Station 1

Collaborative Spaces: Asset or Liability

So, what's all the fuss about Collaborative Spaces? Do they really improve student engagement? Or are they just a waste of space and money? How can they make a significant difference in the quality of education at all school levels? How does this space get programmed and budgeted into our projects? We will demonstrate how Collaborative Spaces were conceptualized, designed, built and actually used at Southside HS in Lafayette, LA. Please join us for an interactive Progressive Digital Learning Session to discuss these and other related conversations.

Objectives

Do collaborative spaces really improve student engagement?
Or are they just a waste of space and money?
How can they make a significant difference in the quality of education at all school levels?
How does this space get programmed and budgeted into our projects?

Station 2

Reimaging and Transforming a Traditional Library into a 21st-Century Learning Environment

Today's school experience includes providing students with exceptional environments in which to develop skills for solving real-world problems. Flexible, multi-functional and dynamic spaces are essential to creating learning environments that encourage collaboration, stimulate imagination and support innovation. The library, often considered the heart of the school, is one of the most impactful areas for educational transformation and is the focus of this presentation. This session will demonstrate how a 1,400 square foot traditional library space, designed in the 1970s, was reimagined and transformed to create a 21st-century learning environment for a K-8 school. Designed for maximum adaptability and expansive learning the space features: Custom mobile furnishings Intentional instructional and collaborative areas Digital resources section A maker space lab and a print and digital library. This session will also explore how this space also served as a catalyst for student-centered instruction and unique classroom environments throughout the campus.

Objectives

Analyze common areas that can be redesigned for flexible, collaborative learning.
Understand that there are more ways than one to create abundant choice in a school library catalogue
Create a variety of areas for teaching and learning that can be utilized by both large and small groups
Identify a variety of seating and groupings that appeal to different age groups while sharing one space

Station 3

VR View of Houston ISD's High School for Law & Justice

Learn about the program, educational impact, user interface, space functionality, and special features of Houston ISD's High School for Law & Justice through Virtual Reality. Participants will "walk through" a 3-D model of the school, with a special emphasis on the Commons, which provides visual or actual access to a range of career technology programs, including a forensics laboratory, law library, and mock courtroom.

Objectives

Participants will learn how the building supports the unique career programs of the High School for Law & Justice
Participants will understand the spatial relationships among the program elements of a specialized high school
Participants will explore the role of visual connections between spaces that enhance curiosity and learning
Participants will see how the physical construction of specialized program spaces lends excitement and focus to core high school curriculum

Station 4

Transforming 40-year-old vocational classrooms into modern maker labs

A learning environment that eliminates restriction. A career and technology program that fosters innovation. A maker space for students and educators to design, to collaborate and to share ideas. The renovation of Georgetown ISD's high school CTE wing transformed a nearly 40-year-old vocational lab into a modern and progressive learning space. A virtual reality tour takes you through classrooms, labs, collaborative space and a teacher design lab that support choice, scalable ownership, dynamic scheduling and opportunities for pop-up learning sessions.

Objectives

A virtual tour of a CTE renovation—classrooms, labs and teacher design space
Optimizing square footage
Modeling scalable ownership
Supporting a professional maker culture for students and educators

Station 5

Impacts of Visual Media

Vision is a primary learning sense for many students. This becomes increasingly critical with the advent of digital technology in the classroom. Visual learning has extended beyond graphic posters and hardcopy reading materials. Laptops and monitors are incorporating videos and animations in the learning environment. As the trend continues, more encompassing digital media is becoming commonplace. Virtual and augmented reality headsets are transporting students to alternate digital environments. Holographic projections provide students three-dimensional access to subjects that are thousands of miles away. What's the full impact of this new media? How can we incorporate these technologies into the educational environment in a way that will provide the biggest benefit to students?

Objectives

Learn the history of digital visual media in the educational environment
Understand what new technology to anticipate in the near future.
Recognize the most effective means of incorporating visual tech in the classroom.
Engage their students with new digital media.

Station 6

An Immersive look at CTE Learning Spaces

Utilizing Alvin CTE Center, Alief CTE Center and Klein Cain High School, this presentation will give 360 Views of CTE learning spaces and important considerations in the design and planning for these unique spaces. The audience will be able to take away lessons learned for integration into future similar labs and workshops at their home district.

Objectives

Understand critical design considerations for CTE labs and workshops
Recognize important coordination items and lessons learned concerning these unique spaces.
Describe the relationship between curriculum and equipment required for teaching in the CTE Labs and Workshops
Assess the equipment required for CTE Labs and workshops that requires coordination.

Station 7

Culture and connectivity take center stage in STEAM campus commons

The commons in Spring ISD's new STEAM middle school blends dining, library, maker space and stage into one dynamic and exciting space. It's the hub of the campus, supporting a curriculum that focuses on math, science and fine arts while epitomizing a culture that cultivates shared creativity, social awareness and authenticity. This digital session focuses on the key cultural elements that influenced design, the integration of programs and purpose into a central space and the use of visual and physical connectivity to promote meaningful learning experiences.

Objectives

Blurring lines between program areas
Maximizing connectivity to support culture and curriculum
Exploring the dynamics between public and private learning spaces
Functional considerations to an open and integrated learning environment

Station 8

Makerspaces: From Elementary Schools to College Campuses

Once found primarily in schools of engineering, makerspaces are now a growing trend in all levels of educational facilities, from elementary to high schools and from technical schools to university libraries. Providing tools and materials, mentors and sponsors, they foster cross-pollination of disciplines, promote higher engagement with teams, and encourage the skills and abilities required for success in students' future careers: ideation, collaboration, and exploration. Highlighting a variety of makerspaces across the country, this course will reveal current trends, share the benefits to users, and demonstrate successful design strategies for these creative community spaces.

Objectives

Understand the history of makerspaces as a tool for learning and creating community.
List different common styles of makerspaces, from industrial/technical shops to hoteling/collaborative workspaces.
Describe the features of a successful makerspace for different educational levels and specialties and the benefits of including one in a building.
Analyze the cross pollination of disciplines that takes place in makerspaces.

Station 9

From Process to Performance: The Shape of Theatrical Productions

Performing Arts Spaces in the K-12 environment often have conflicting goals: balancing multiple curriculums, performance types, user groups and tight budgets. Through a case study of the planning and design of a new 1,000 seat multi-purpose auditorium for the East Central Independent School District, participants will go on a behind-the scenes journey of the features and decisions educators made to best support their district. The discussion will focus on how designers were able to leverage flexibility in theatrical support spaces to support overlapping uses and long-term flexibility. A deep dive into the science of the acoustics of performance halls will allow participants to best understand passive, universal acoustical strategies that target reverberation times suitable for multiple performance types (speech, band, theater, etc..) . Finally, participants will observe strategies the designers deployed to use the building as both a recruitment and teaching tool for the students, including organizing the building to reflect the theatrical production process chronologically.

Objectives

Understand the demands of acoustical performance on multi-use performing arts halls.
From the lens of pre-design programming, understand how to best enable the design of on-site Theatrical Production.
Understand cost-efficient construction approaches to the multi-purpose theaters common to K-12 environments, including accessibility approaches.
Learn how to leverage and harness flexibility in behind the scenes spaces - catwalks, rehearsal rooms, choir rooms, offices, green rooms and shops.