



Saint Paul Public Schools

Facilities Master Planning for 21st Century Learning



Facility Master Plan Committee: Workshop #1: Visioning



SPPS Mission & Vision Statements

Vision Statement:

Imagine every student inspired, challenged, and cared for by exceptional educators.

Imagine your family welcomed, respected and valued by exceptional schools.

Imagine our community united, strengthened, and prepared for an exceptional future.

Saint Paul Public Schools: Where imagination meets destination

Mission Statement:

To provide a premier education for all.



OF, BY, and FOR




Steering Committee

The District's Steering Committee, composed of a cross section of District Leaders, will be responsible for guiding the overall Facilities Master Plan process.

Facilities Master Plan Committee

Responsible for shaping district's baseline standards, criteria and priorities for facilities work. Provides diverse perspectives both within and outside of the district.





The best way to predict the future is to design it.

Buckminster Fuller



IT IS NOT BECAUSE
THINGS ARE DIFFICULT
THAT WE DO NOT DARE.

IT IS BECAUSE WE
DO NOT DARE THAT
THEY ARE DIFFICULT.

SENECA, ROMAN PHILOSOPHER & POLITICIAN

PURPOSE

To co-create a clear and compelling Shared Vision that will help inform the SPPS Facility Master Plan



CREATING A SHARED VISION

The purpose of a facility related vision statement is to guide the master planning effort, help us set priorities, align resources, and facilitate an efficient decision making process.

FMP WORKSHOPS

A creative working process that promotes collaboration among all of the key stakeholders and which utilizes facilitated discussion to openly and effectively share design thinking to make great decisions.

DESIGN WITH, NOT FOR.
welcome to the design team!



FMP Committee Workshops

Workshop #1...Today
Creating a shared vision.

Workshop #2...June 19th
Where we are.

Workshop #3...July 10th
Facility Principles.



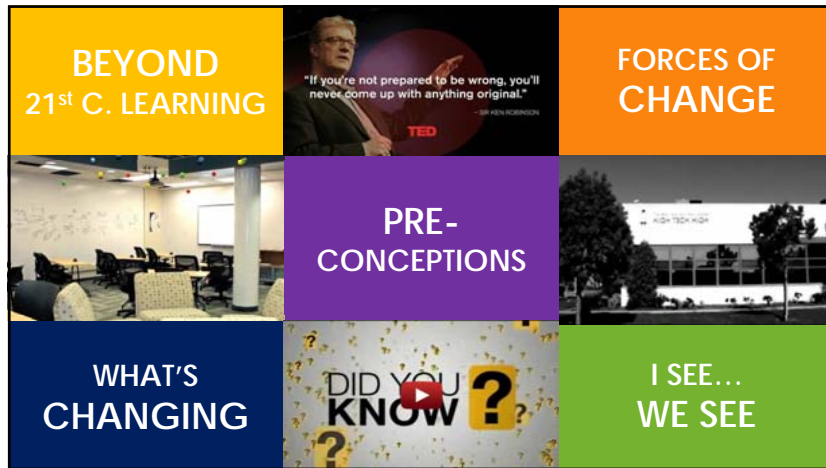
FMP Committee Workshops

Workshop #4...Sept 11th
Facility Standards.

Workshop #5...Oct 9th
District Parameters.

Workshop #6...Nov 20th
District wide Options.





Highest Hopes

Introduce yourself, your connection to SPPS and one word that describes your Highest Hope for this work



SUGGESTED GROUND RULES

RELAX AND ALLOW. Constant self monitoring will get in the way of group performance. Let go...

DON'T WORRY ABOUT WHO GETS CREDIT.

When everyone genuinely collaborates, everyone ends up being more creative. (SEEK THE COMMON GROUND)

CLARITY IS NOT A VIRTUE. If everything you say is detailed and explicit, you won't give your collaborators room to run. Put ideas out there that are half-baked.

