

PROPOSAL: EDSPACES CLASSROOM DESIGN

EDspaces National Conference / November 7-9, 2018



NorvaNivel™

IN COLLABORATION WITH
GOULD EVANS
ELB (PRO WISE)
KELLEN FLOORING SOLUTIONS

SHIFTING PEDAGOGY: THE THIRD TEACHER

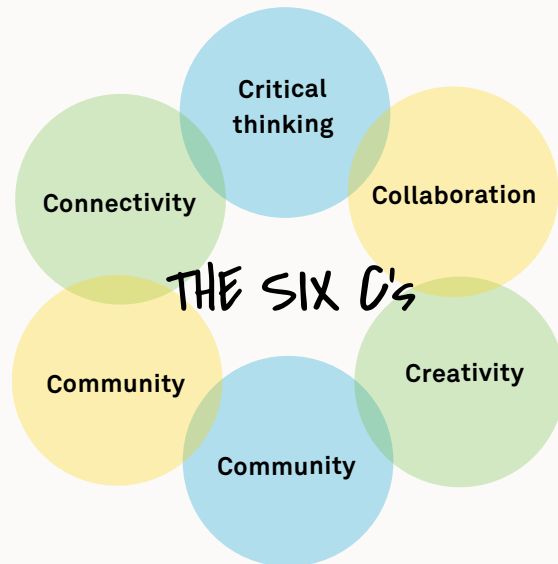


Classroom design is an essential element in the delivery of a contemporary pedagogy.

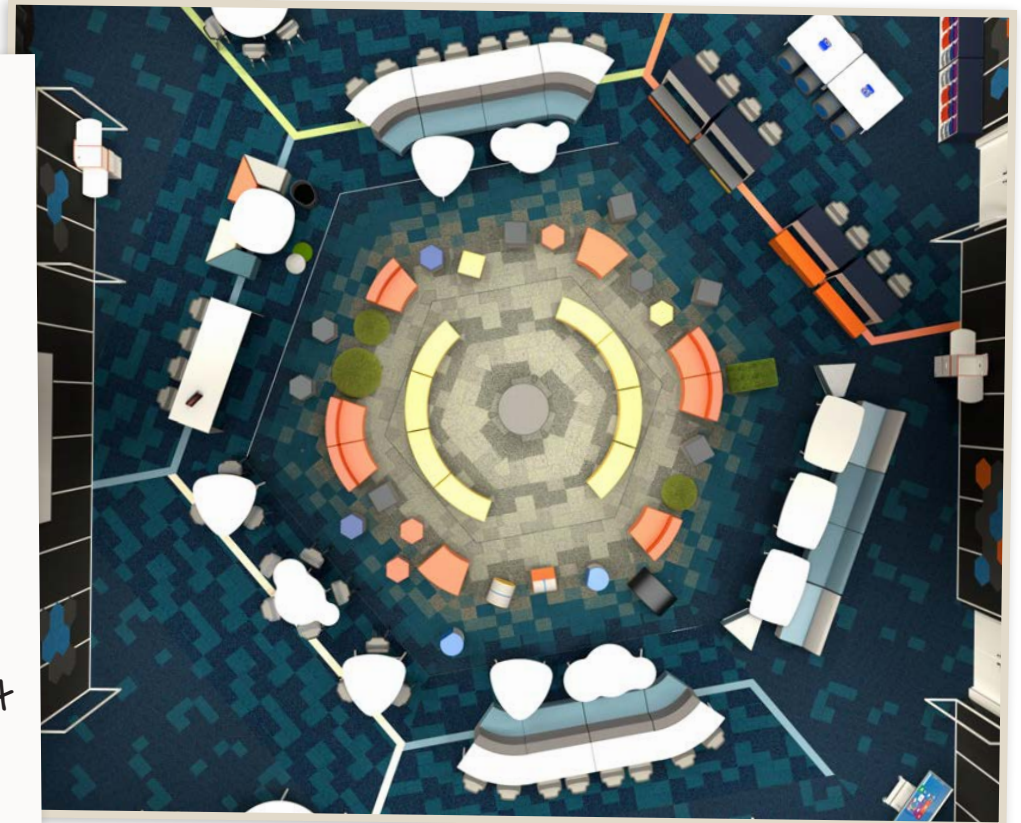
The notion of the environment as the third teachers has never been more relevant as education undergoes a major transformation.

As education shifts from an industrial-centric pedagogy to that of highly personalized learning environments supportive of multiple concurrent pedagogies, spaces need to be designed to facilitate the attainment of skillsets that transcends the traditional approach of transferred knowledge and rather focuses on spaces that provide opportunities for students to activate and continuously evolve as lifelong learners, innovators, critical thinkers, collaborators and problem solvers. **Where to begin??** 65% of the jobs that our learners of today are going to go into have not yet been created... **What does this mean for the design of a successful space??**

