



SHS Learning Commons Part II Design Lab

1. Need for enhanced STEAM* spaces to support design+think curriculum.
2. Creating and innovating rounds out a student's cognitive development; SHS no longer has space for students to create and build prototypes with actual tools.
3. SHS Space which can be used for engineering, applied math, green architecture and environmental science.

Solution

- A workspace, equipped with both real tools and technology, will be located in now-defunct Autobody shop and the adjacent corridor. Project will require the relocation of the Physical Education offices. Budget includes allowance for furniture and instructional technology.

Rationale

- A "Design Lab" would be installed in the old, defunct autobody shop and in the current athletic and physical education offices which would be relocated to the perimeter of the Learning Commons.
- MakerSpace/Design Lab provides 21st century learning for the full student body to learn in a hands-on, skills-based way.
- Space would include traditional and non-traditional open work areas that feature traditional tools in addition to 3-D printers, sinks, electronics lab, laser cutters and solar and plant science.
- Space would allow students to prototype, build, model, test, tinker, take apart and innovate. Students' fine motor, problem-solving, spatial skills are enhanced while igniting imagination and creativity.
- Board and Administration committed to developing essential STEAM* curriculum, compelled by parent, student and community interest.
- New programs will emerge including architecture, robotics, engineering, industrial design, ecological design etc as well as new possibilities for existing curriculum such as City 2.0.

* STEAM stands for 'Science, Technology, Engineering, Art, Math' and is used to describe an interdisciplinary curriculum.

Components

Maker Space	1,092 sf
Wet lab	846 sf
Tool area	1,152 sf

Cost: \$2,480,000