CREATIVITY IS RISKY. Put yourself in an environment that rewards failure. Successful creative teams are also the ones who fail the most often.



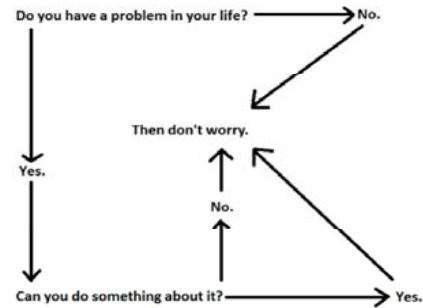
SUGGESTED GROUND RULES

**BE WHO YOU ARE AND SAY
WHAT YOU FEEL BECAUSE
THOSE WHO MIND DON'T
MATTER AND THOSE WHO
MATTER DON'T MIND.**

- DR. SEUSS



DON'T WORRY
HAVE FUN!



WHAT'S CHANGING



REFLECTIONS



INNOVATION ECONOMY

WHAT IS IT?

WHAT COULD BE THINKING
THAT RESULTS IN
RAPID TRANSFORMATION
OF A SERVICE OR PRODUCT
THAT CHANGES THE WORLD

**“THE WEALTH GENERATED IN
OTHER ECONOMIC SECTORS
WILL PALE IN COMPARISON
TO THE WEALTH GENERATED
IN THESE NEW ECONOMIES.”**

“PERMANENT BETA”

The old way of doing things – getting a college degree and working for a company for 30 years – is finished. Everyone is now an entrepreneur. To adapt, workers must be in a **permanent beta phase**, constantly learning and gaining new skills.

- Reid Hoffman, LinkedIn Co-founder at SXSW Conference

WHAT'S BEHIND IT?

DOES ANYONE DOUBT THAT
THINGS NEED TO CHANGE?

DOES ANYONE DOUBT THAT
NEW IDEAS ARE REQUIRED?

IF WE DON'T FIGURE IT OUT
SOMEBODY ELSE WILL
GLOBAL OPPORTUNITY

TECHNOLOGY
HAS CHANGED THINGS
PERMANENTLY.

MASS PRODUCTION

PLEASE NOTE

INNOVATION

IS NOT SOMETHING

YOU CAN FORCE

FORTUNATELY

IT IS SOMETHING YOU CAN
CULTIVATE

WHAT MAKES IT **GROW?**

HOWEVER
DIVERSITY
ALONE IS NOT ENOUGH

INNOVATION IS NOT
COLLABORATION
IS THE WAY TO GET TO
INNOVATION

COLLABORATION IS NOT
TECHNOLOGY
EMPOWERS IT

TOP 10

INNOVATIVE COMPANIES
IN 2014: FAST COMPANY

 = TECHNOLOGY BASED
 = OTHER

1. Google
2. Bloomberg Philanthropies
3. Xiaomi
4. Dropbox
5. Netflix
6. Airbnb
7. Nike
8. Ziptial
9. DonorsChoose.org
10. Yelp

INNOVATION INVOLVES
CREATIVITY
INVOLVES TAKING RISKS

CREATIVITY IS
RISKY BUSINESS
LEADS TO GREATER REWARDS

FAIL AGAIN
FAIL FASTER
FAIL BETTER...

-SAMUEL
BECKETT

I'VE LEARNED SO MUCH
FROM MY MISTAKES...
**I'M THINKING OF MAKING
A FEW MORE.**

OH...

ONE MORE THING

SINGULAR
PURPOSE

FAIL AGAIN, FAIL
FASTER
CREATIVITY
RISK
BUSINESS
EMPOWER
IT
REWARDS

Predicting the future is hard,
it hasn't happened yet.

