

**School District of Philadelphia**  
**BFHS/SLA Campus**

Thursday, October 12, 2017



**Campus Planning Team \_01**



# Agenda

- 1** Introductions
- 2** Project Overview
- 3** Campus Planning Team (CPT) Charge
- 4** Review of Previous Meetings
- 5** Issue Identification / CPT Input
- 6** Future Student Engagement Activities



# 1 Introductions...





CAMILO BEARMAN  
BILL BRADLEY  
JENNIFER GRAFTON  
SCOTT SULLIVAN  
MICHAEL THOMPSON

STANTEC AT A GLANCE

# WHO WE ARE

Kate Gilliam Collegiate Academy, Texas

1954  
FOUNDED

100+  
AWARDS SINCE  
2009

#1

MID-ATLANTIC  
TOP DESIGN FIRM  
– EDUCATION

*ENR 2017*

#1

K-12  
ARCHITECTURE  
FIRM

*BD+C July 2017*

#1

A/E FIRM

*BD+C July 2017*

2-Time  
MACCONNELL AWARD  
WINNER





STANTEC AT A GLANCE

# WHAT WE DO

- ✓ Elementary Schools
- ✓ Middle Schools
- ✓ **High Schools**
- ✓ STEM Academies
- ✓ Research Laboratories
- ✓ Augmented and Virtual Reality Learning Suites
- ✓ Schools of Education
- ✓ Administration Facilities
- ✓ Sports and Recreation
- ✓ **Libraries and Media Centers**

Stafford County High School, Virginia



WHO  
ARE  
YOU





# 2 Project Overview



# SDP Project Goals

- **Co-locate two high school programs** in an equitable manner, optimizing opportunities for collaboration, increased communication, and maximizing common spaces
- Interior upgrades that **foster collaborative, student-centered learning**
- Replace or **improve building systems** that have exceeded their useful life



# Project Scope

## So what exactly are we doing?

### SYSTEMS RELATED

- Building envelope
- Window replacements
- Interiors
- Electrical and IT
- Mechanical
- Environmental
- Elevator and vertical circulation
- accessibility

