Media Center and Arts
Alum Rock Union School District

Focus Group Workshop
November 16th 9:00 -10:45am | 2022

Brett Littrell: Chief Technology Officer
Jose Chavez: Network & System Supervisor
Tracy Leathers: Executive Assistant, Instructional Services
Sandra Puerta-Sarmiento: Principal at Hubbard Media Arts Academy (TK-8)

Next Steps:

Incorporate content from this interview into the Ed Specs design guidelines—then schedule round two video conference meetings with the same group to review the draft chapter for input in, March 2023.

Participants were oriented to understand what a Master Plan is and what Ed Specs are. Then highlights from the Ed Specs Visioning Workshop were shown, concluding with a list of learning shifts produced by Ed Specs Workshop participants as a vision for the future on the following page. After that, participants were asked a series of questions to confirm the program and vision for the future.

Learning Shifts Focus on Student Empowerment- DRAFT

ARUSD's learning environments will support students' development of *mind, body and spirit.* They will be empowered with the opportunity to try different ways of learning to discover how they learn best, *find their spark* and to *keep the curiosity* they were born with to become *expert lifelong learners*. ARUSD will work to give students and families who need additional support to have an *equal chance to thrive*, meeting all their needs.

EMPOWERING STUDENTS TO BECOME EXPERT LEARNERS
Multi-sensory and multi-intelligences learning
More control at the hands of the students
Independent choice and/or collaborative elective periods
Less teacher-directed time
Students setting individual goals
Student-driven activities
Student-chosen schedules
More independent work time
Relaxation rooms
No school uniforms

HIGHER COLLABORATION
Team collaboration across studies, play, and extra-curricular activities
Flexible and collaborative opportunities

EQUITY FOR STUDENTS AND THEIR FAMILIES
Spaces to support personal and basic needs (i.e. laundry services)
Full day kindergarten

MIND, BODY AND SPIRIT
More outside and exploration time
Play and naturalistic movement
Bring community into the class
Indoor and outdoor use spaces

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Program Background:

- How are the libraries/media centers being used currently? Is it a destination teachers take students to a certain number of times per week? How often do students at these levels get to use them?

- Are libraries/media centers used for after school programs or community events?

- Are there currently science or maker labs?

Program Background:

ARUSD sites do not have Librarians, resulting in these spaces being used for storage, after school programs, or counseling areas depending on the campus. As a result, library functions have become decentralized via 1:1 student technology use and in-classroom reading materials.

Some middle schools like Ocala, Sheppard, and Hubbard are already home to Verizon Innovation Labs. Verizon and Raft offer mobile maker's labs that come to campuses once a year.

Participants were asked questions to confirm their programs.

Before going into the Big Picture Questions, reference images below were shared. Participants were invited to leave comments on the photos.
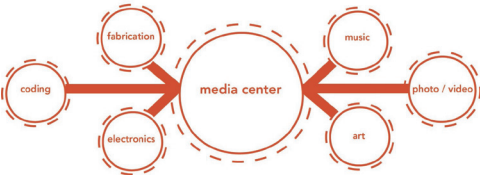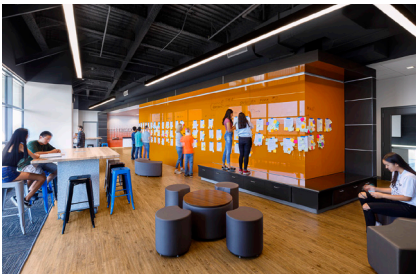
Personalized Exploration & Learning

Flexible Furniture

Gathering Spaces

Tinker Space / Labs

MEDIA CENTER AND LABS, ALUM ROCK UNION SCHOOL DISTRICT

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Big Picture Questions:

- Are there peer institutions or specific libraries or media resource centers you've seen that you've liked (or didn't)? What did you like (or dislike) about them? What about for K-8 science or maker labs?

- What kind of activities would libraries/media resource centers support? Are they used for after school programs or community events? What about for K-8 science or maker labs?

- Describe your vision for how to support students to become expert learners with media, research, and technology.

- How should the environment change or look different in the future for libraries/ media centers or labs?

- Is there a vision for science or maker labs?

Big Picture Questions:

- How do libraries/media resources/labs enhance the learning progression from Pre-K to 8th grade?

- Are the current learning environments preventing you from achieving your vision, if at all?

- Should Media Resources be decentralized to incorporate the space for these activities throughout campuses? Or do you envision the centralized more traditional model in which it is a destination continuing 15 years into the future?

Reference Projects Shared by Participants:

The first question was intended to see if participants had reference projects to share with or felt that they were exemplary, whether it is in ARUSD or outside of the district. The following pages show the reference projects discussed.