Yogi Berra

FORCES OF
CHANGE

FORCES OF CHANGE:

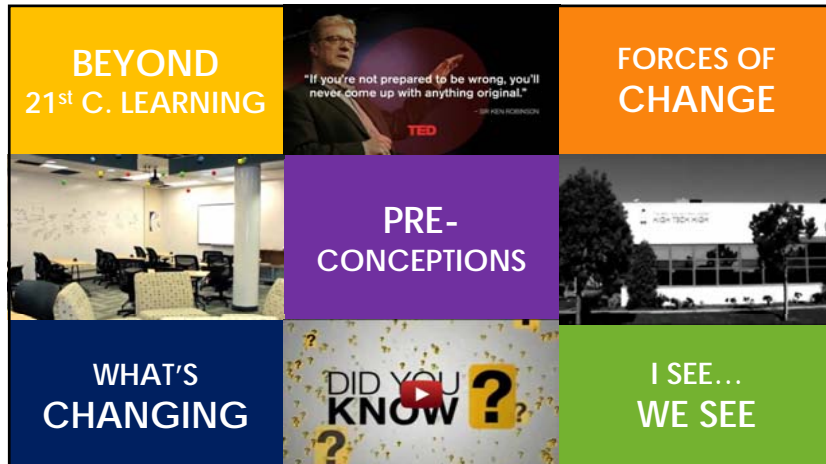
Please identify the major forces of change that you believe will impact SPPS over the next 10 years.



PERMANENT BETA

"The old way of doing things - getting a college degree and working for a company for 30 years - is finished. Everyone is now an entrepreneur. To adapt, workers must be in a **permanent beta phase**, constantly learning and gaining new skills."

Reid Hoffman, LinkedIn co-founder at the SXSW Conference



PRECONCEPTIONS

PRECONCEPTIONS: {i.e. limiting beliefs}

Identify personal and/or institutional beliefs that might prevent or limit you in facing the challenges presented by these forces.



Givens

- Kids and academics are at the center of the conversation
- Strong Schools Strong Communities 2.0
- Courageous Conversations Protocol & Racial Equity
- Grade Configurations Remain
- Attendance Boundaries – community schools with magnet options
- Strong Emphasis on Early Childhood
- Inclusion
- Safety & Security
- Community Use & Community Ed
- Sustainability

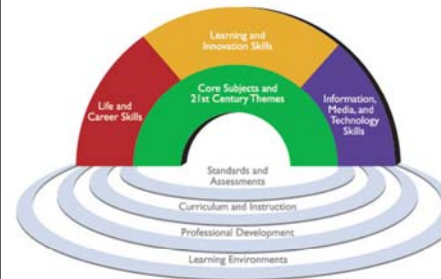


BEYOND 21ST C. LEARNING

Educational Trends

21st Century Skills

- Critical thinking
- Innovation
- Creativity
- Problem solving
- Effective communication
- Citizenship



Educational Trends

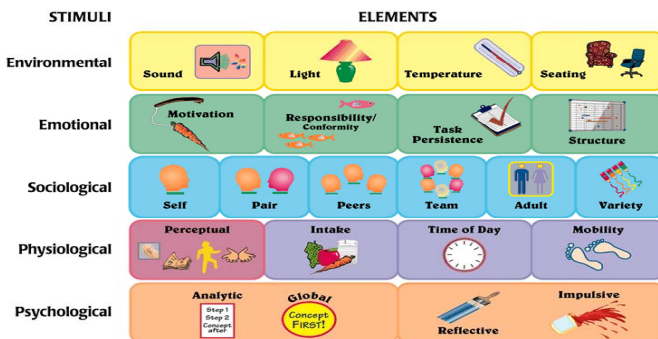
- **Learning is Personal** – mass customization of learning
- **Learning Happens Everywhere** – and is formal and informal
- **Flexibility and Adaptability** - of space and furniture is important
- **Collaboration** – students need to see adults model working together
- **Project Based Learning** - increases relevance
- **Technology** is a Ubiquitous Tool – BYOD