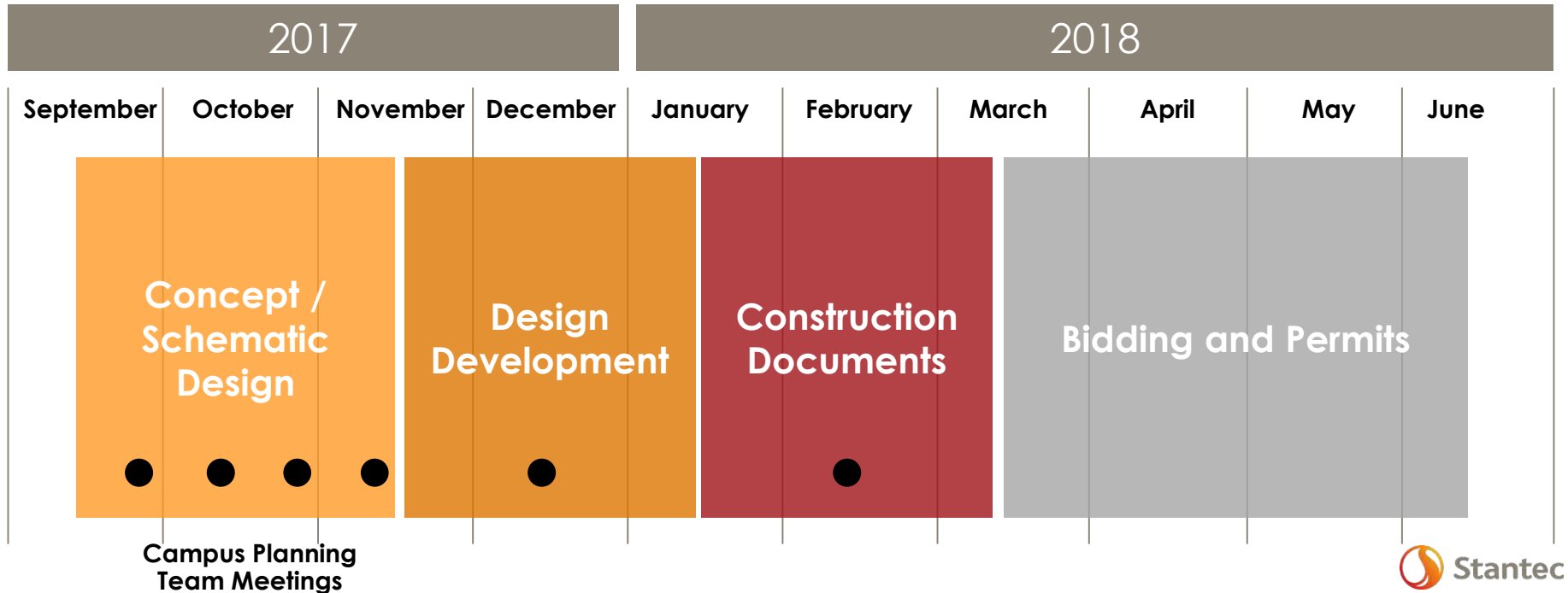
### EDUCATION RELATED

- Interiors
- Science labs
- Library
- Career and tech programs
- Collaborative areas
- Campus commons



# Project Schedule

And by when?





# 3 Campus Planning Team



# Campus Planning Team (CPT)

## What is your charge?

- Represent on behalf of your peer group(s)
- Provide input and feedback from your perspective
- Determine how best to leverage colocation opportunities
- Establish priorities and draft principles to guide decisions henceforth
- Advocate on behalf of the project with your peer group(s)





# 4 What's happened so far?

Sept 25: Design Team Kickoff Meeting

Oct 5+6: Student Shadowing and Charrette



# Design Team Kickoff Meeting

What's on your mind?

What are the opportunities?

What might be the challenges?

What are you hearing from others?





# What's on your mind?

- BUILDING TRUST + GOODWILL
- 2 SCHOOLS SHARING SOCIAL SPACES?
- EVERY SPACE IS A LEARNING SPACE

- ENVIRONMENT REFLECTS/ALIGN CORE VALUES + PEDAGOGY.
- OFFER SOMETHING "DIFFERENT" (NOT TRADITIONAL)
- HEAR ALL VOICES.
- KEEP INDIVIDUAL IDENTITIES
- OPPORTUNITIES FOR STUDENTS
- SPECIAL NEEDS STUDENTS
- FUTURE-READY VS.-PROOF?



# Success Factors

Success factors

This project will be a success if \_\_\_\_\_?



# Must...and must nots



For this project to be successful, it must...

CREATE AN EXCITING LEARNING  
SPACE WHERE KIDS FEEL HIGH  
EXPECTATIONS AND VALUED AS LEARNERS.



For this project to be successful, it must...

Consider the diverse learning  
needs of all students from  
both schools.



For this project to be successful, it must...

TAKE RISKS



For this project to be successful, it must...

Foster pride <sup>from</sup> ~~for~~ students from both  
schools for their orchard community