22ND CENTURY LEARNERS & THE SKILLS THEY MUST HAVE



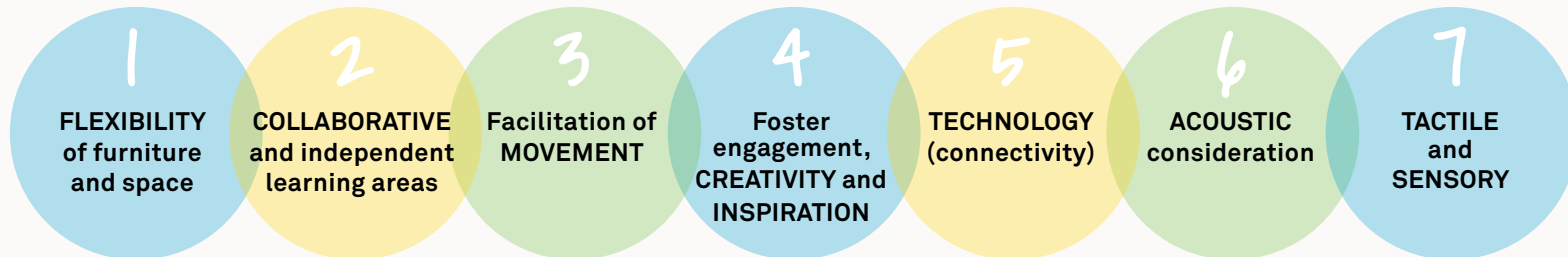
NorvaNivel has created a classroom concept that speaks to future focused pedagogy by considering above all else the need to foster these 6C's



Understanding that these 6 C's are the overriding factors that drive the attainment of future-ready transversal skills¹. Current research shows these skills to be a critical factor in creating the needed bridge between education and work. According to employers, transversal skills represent a huge gap in learner readiness and are the skills most notably missing in today's job applicants. The following key elements are critical in the space design and are reflected in our EDSPACES next gen learning space.

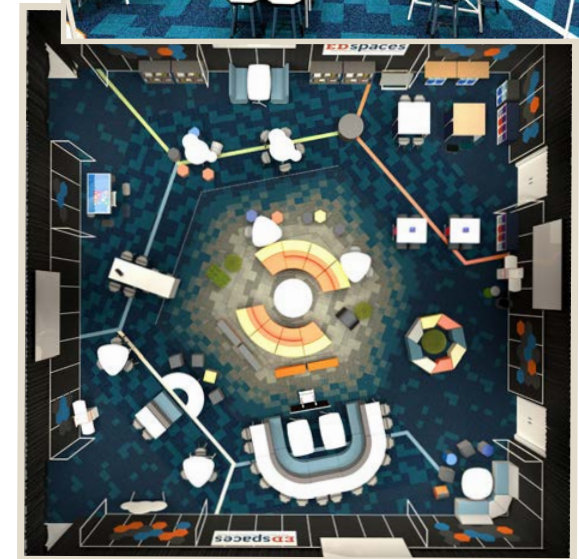
CRITERIA FOR A WELL DESIGNED SPACE

A well designed space is one that addresses the following
SEVEN KEY ELEMENTS



So how does this classroom design facilitate the attainment of skills whilst being flexible enough to provide opportunities for a range of different learning activities?
We break this down into specific detail on the next seven slides.

1. FLEXIBILITY OF FURNITURE AND SPACE



Forum Application
(Presenting From the Middle)

Panel Application
(and/or Front Presenter Application)

Active Learning Application
(supports facilitated delivery with high participation, peer-to-peer components, small group discussions, brainstorming and involvement in case-study analyses)

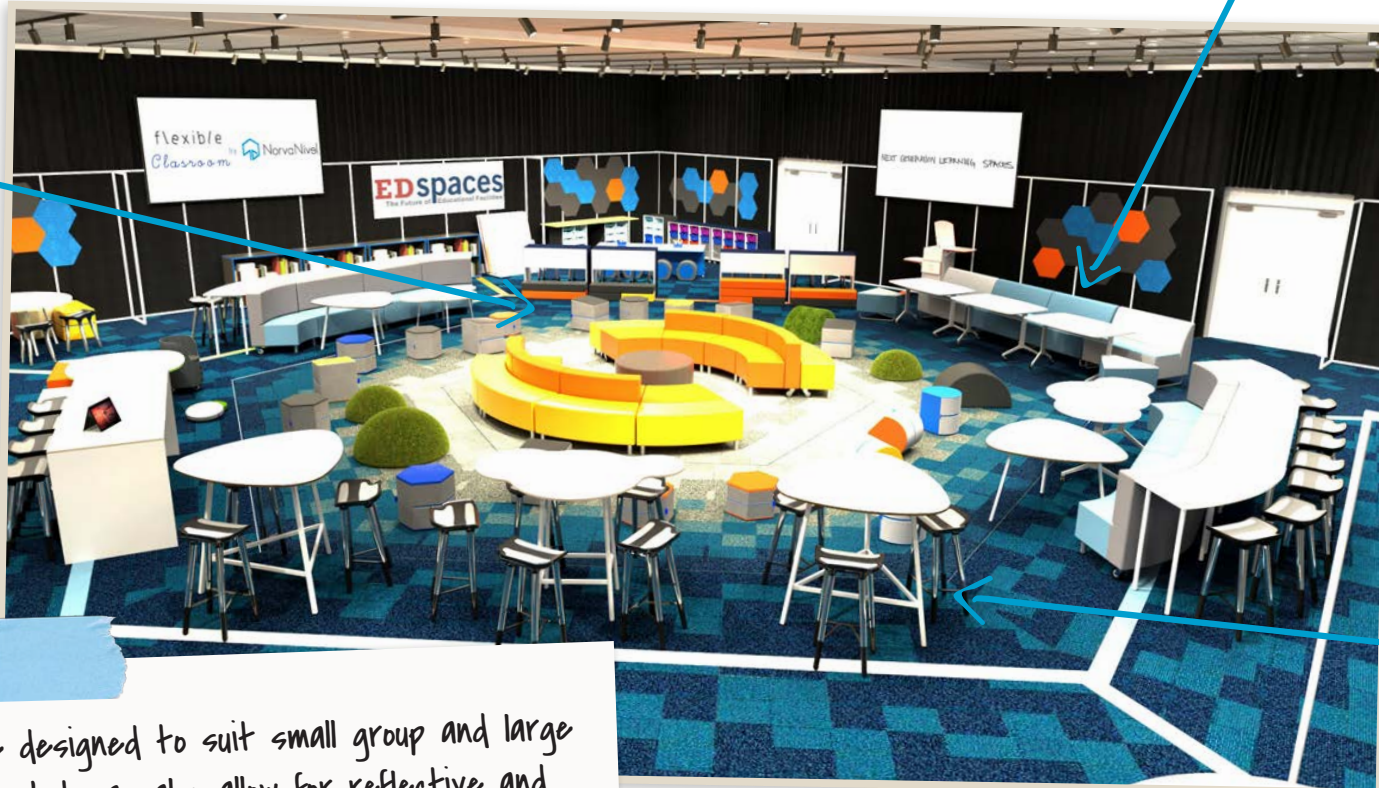
Creating a flexible space that facilitates a range of learning activities and group sizes is achieved by coupling intuitive product design with well thought out spaces design.

