to negative at  $x=2$

**Other notes:**

$g(x) = -2$   
 $g'(x) = \frac{1}{2}$   
 $g'(x) = \frac{1}{2}$  (must be positive)

**Final result:**

$$X = \frac{-3 \pm \sqrt{3 - 4(1)(\frac{1}{4})}}{2(1)}$$

$$X = \frac{-3 \pm \sqrt{3 - 1}}{2}$$

$$X = \frac{-3 \pm \sqrt{2}}{2}$$

$$X = \frac{-3 \pm \sqrt{2}}{2}$$





# IMAGINATION HABITATS



gravity slide and bounce tube



photovoltaic panel



helix slide and stairs



soltice window pixelation



# COMMUNITY HABITATS



# FLEXIBLE HABITS AND HABITATS





# Sarasota Florida – Tech Active Classroom







# NEIGHBORHOODS

- The design is very unlike the open classrooms of the 1970's.
- This is the primary organizing structure that includes a variety of learning spaces for a small community of learners and teachers.
- These are made up of flexible and adaptable spaces that allow for instructional activities, including group and individual learning, project collaboration, team-building events, small-group sessions, and peer presentations.





# COMMONS

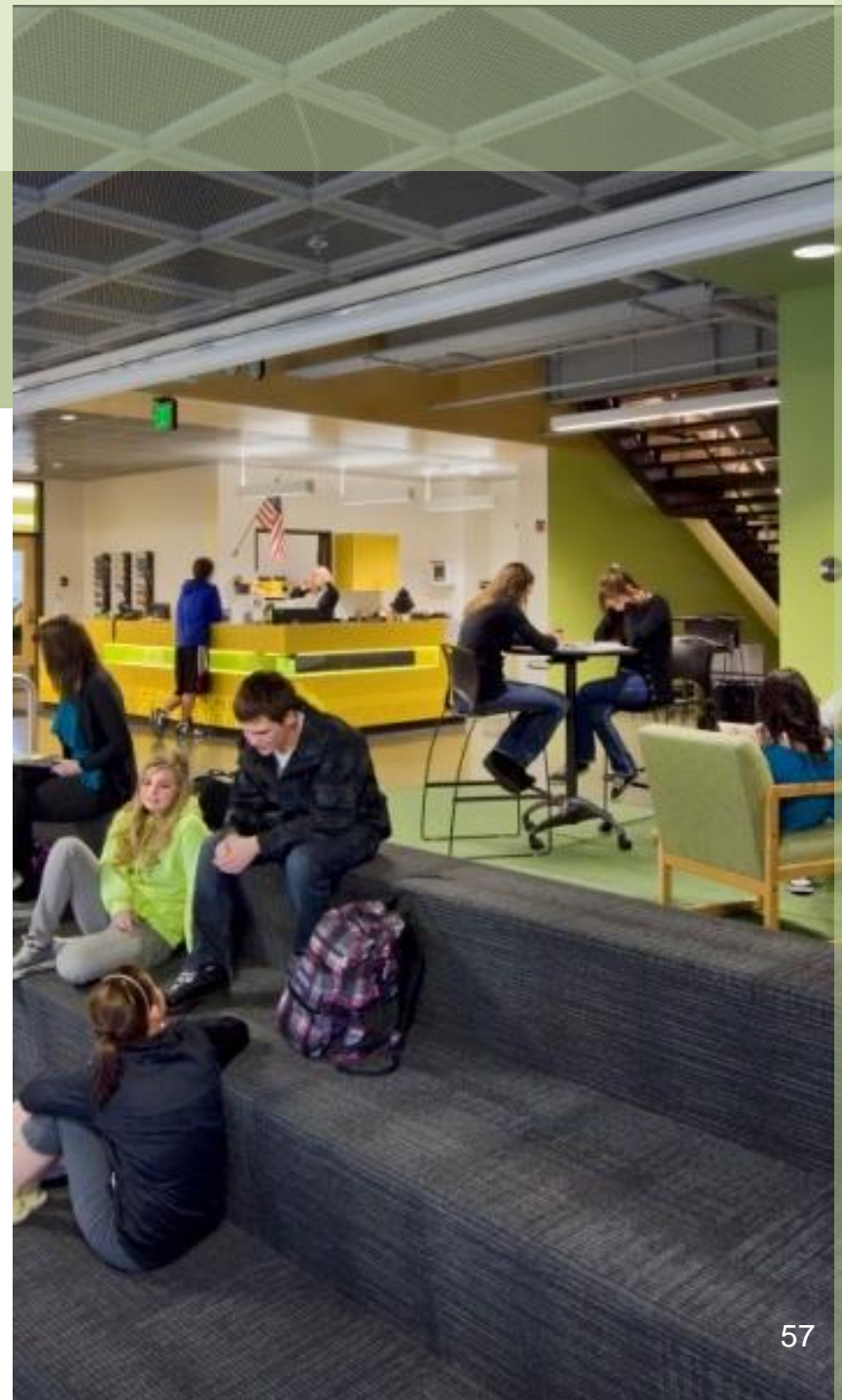
- This place is considered the physical “heart” of the school.
- It can be multi-story and multi-purpose, and it links major school components together, blurring traditional boundaries.
- It provides for health and wellness activities.
- It is effectively the cultural and intellectual nucleus of a school.