# **Musts and Must nots**

**Maintain the unique identities of each school  
preserving what makes each special**

**Capitalize on co-location opportunity to  
leverage synergies and foster new pride**

**Foster an ongoing dialogue**

**Upgrade existing facility conditions**

**Be completed on time and within budget**

**Create inequity or unresolved conflict**

**Miss the opportunities to affect  
positive change**

**Exclude input**

**Get it wrong**



# Student Shadowing





# Student Charrette



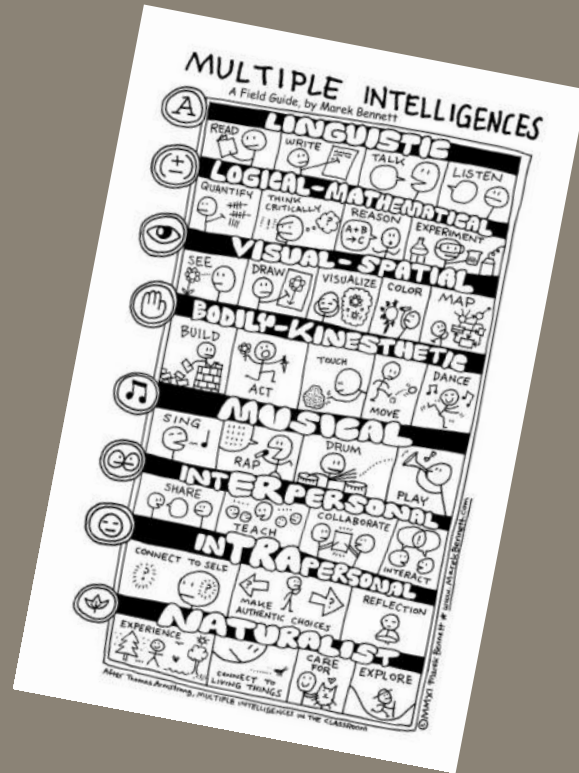




What's your learning style?



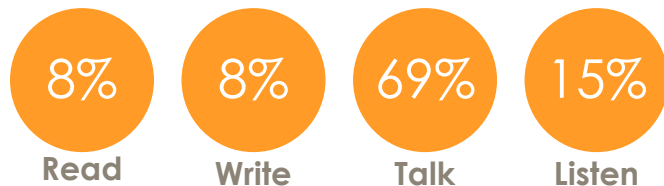
# How does your brain work?