variety of learning zones. / This type of flexibility means that most pieces can be used to support a range of learning activities. / Due to product design that focuses on function before form, the lightweight and versatility of the pieces allow for the space to be reconfigured in 60 seconds.

Furniture that is light, agile. Non prescriptive and multipurpose allows the space to be easily adapted and reconfigured to suit a

2. AREAS FOR COLLABORATIVE & INDEPENDENT LEARNING

large group
collaboration



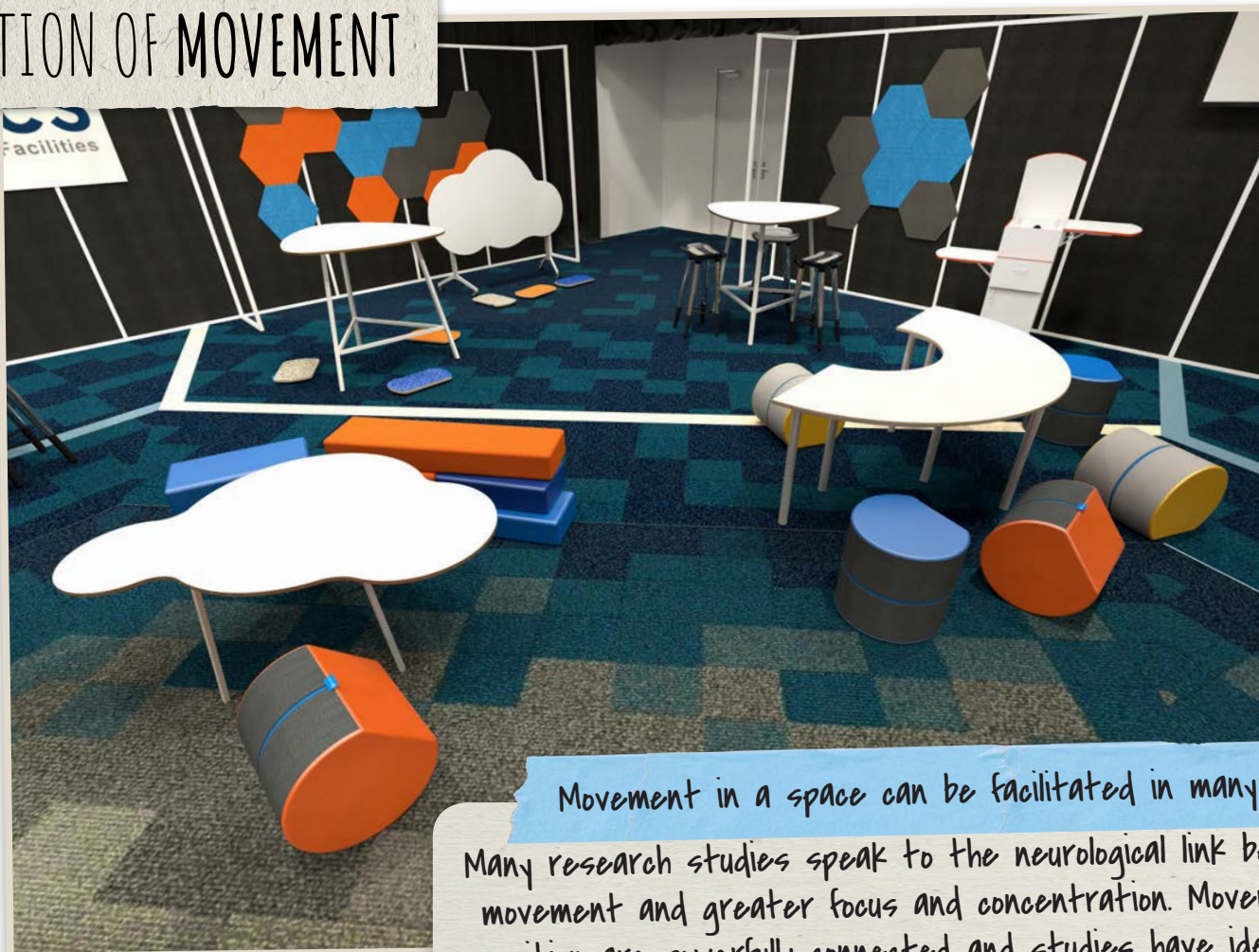
independent
learning

small group
learning

spaces that are designed to suit small group and large group collaboration but can also allow for reflective and individual learning are key to facilitating all types of learners but also creating spaces that are flexible to encourage critical thinking and creativity.