- James Lick High School - New Tech Network

- San Antonio Elementary School - Wellness Space and Maker's Lab

- Santa Clara USD - Agnews K-12 Campus

- Bulldog Tech at LeyVa Middle School, San Jose

- Ocala STEAM Academy - Verizon Innovative Lab

- Sheppard Middle School - Verizon Innovative Lab

- Renaissance at Mathson Middle School - Verizon Innovative Lab
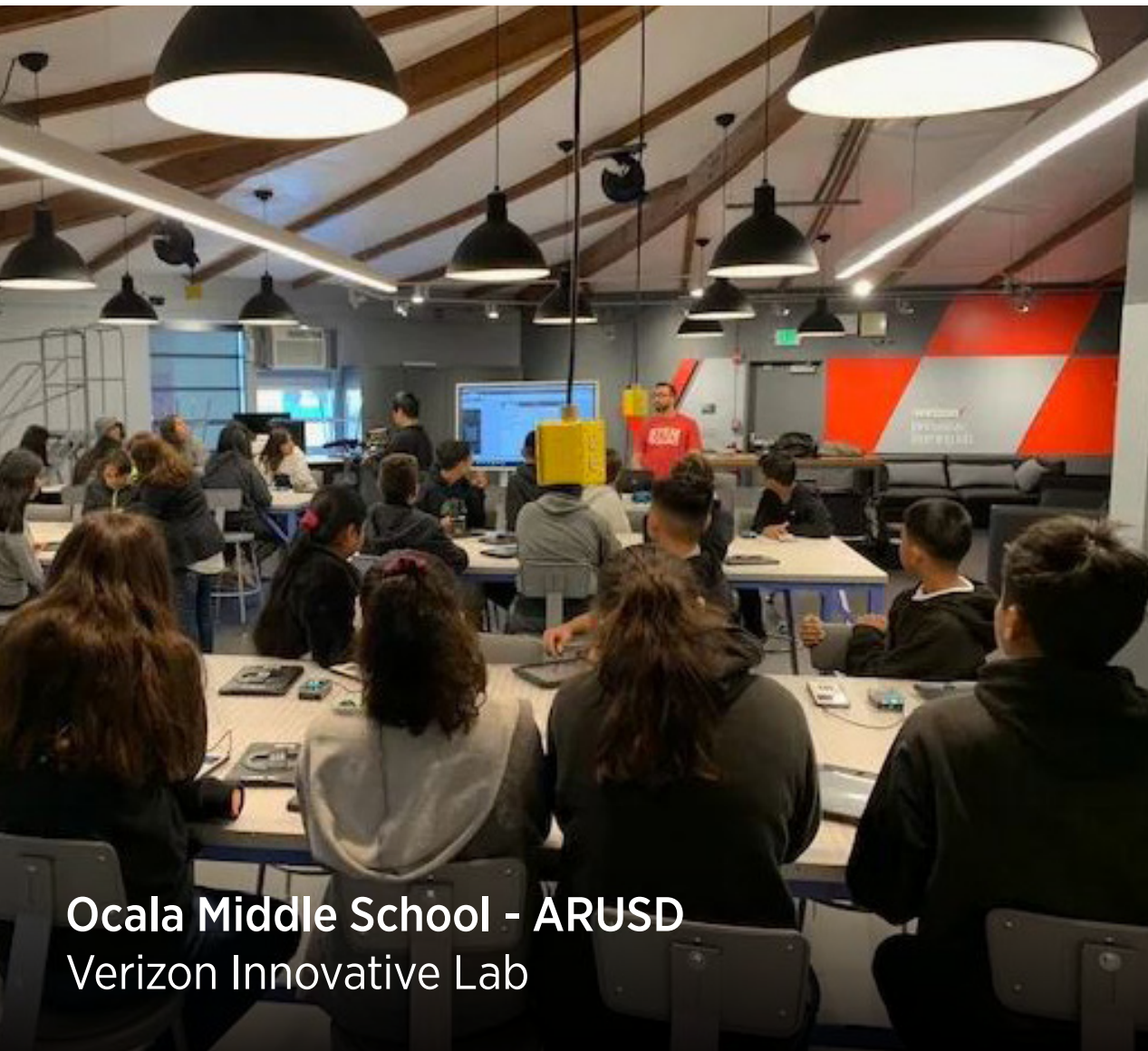
James Lick High School New Tech Network

Santa Clara Unified School District
Agnews K-12 Campus

Bulldog Tech at LeyVa Middle School, San Jose

Sheppard Middle School - ARUSD
Verizon Innovative Lab

Ocala Middle School - ARUSD
Verizon Innovative Lab

Renaissance Middle School - ARUSD
Verizon Innovative Lab

MEDIA CENTER AND LABS, ALUM ROCK UNION SCHOOL DISTRICT

Sections:

1. Activities

2. Current Challenges

3. Design Objectives

4. Affordances

5. Miscellaneous

1
Activities

- Technology skill development for all ages: students, staff, families

- Technical support of science labs and/or outdoor learning

- Creative freedom and discovery through technology

- Professional Development training

- Parent/Family training to support children at home

2

Current Challenges

- ARUSD sites do not have Librarians, resulting in these spaces being used for storage, after school programs, or counseling areas depending on the campus.

- The after school programs that use the libraries at some of the campus sites are lacking adequate storage and activity space due to the unused stacks.

3
Design
Objectives

Ideas for the physical environment to support the vision for learning

- Transform libraries into Media Resource Centers or Makerspaces.

- Create multipurpose space for both individual and collaborative group work.

- Design for a direct indoor and outdoor connection.

- Create visual focal points through room zoning and use of color.

- Create soft, cozy spaces that feel like a home away from home and nurture a love of reading.

- Adequate storage for multiple programs to use the space throughout the day

- Room zoning to create spaces for individual and collaborative work

- Writing walls or mobile white boards for student study and collaboration

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4
Affordances

Furniture, Equipment, and Technology

Furniture and Equipment

- Tack board surfaces.

- Colorful and comfortable furniture that is movable.

- Soft and comfortable floor areas for leisure and lounge group reading.

- Flat and smooth work surfaces inside and outside.

Technology

- Adequate number of charging outlets or stations for student technology.

- Mobile smart boards and a series of research computers especially for MS.

- Virtual reality equipment, 3D printers, and robotics equipment available for students.

- Increased student responsibility for personal technology regardless of age to support more engaged interaction.

- Larger TV displays

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5
Sizing and Adjacencies

- Central location desired for media resource center to allow the use of the space as a flexible space for family support and teacher professional development.

- Direct connection to exterior work spaces.

Appendix

Please follow the links to the Mural board to see artifacts from the focus group interview and the Ed Specs Visioning Workshop link to see the Artifacts from the workshop.

Mural Link: HERE

Ed Specs Visioning Workshop Link: HERE