



#### INTRODUCTIONS

### **Fremont School District Team**



Leanne Meyer-Smith, AIA, LEED BD+C Principal in Charge, Senior Education Planner | Community Engagement

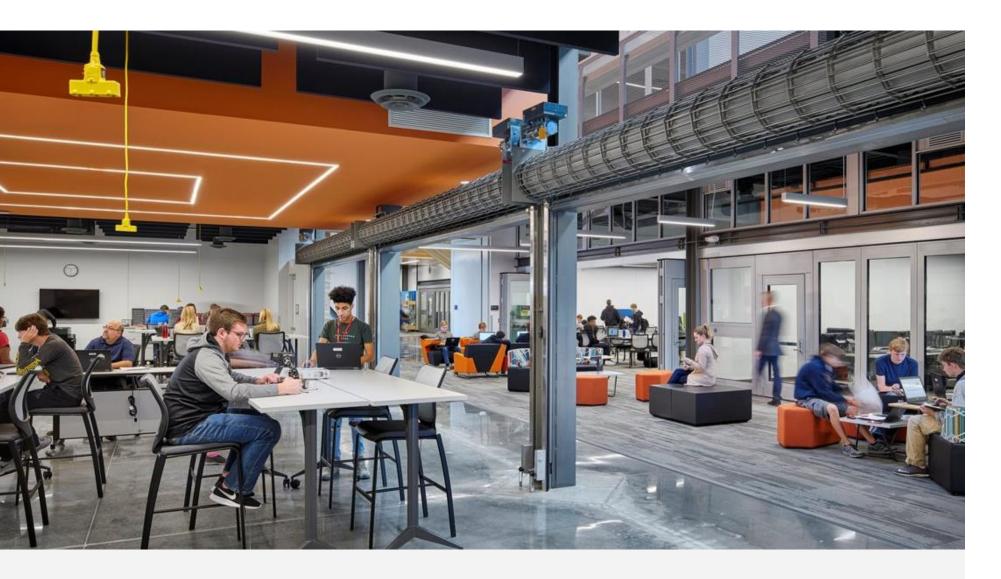


Keri VanSant, AIA, WELL AP
Project Manager | Planning &
Engagement Leader



**Erin Burk** Architecture Designer





#### 30 Locations

World-Wide

### In-house Integrated Design

Architecture
Energy Services
Engineering
Experiential Design
Interiors
ITDG - Innovative Technology
Design Group
Landscape
Long-range Planning
Preservation
Sustainability Consulting