A considered approach to an eclectic selection of products results in spaces within spaces that accommodate a range of learning styles. / Incorporating pieces into the space that allow learners to both work amongst the greater community as well as independently is an essential consideration in space design

3. FACILITATION OF MOVEMENT



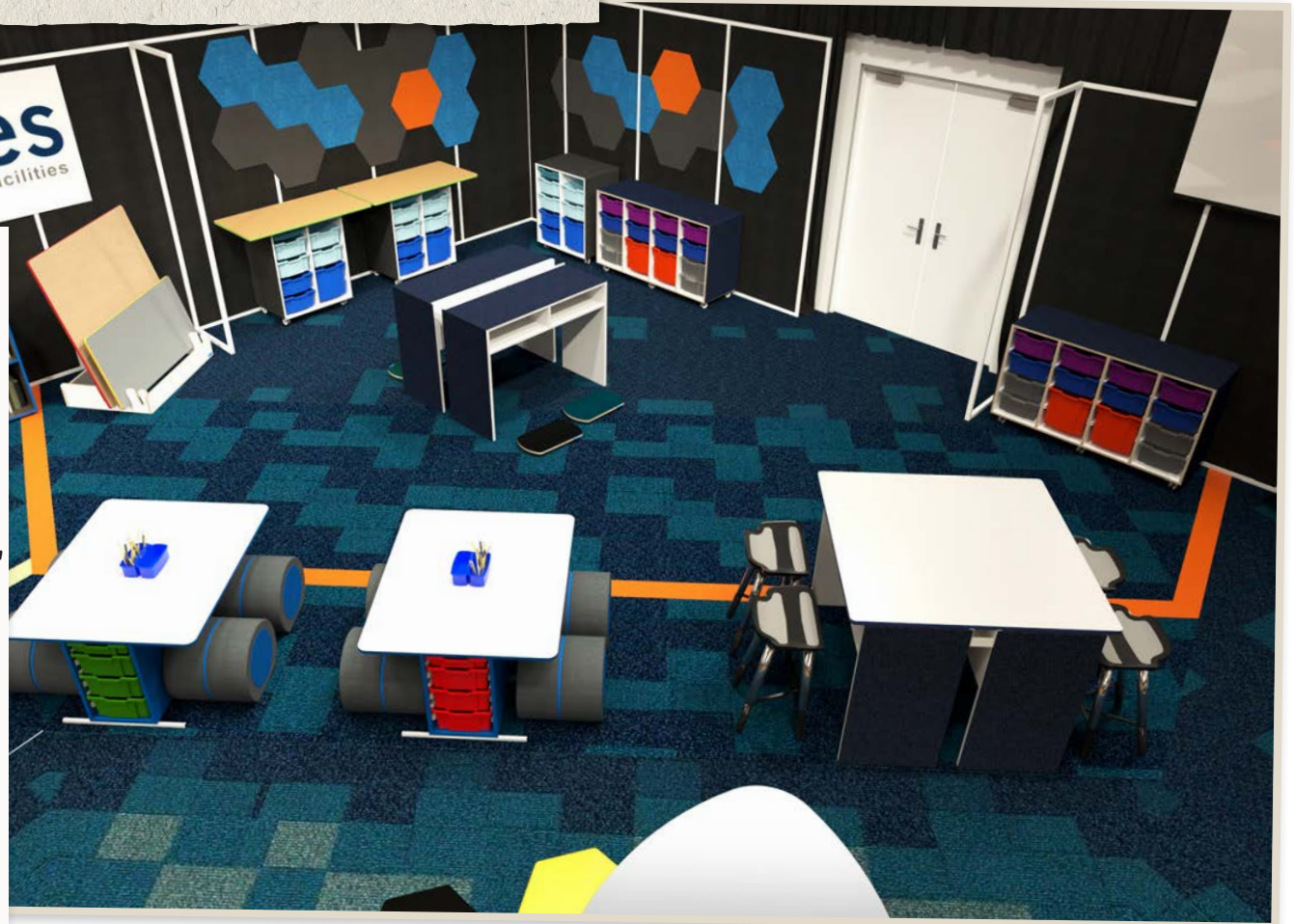
Movement in a space can be facilitated in many ways.

Many research studies speak to the neurological link between movement and greater focus and concentration. Movement and cognition are powerfully connected and studies have identified that the facilitation of movement such as spinning, rolling and rocking helps learners keep balanced and turn thoughts into action.

Products such as the **Rocker Ottoman** and **Wobble Boards** encourage subtle movement in a variety of ways facilitating all types of learners and creating spaces that allow for kids with different learning needs to be supported in the greater learning community space.

4. FOSTER ENGAGEMENT, CREATIVITY & INSPIRATION

21st and 22nd Century learners will have an increased emphasis on project based learning. Learning by doing and creating spaces that encourage exploration, innovation, prototyping, testing, collaborating and brainstorming have increased the spotlight on the integration of STEAM based activities into the learning environment.