Learning is Personal

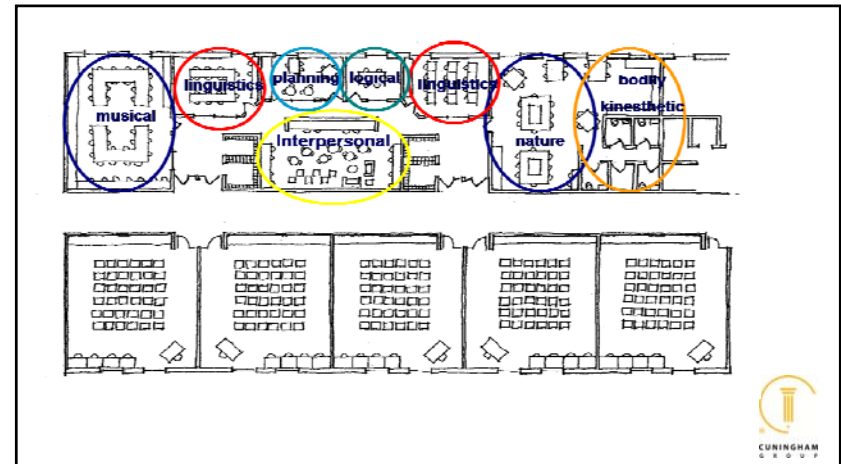
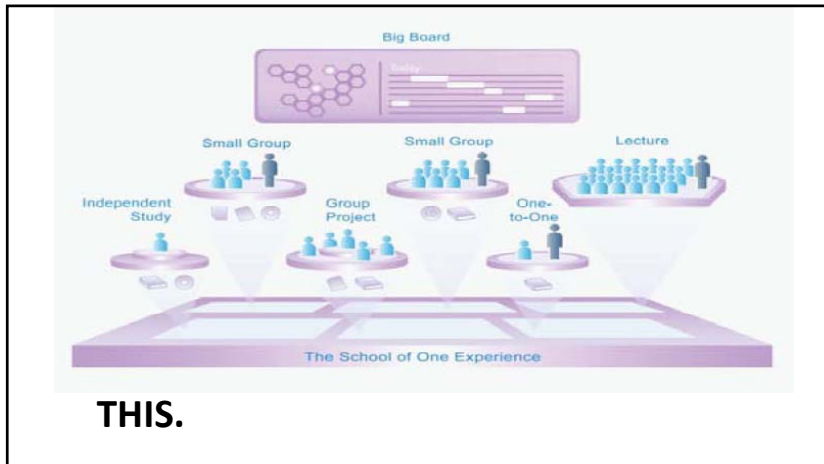
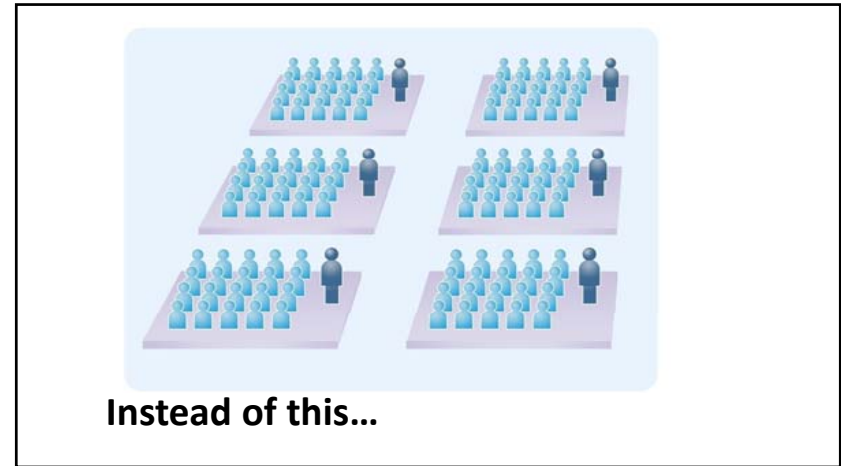
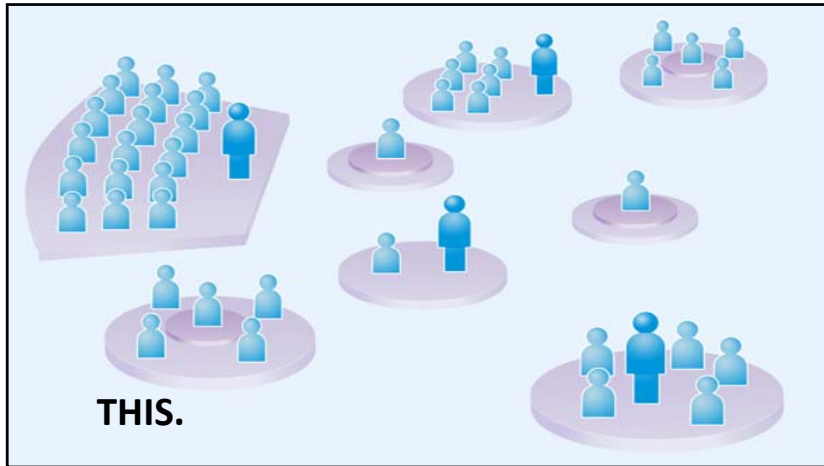