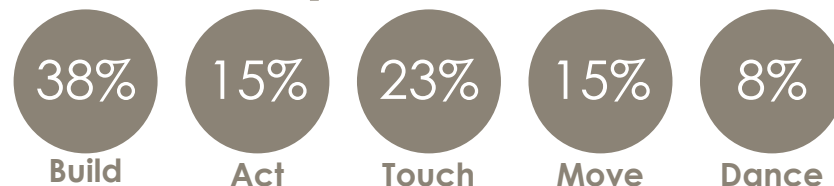


# Results

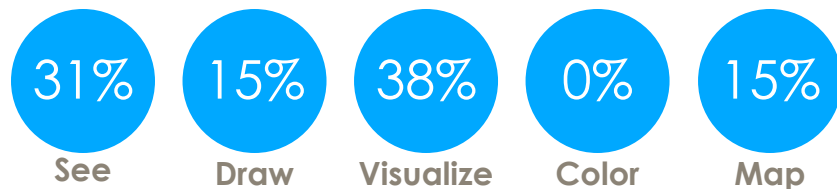
## Linguistic



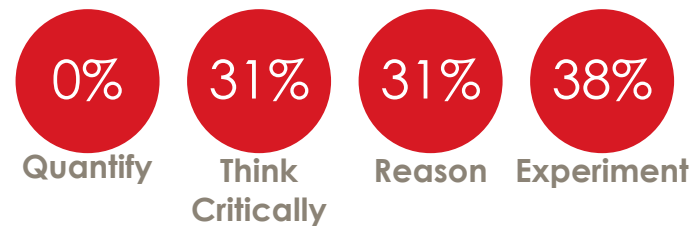
## Bodily-Kinesthetic



## Visual-Spatial



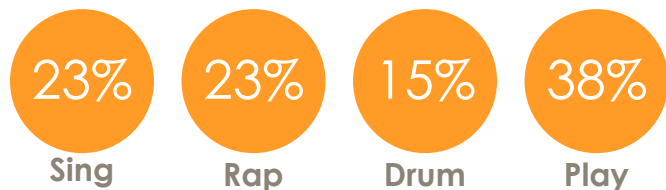
## Logical-Mathematical





# Results

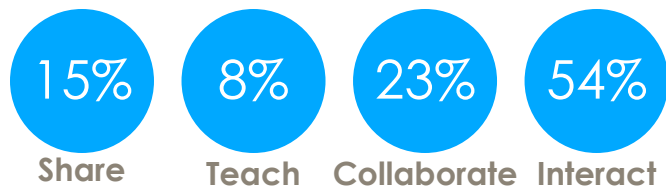
## Musical



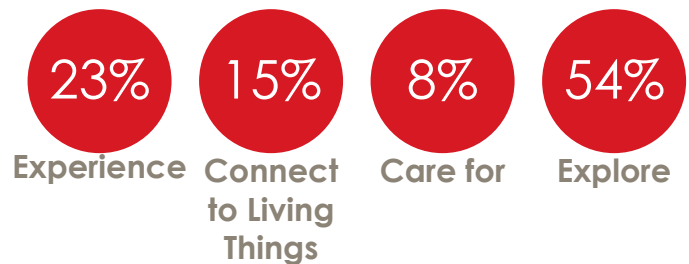
## Intrapersonal



## Interpersonal



## Naturalist





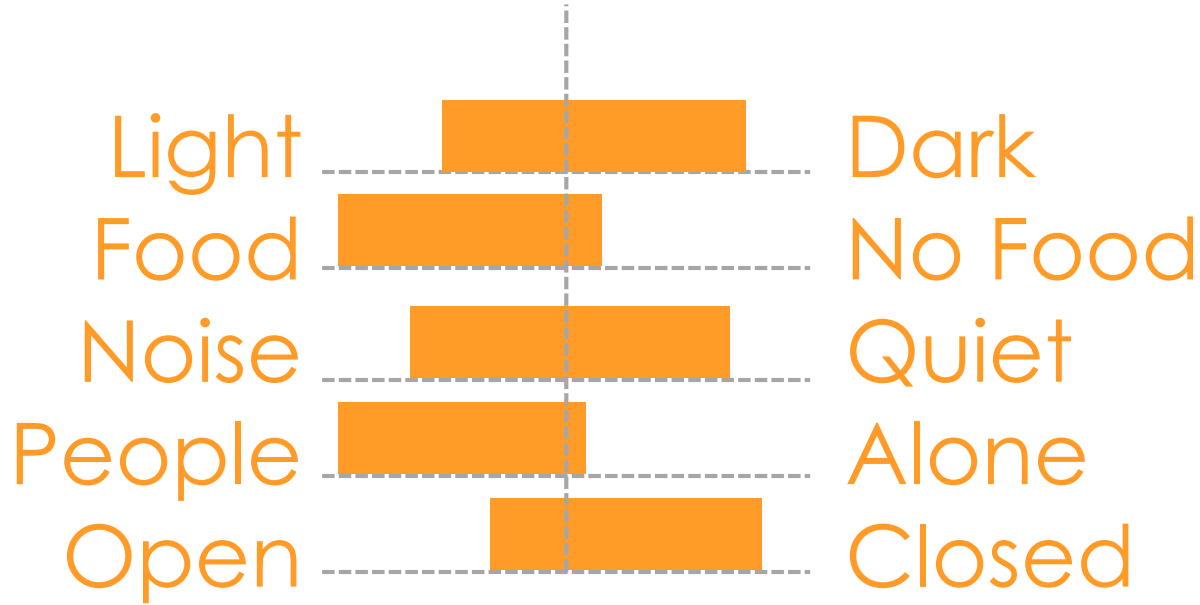
# What do you prefer?

*If you are reading a book...*

|        |    |         |
|--------|----|---------|
| Light  | VS | Dark    |
| Food   |    | No Food |
| Noise  |    | Quiet   |
| People |    | Alone   |
| Open   |    | Closed  |



# Results





# Postcards from the future



Imagine yourself in the year 2040.

It's your class reunion!

Write a postcard to your "2017" self, explaining what school is like in the future?