STEAM activities are those that can encompass a range of learning activities such as robotics, coding, circuitry, woodworking, sewing and many more. The Steam prototype space combines the ProtoTable™ with a series of tops and accessories that facilitate a wide range of maker activities. From coding to experiments to intricate prototyping—simply by interchanging tops and adding hook and loop shelf and tub accessories—the learner can flip the space easily to accommodate these activities. The revolutionary patented design combines the science room, art room and maker space into one space, reducing the need for multiple rooms throughout the facility. With the addition of tool holders, whiteboard pieces and storage caddy's, work spaces can be incorporated into the storage solution.

5. TECHNOLOGY (CONNECTIVITY)

Connectivity is an essential element of the learning space of the future. The digital revolution has been a key driver in the transition of education.

Technological considerations such as collaborative technology, curriculum design and spaces that support research and mastery of coding and program development ensures that the space supports the digital revolution we are in.

The TECHSPACE Bar™ creates the perfect zone for a research-focused individual and collaborative activity. The Prowise Panels™ are uniquely designed to facilitate an agile and flexible space. These panels can not only be moved around the learning space encouraging the idea of the 360 degree classroom but **the panel itself can be tilted to table top mode encouraging greater collaboration.** / With 20 points of touch and the ability to customize digital learning, this truly flexible space is one that encompasses the use of flexible technology.

6. ACOUSTIC CONSIDERATION



With learning spaces facilitating large and small group collaboration and communication, the acoustic requirements if these spaces need to be considered to ensure that they still remain an environment in which learning is achieved by all.

The Autex™ wall paneling in this design not only is an acoustic composition material but our unique spin on creative design and custom wall scapes again, creating a multi use space where the acoustic wall system becomes a visual display space and an interactive brainstorming space. These panels have acoustic property and are Velcro receptive and pinable, acting also as a wall based storage solution. The peel and stick adhesive-backed tile can be easily adhered to most surfaces and is uniquely designed to fit into any custom sized space.

7. TACTILE AND SENSORY

With the aim of creating environments that are above all else inclusive, creative and encourage diversity, focus and comfort, focusing on the tactile and sensory learner is an essential final ingredient in this mix.



Kinesthetic and tactile learners generally get distracted quite easily with their ability to focus led by their hands. These learners need manipulatives and objects in the space that allow them to focus through a sensory and tactile release. Introducing the grassy domes and the grassy mounds into a learning space ensures that there is a zone specifically identified to help these types of learners integrate into the greater learning community and become active and focused members of this community. Paying attention generally to the materials and the colors in the space is a key element to creating a learning space that is holistic and intuitive.

BRINGING IT ALL TOGETHER

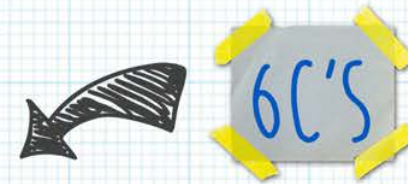
The overarching aim of this space is to create a learning environment that:

- Speaks to the individual needs of all types of learners
- Has the ability to transform and be reconfigured to suit any type of learning activity
- Create spaces that specifically encourage and facilitate hands on project based activities- designed to facilitate future focused pedagogy.
- Provide spaces that can encourage collaboration both for small & large groups
- Allow for areas for learners to retreat and reflect
- Implement digital learning strategies through technology and space.
- Create spaces that facilitate pedagogy both now & into the future



The space design has been developed through a collaboration between Gould Evans Architects and NorvaNivel USA.