# STUDENT SUPPORT

- This includes counseling and special education services; health services; professional development spaces; administrative offices.
- Professional development areas allow for both individual and collaborative work required for educators.
- These areas may be centrally located for efficiency but should be visually and physically accessible to students.



A photograph of a modern building's interior hallway. The ceiling is a large, curved, translucent structure with a colorful, abstract pattern. The walls are made of light-colored wood panels. A group of students in white shirts and dark pants are walking through the hallway. One student in the foreground is carrying a bright blue bag. The floor is made of light-colored wood.

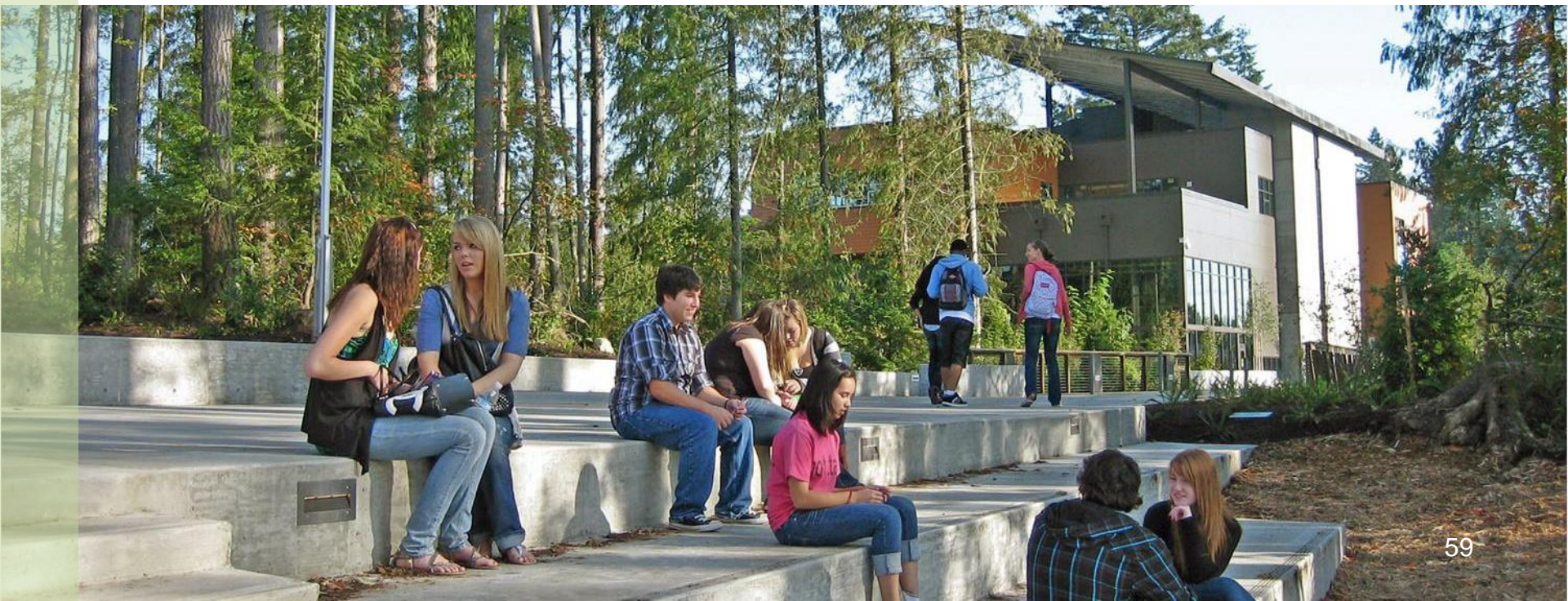
# EXPLORATORY HABITATS

- These dedicated areas are critical for many learning experiences including:
  - Art
  - Music
  - Drama
  - Laboratories
  - Distance Learning
  - Career and Technical Education (CTE)
  - Occupational and Physical Therapy (OTPT)
  - JROTC



# OUTDOOR LEARNING

- This may include everything from individual exploration to large-scale group projects and messy activities.
- Students can experience horticulture, including flower, fruit, and vegetable gardening.
- The boundary is blurred between nature and man-made.





A large, circular, high-tech control room or meeting space. The room is dimly lit, with the primary light source being the numerous computer monitors arranged in a circular pattern around the perimeter. Several people are visible, some standing and some seated, engaged in discussion or work. The ceiling is dark with recessed lighting. The overall atmosphere is professional and technologically advanced.

# TECHNOLOGY

This transparently and interactively supports learning that is:

- Whole group (20-30)
- Large group (6-8)
- Individualized



# SUSTAINABILITY

## Maximize

- Natural light
- Conservation learning opportunities
- Use of sustainable landscaping

## Minimize

- Fuel usage
- Water usage
- Electricity usage
- Maintenance costs
- Training disbursements



# SAFETY AND SECURITY

- Teacher prep areas place adults in closer and more direct contact with students.
- Students spend the day in the neighborhood and commons, which promotes a sense of belonging and identity.
- Safety is facilitated by student ownership of spaces.



# SCHOOL TRANSFORMATION

## Reformatting Existing Schools