1,300+ Employee-Owners Education is our passion

Ranked #1

Primary & Secondary Education Firm In The World



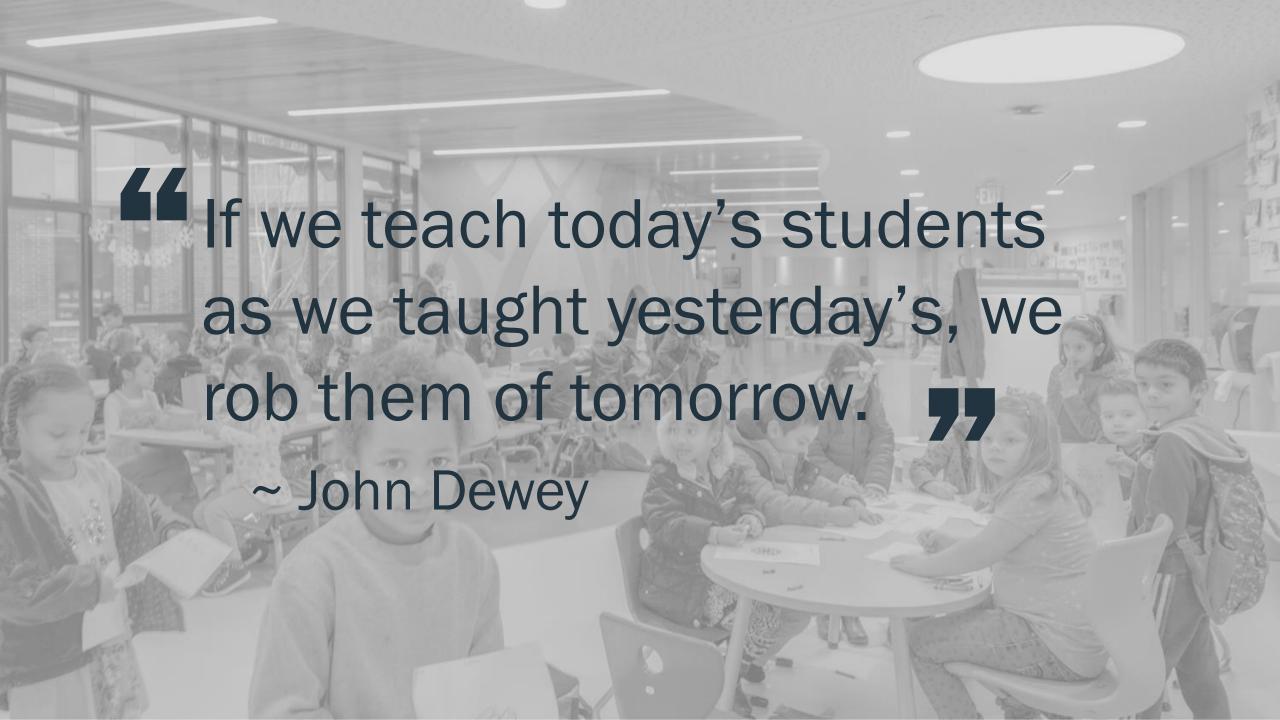
### Learning Objectives/Takeaways

- Discover what is an Educational Long-Range Facilities Plan process
- 2. Understand what has changed with Teaching & Learning
- 3. Realize how Visioning Information will be used in the decision-making process for recommendation of a Holistic Long-range Facilities Plan

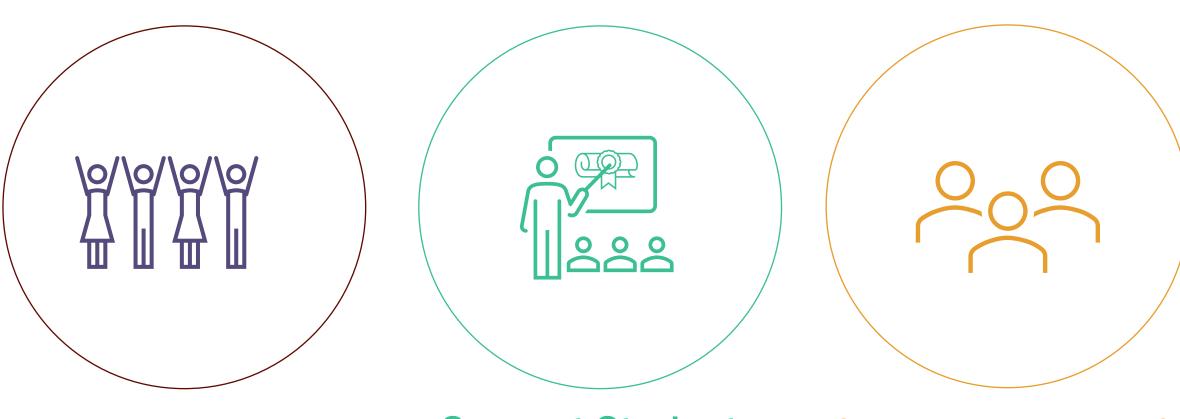
### Why is this important?

- 1. For you to be **Informed** Throughout the Process and **Understand** the **Value** to you and the community
- 2. Gain Future Vision from the school community to make decisions about aligning facilities to support curriculum





#### Overall Process Goals for an LRFP



Inclusive Process

Support Student
Achievement & Enhance
Safety

Community Voice & Input

### What is an Educational Long-Range Facilities Plan?

A educational vision defines "future-ready" spaces for modern learning to drive impactful long-term capital investments through a Long-range Facilities Plan.

### **Educational Suitability**

### **Facility Condition Assessment**







An LRFP **also** examines the **suitability** (today) and **educational readiness** (future) of your schools to meet your vision, so you can ensure lasting value to the community, teachers and students. Additionally, the timing of necessary facility improvements can be aligned to best support curricular space needs, thus maximizing District investment.

### LRFP Process: Phase 1 – Phase 2 – Phase 3



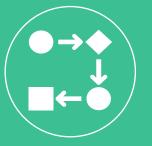
### Phase 1: Deeper Understanding

- In-depth Review of Existing Data:
  - District Strategic Plan
  - Capacity & Utilization Analysis
  - Area Comparison Analysis
  - Facility Condition Assessment Review
  - Review District enrollment projections



### Phase 2: Discover + Explore

- Student Ideation Workshop
- Curriculum & Instruction Workshop
- A Day in the Life of a Student
- Educator & staff survey



### Phase 3: Program

- Departmental Program Meetings
- Aligning Vision with Space
- Right-size spaces to align with program

### LRFP Process: Phase 4 – Phase 5 – Phase 6



# Phase 4: Conceptualize

- Data analysis/synthesis
- Kit of Parts
- Build scenarios
- Start cost models
- Steering committee updates
- Space size/quantity confirmation



### Phase 5: Game Plan

- Finalize scenarios
- Steering committee workshop
- Refine cost models



# Phase 6: Adoption & Implementation

- Phasing identification
- Finalize implementation timeline
- Final Board presentation
- Community presentation
- Final budget alignment