Dunn and Dunn Learning Style Model

Designed By Dr. Rita Dunn and Dr. Kenneth Dunn
Graphic Design by Susan M. Rundle



Instead of this...





School of ONE | Brooklyn



School of ONE | Bronx

Learning Happens
Everywhere



FAIR School Downtown
Minneapolis, MN



Natrona Center for Advanced Professional Studies (CAPS)
Casper, WY



Institute of Science & Technology
Aurora, CO



Flexibility & Adaptability





Washington Technology Magnet School
Saint Paul, MN



Washington Technology Magnet School
Saint Paul, MN



SECOND GRADE
LEARNING STUDIO
NORTH PARK ELEMENTARY SCHOOL,
Columbia Heights, MN



North Park Elementary
Columbia Heights, MN



North Park Elementary
Columbia Heights, MN



Galtier Community School
Saint Paul, MN



Galtier Community School
Saint Paul, MN

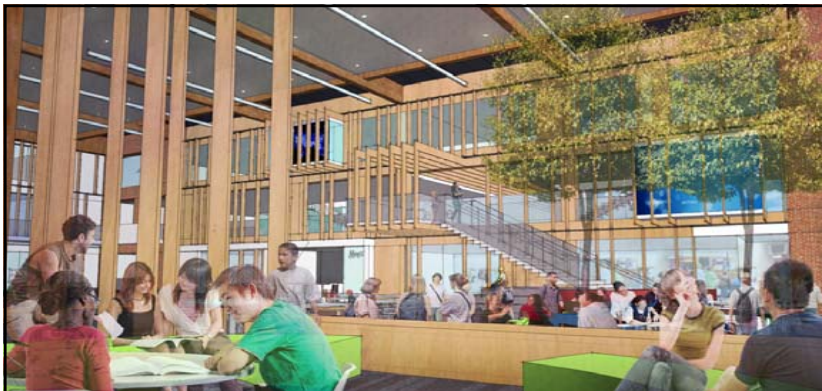
Collaboration



FAIR School Downtown