# What does the future look like?

## Tech Rich

- Smartboards
- Touchpads & Laptops
- Interactive technology (VR)
- Google Glasses
- Robotics class

## Collaborative and flexible

- Glass, open space, and movable furniture
- Group space
- White boards
- Bright open space

## Innovative

- Chairs with temperature controls
- Floating TVs
- Workout machines
- Robots that make food and help students
- Gaming lounge

## Natural

- Integrated into the school space

## Connected

- Elevators (fewer stairs)
- Escalators



# Space Types



# Space Types

## closed studio



A closed studio is the legacy of the traditional classroom, but with greater flexibility. Multiple technologies, dispersed throughout the room and in student handsets, mean that there is not a primary teaching wall. Furniture is flexible and reconfigurable to facilitate small, medium, and large group assignments.

|                |                                  |
|----------------|----------------------------------|
| FUNCTION       | medium                           |
| FURNITURE      | movable table and chairs         |
| FLEXIBILITY    | high                             |
| TECHNOLOGY     | interactive screens, wifi, power |
| LEARNING STYLE | collaborative                    |

# of people 20



## closed lab

|                |   |
|----------------|---|
| FUNCTION       | hands on, mental work                               |
| FURNITURE      | lab benches, storage, lab benches, sinks            |
| FLEXIBILITY    | low   |
| TECHNOLOGY     | wifi, power, water, gas, fume hoods, etc.           |
| LEARNING STYLE | project based, experiential, robotics + engineering |

# of people 20



## seminar

|                |  |
|----------------|--|
| FUNCTION       | medium group                               |
| FURNITURE      | reconfigurable conference table and chairs |
| FLEXIBILITY    | medium                                     |
| TECHNOLOGY     | screen, air, wifi                          |
| LEARNING STYLE | presentational/discussion                  |

# of people 16



## team room

|                |                                 |
|----------------|---------------------------------|
| FUNCTION       | small group                     |
| FURNITURE      | table and chairs                |
| FLEXIBILITY    | moderate                        |
| TECHNOLOGY     | wifi, power, whiteboard, screen |
| LEARNING STYLE | collaborative                   |

# of people 3-5



## breakout

|                |                                 |
|----------------|---------------------------------|
| FUNCTION       | small group                     |
| FURNITURE      | table and chairs                |
| FLEXIBILITY    | high                            |
| TECHNOLOGY     | wifi, power, whiteboard, screen |
| LEARNING STYLE | collaborative                   |

# of people 3-5



## commons

|                |                                  |
|----------------|----------------------------------|
| FUNCTION       | large group, casual              |
| FURNITURE      | seating                          |
| FLEXIBILITY    | moderate                         |
| TECHNOLOGY     | wifi, interactive screens, power |
| LEARNING STYLE | social                           |