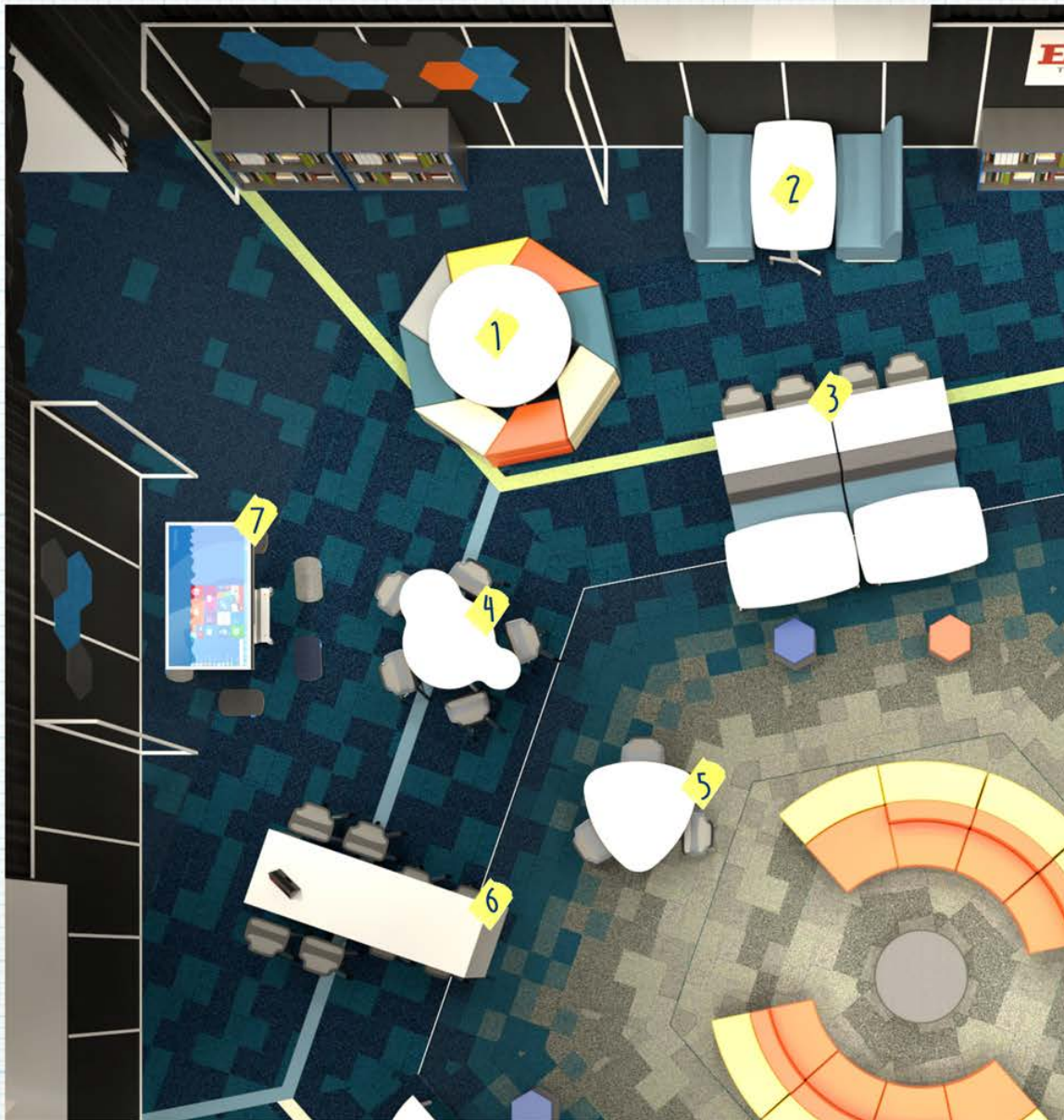
Product Key



COLLABORATION & CONNECTIVITY

THINK CRITICALLY
COMMUNICATE CLEARLY
WORK COLLABORATIVELY
EMBRACE CULTURE
DEVELOP CREATIVITY
UTILIZE CONNECTIVITY

- 1 - COLLABORATIVE COLLECTIVE CC015**
IDEAL FOR COLLABORATIVE LEARNING AND GROUP BRAINSTORMING. 8 AMPH BENCHES CAN BE MOVED EASILY.
- 2 - SCOFA BOOTH COLLECTION SCB01**
TEAM LEARNING OR PARTNER COLLABORATION. FEATURED WITH A FOLDABLE TABLE THAT CAN BE USED AS A WHITEBOARD.
- 3 - CONCLAVE SEATS & PERCH TABLES**
ALLOWS 2 DIFFERENT HEIGHTS OF VIEWING WITH TABLES WITHOUT BLOCKING THE VIEW.
- 4 - CLOUDIE HIGH COLLECTION**
DESIGN TO FACILITATE ANY LEARNING SPACE, INCLUDING STEAM AND TECHNOLOGY SPACES.
- 5 - STEANSPEACE PLEKTRUM COLLECTION**
LIGHTWEIGHT IN ITS DESIGN, CAN BE MOVED EASILY. SUITS CONNECTIVITY AND COLLABORATION.
- 6 - TECHSPACE BAR 03**
THE SLAB END TECHSPACE BAR WILL TRANSFORM ANY IDENTIFIED SPACE INTO A TECH ZONE FOR WORKING ON TABLES AND LAPTOPS.
- 7 - PROWISE INTERACTIVE TV WITH B BOARDS**
PROWISE INTERACTIVE TV WITH WOBBLE BOARDS IS THE PERFECT COMBINATION OF CONNECTIVITY AND MOVEMENT.