Minneapolis, MN



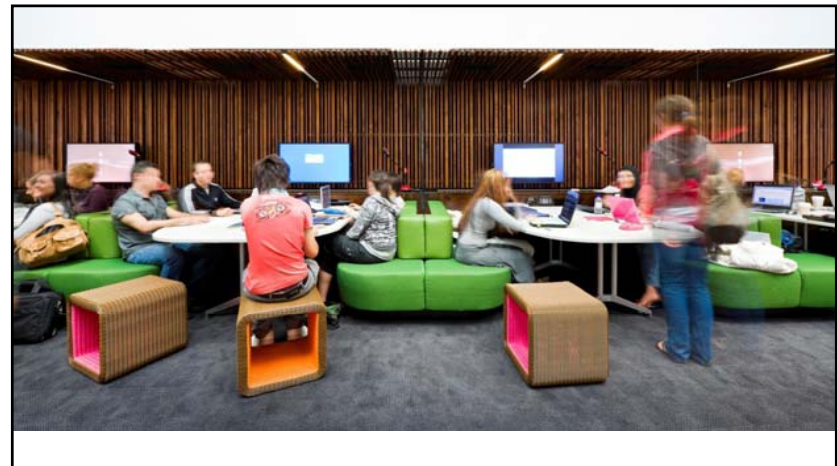
FAIR School Downtown
Minneapolis, MN



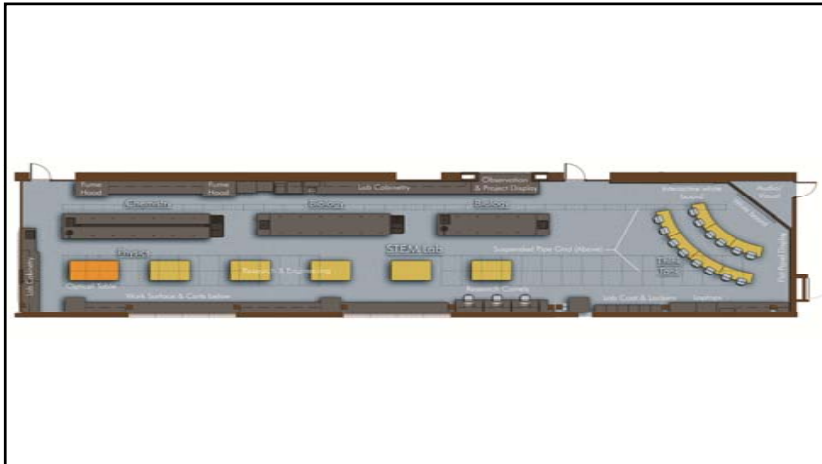
Alexandria New High School
Alexandria, MN



Alexandria New High School
Alexandria, MN



Project Based Learning

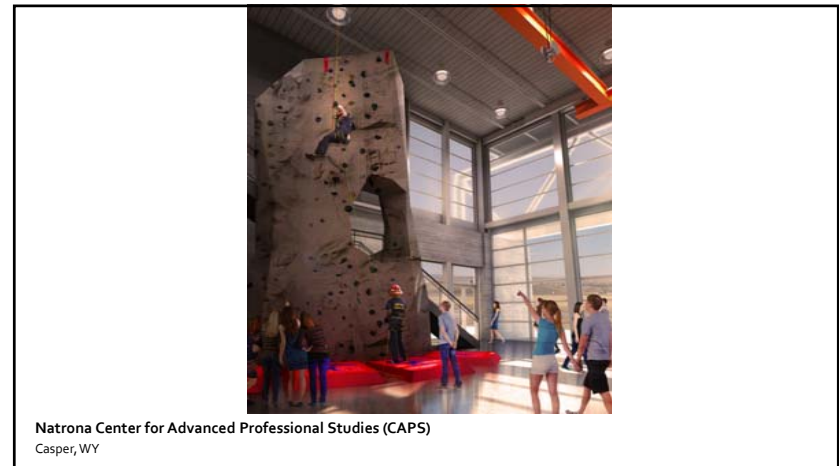




Natrona Center for Advanced Professional Studies (CAPS)
Casper, WY



Natrona Center for Advanced Professional Studies (CAPS)
Casper, WY



Natrona Center for Advanced Professional Studies (CAPS)
Casper, WY

Technology



Institute of Science & Technology
Aurora, CO





I SEE...
WE SEE

Vision is the art of
seeing the invisible.

- Jonathan Swift



I SEE...

Imagine the district is successful beyond
your highest expectations, and you're
giving an international team of educators
a tour of the district in the year 2025.

What do you see?



WE SEE...