# of people 100





# Space exploration









# Game Pieces

## CLASS AREAS



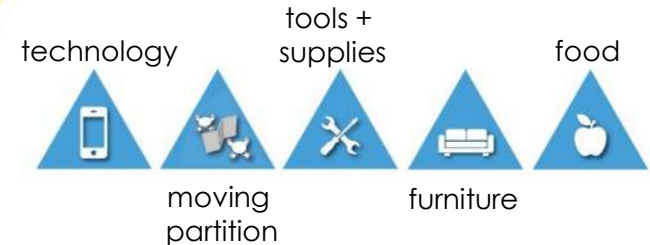
## COLLABORATION



## TEACHER WORK AREAS



## OUTDOOR





team

1

## SPACE TYPE

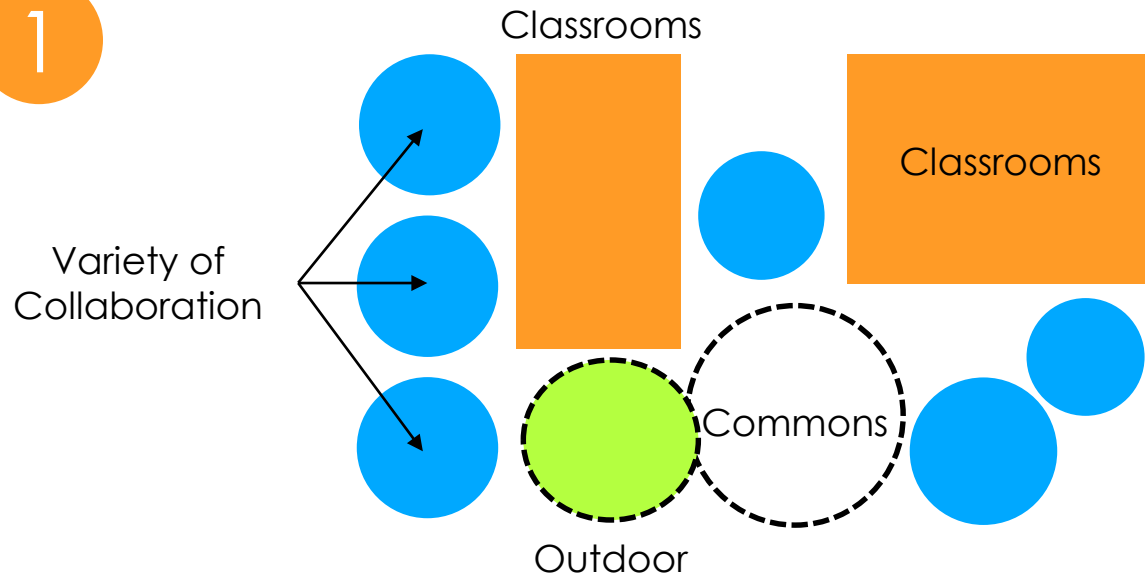


collaborate  
calm  
secure  
sensory  
representation  
engaging  
hands-on



# Diagram

1





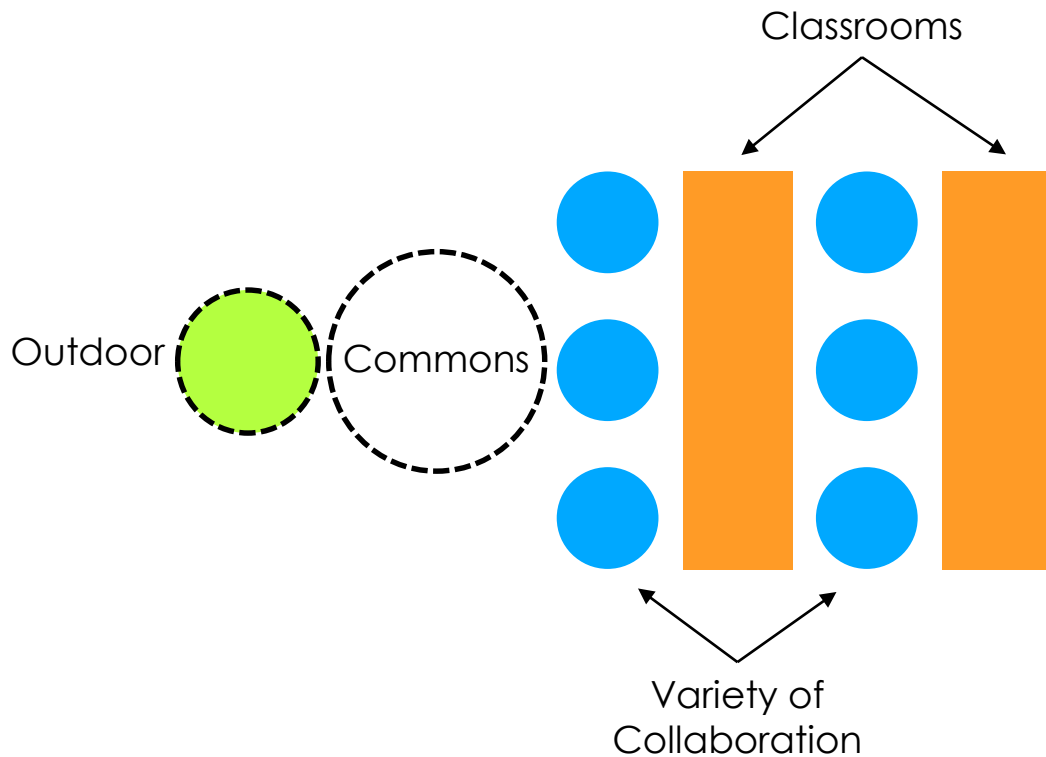
2





# Diagram

2





team

3

## SPACE TYPE

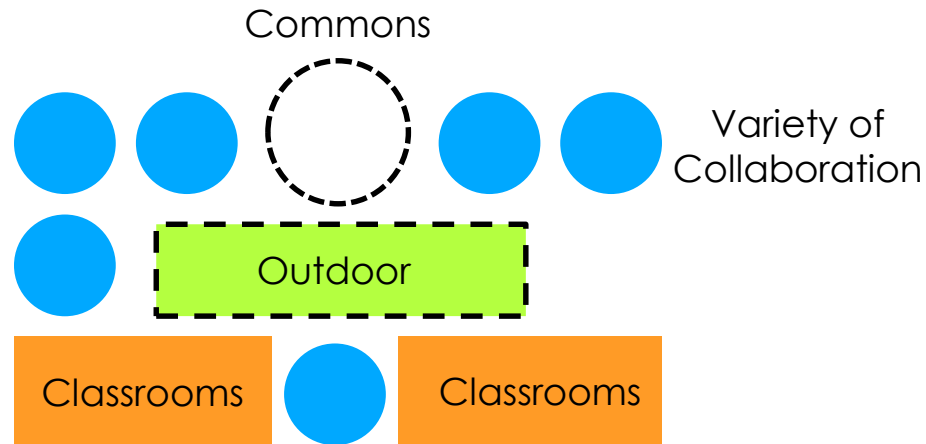
collaborate  
role-modeling  
representation  
respect open  
community





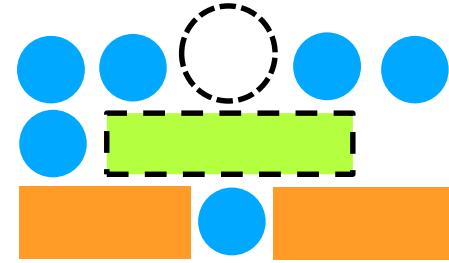
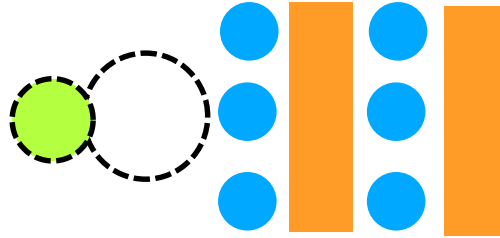
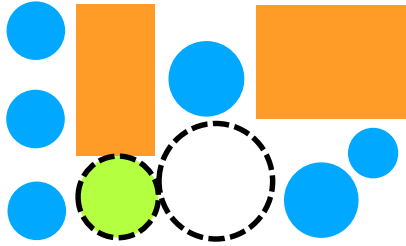
# Diagram

3





# Common themes



Distribution of variety of collaboration among academic spaces  
Connection between Commons & outdoor space  
Importance of Commons



Whew!

*Lets take a break?*



# 5 Opportunity ID / CPT Input



# Guiding Principles

## K12 Design Best Practices

- Leverage architecture as an effective medium for enhancing teaching and learning.
- Create a safe, inviting, exciting environment for all
- Provide flexible, differentiated spaces and places that acknowledge and respond to a wide range of learning styles and preferences
- Look to the future by providing real-world environments for collaboration, creation, communication, and critical thinking
- Create identity that responds to the nature of the school and the context in which it is set
- Capitalize on benefits of shared resources



# Identified Opportunities

- 1 Shared Spaces
- 2 Adjacencies and colocation
- 3 Entrances
- 4 First Floor
- 5 Identities



# 6 Further Student Engagement



# WHICH ACTIVITIES?

Art



Games



Public Display

Questionnaire

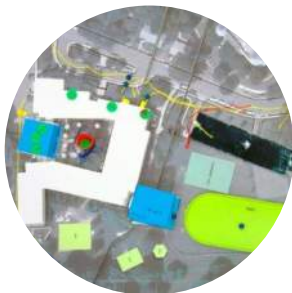


Focus Groups



Voting

Charrettes



Visioning

Web  
Surveys



Data mining



Thank you!