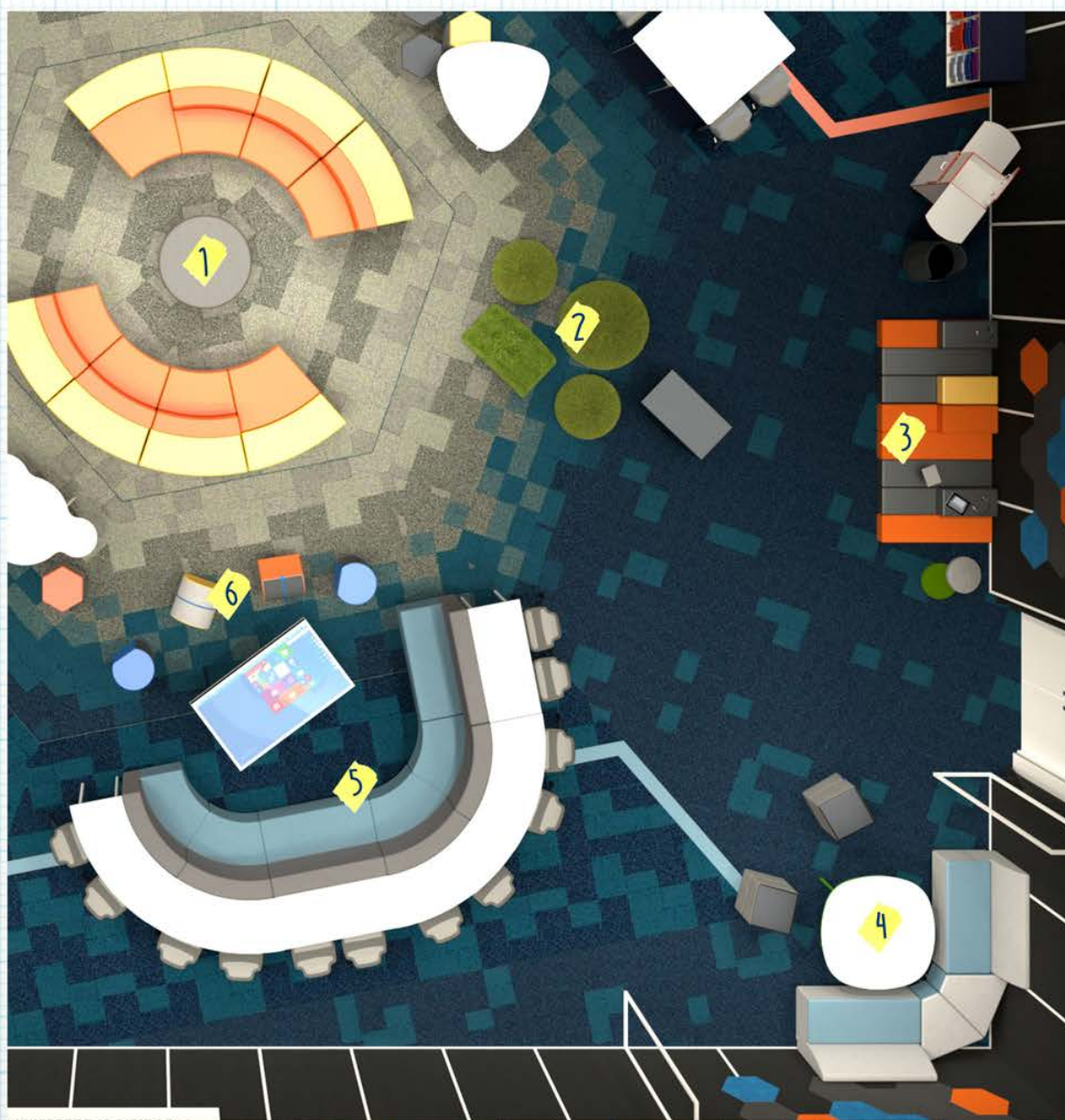
Product Key



THINK CRITICALLY
COMMUNICATE CLEARLY
WORK COLLABORATIVELY
EMBRACE CULTURE
DEVELOP CREATIVITY
UTILIZE CONNECTIVITY

- 1 - PROTO COLLECTION TABLETOP HOLDER
ALLOWS TO HOLD TABLE TOPS THAT AREN'T BEING USED.
TYPES OF TOPS ARE DIFFERENTIATED BY COLOR.
- 2 - STEAMSPACE CADDY
THIS PORTABLE DEVICE CAN BE EASILY MOVED AND CAN
BE USED AS A TOOL HOLDER OR A TABLE.
- 3 - STEAMSPACE CADDY WITH TABLE TOPS
AN EXAMPLE OF WHAT THIS CADDY IS CAPABLE OF
- 4 - STEAMSPACE PROTO TABLE W/WOBBLE B.
DURABLE WORK SURFACE FOR PROTOTYPING IN
STEAM AND MAKER-SPACE ENVIRONMENTS.
- 5 - STEAMSPACE T-TABLE COLLECTION
W/ ROCKER OTT SEATING, THIS WRITABLE TABLE WITH
STORAGE SUITS PERFECT STEAM SPACES.
- 6 - PLEKTRUM TABLE WITH HEX OTTS
LIGHTWEIGHT IN ITS DESIGN, CAN BE MOVED EASILY. SUITS
CONNECTIVITY AND COLLABORATION.





Product Key



COMMUNICATION & COMMUNITY

THINK CRITICALLY
COMMUNICATE CLEARLY
WORK COLLABORATIVELY
EMBRACE CULTURE
DEVELOP CREATIVITY
UTILIZE CONNECTIVITY

1 - CONCLAVE COLLECTION (MAXI)

A CAMPFIRE FOR LARGE GROUPS GATHER AND SHARE IDEAS AND LEARNINGS. ESSENTIAL FOR COMMUNICATION.

2 - GRASSY DOMES & HALF-MOUNDS

IDEAL FOR ENCOURAGING CONCENTRATION IN TACTILE LEARNERS. CAN BE USED ON ITS REVERSE SIDE AS A WORK SURFACE. PROMOTES MOVEMENT.

3 - GENGA COLLECTION GCO1

CREATING SEATS, SURFACES, CUBBY SPACES, AND TIERED SEATING, GENGA IS ENDLESS IN ITS USE AND EVOKES A CREATIVE SPIRIT TO EVERY LEARNING ZONE

4 - SCOFA MEETING COLLECTION SMC02

INFORMAL DISCUSSIONS AND COLLABORATION ARE AN ESSENTIAL PART OF ANY LEARNING SPACE.

5 - CONCLAVE NNC601 COLLECTION W/PROWISE

INTERACTIVE TV

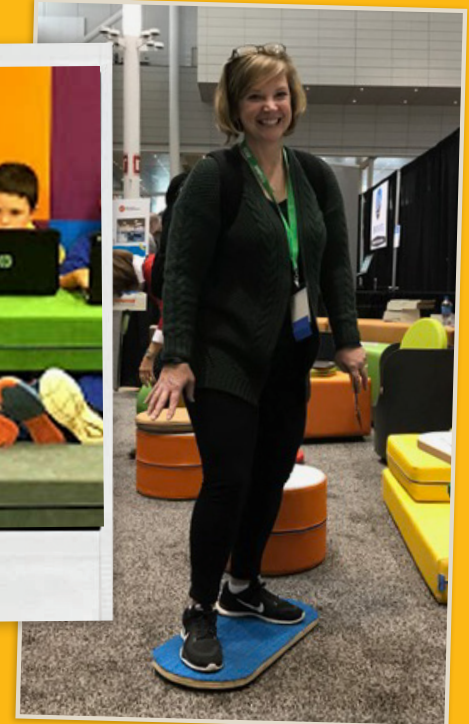
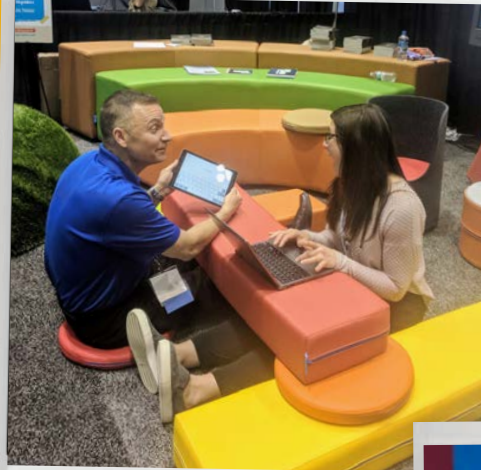
FACILITATES TECHNOLOGY GUIDED LEARNING. IDEAL FOR SHARED LEARNING AND INSTRUCTIONAL ACTIVITIES.

6 - ROCKER OTT SEATING

DESIGN WITH ONE FLAT SIDE, ENCOURAGES MOVEMENT, AND FIDGET NATURALLY. A GREAT SEATING SOLUTION FOR STUDENTS THAT HAVE DIFFICULT TIME STAYING STILL.



COMFORTABLE FOR ADULT LEARNERS & KIDS!



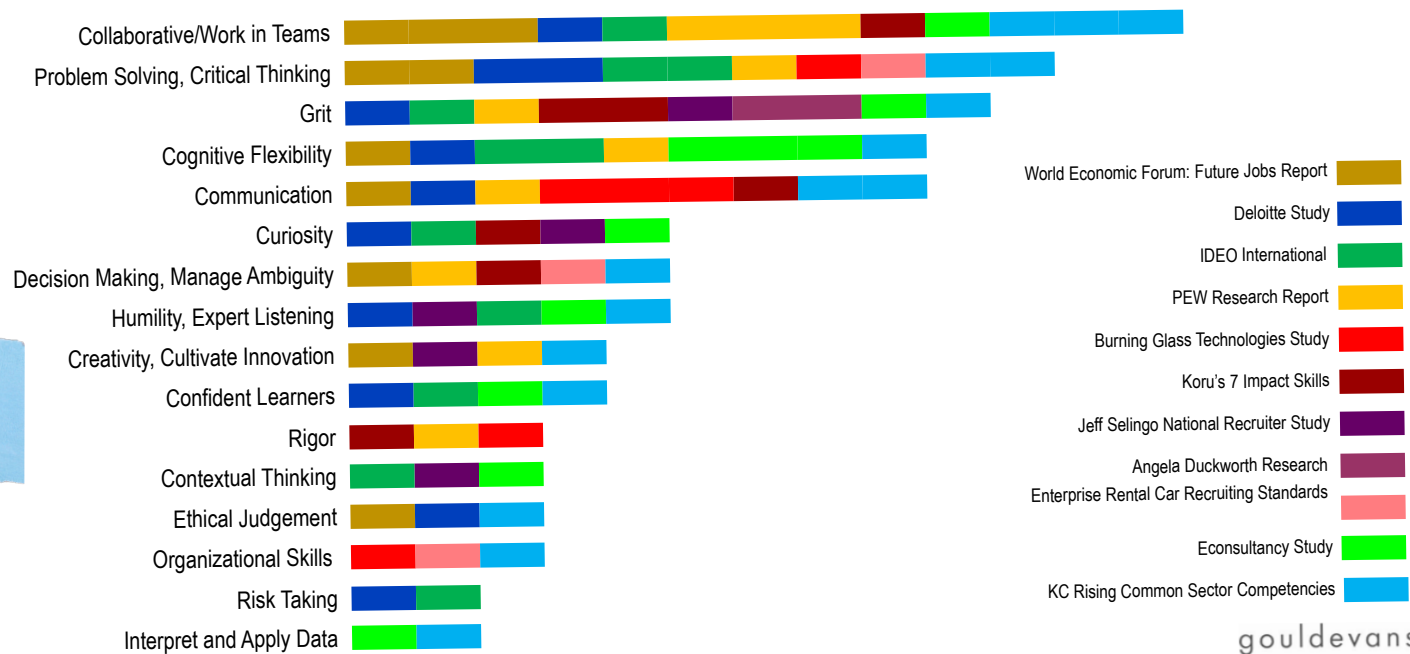
1 Transversal skills are those typically considered as not specifically related to a particular job, task, academic discipline or area of knowledge but as skills that can be used in a wide variety of situations and work settings. These skills are increasingly in high demand for learners to successfully adapt to changes and to lead meaningful and productive lives.

Examples include:

- Critical and innovative thinking
- Inter-personal skills (e.g. presentation and communication, organization, and teamwork)
- Intra-personal skills (e.g. self-discipline, enthusiasm, perseverance, self-motivation, etc.)
- Global citizenship (e.g. tolerance, openness, respect for diversity, intercultural understanding, etc.)
- Media and information literacy such as the ability to locate and access information, as well as to analyze and evaluate media content.

Source: United Nations Educational, Scientific, and Cultural Organization

TRANSVERSAL SKILLS IN HIGHEST DEMAND BY EMPLOYERS*



*Based on aggregated data from 11 national studies



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