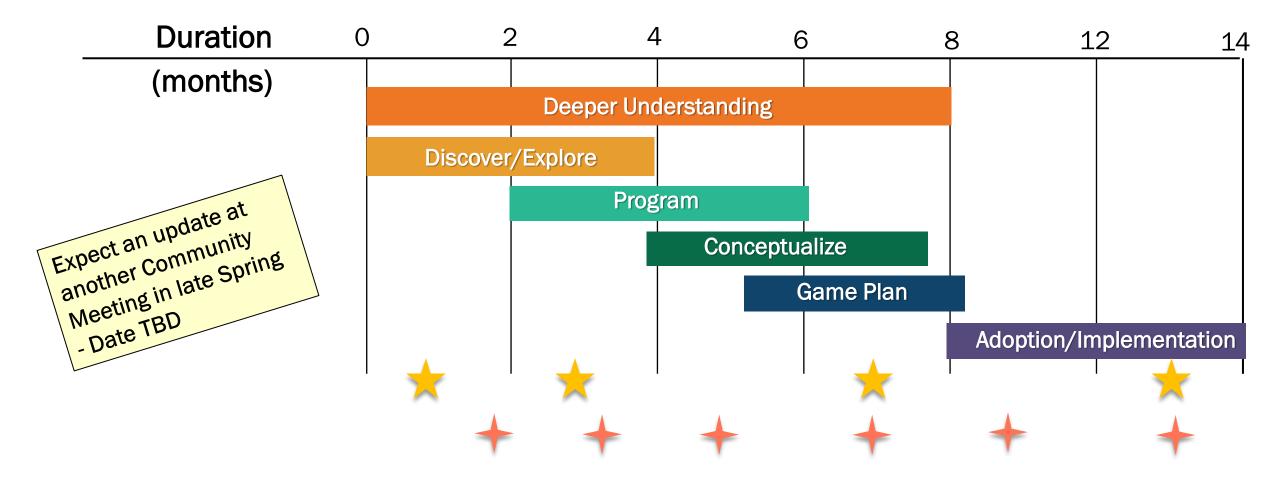
### Long-Range Facilities Planning Process

**Steering Committee Workshop** 

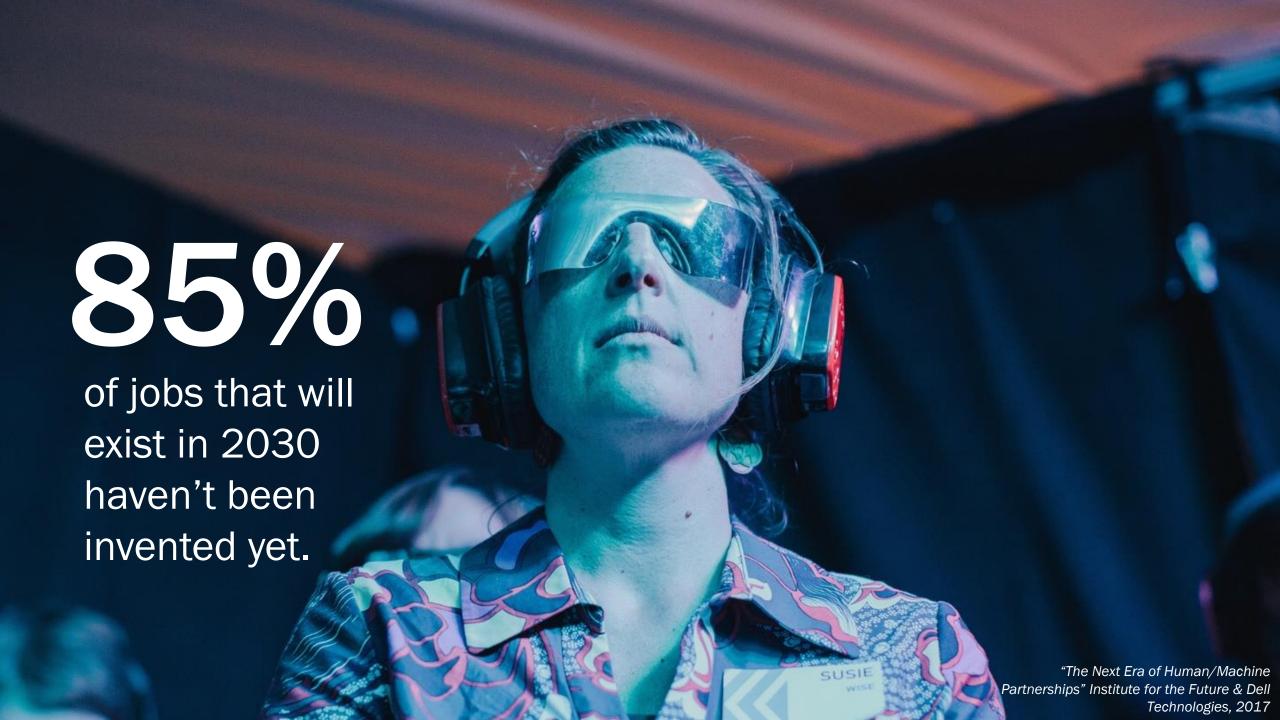


**Interactive Sessions** 

(Industry Partners, Leadership, Community, etc.)









### The Future of Work

https://www.youtube.com/watch?v=4hj9myytsQU











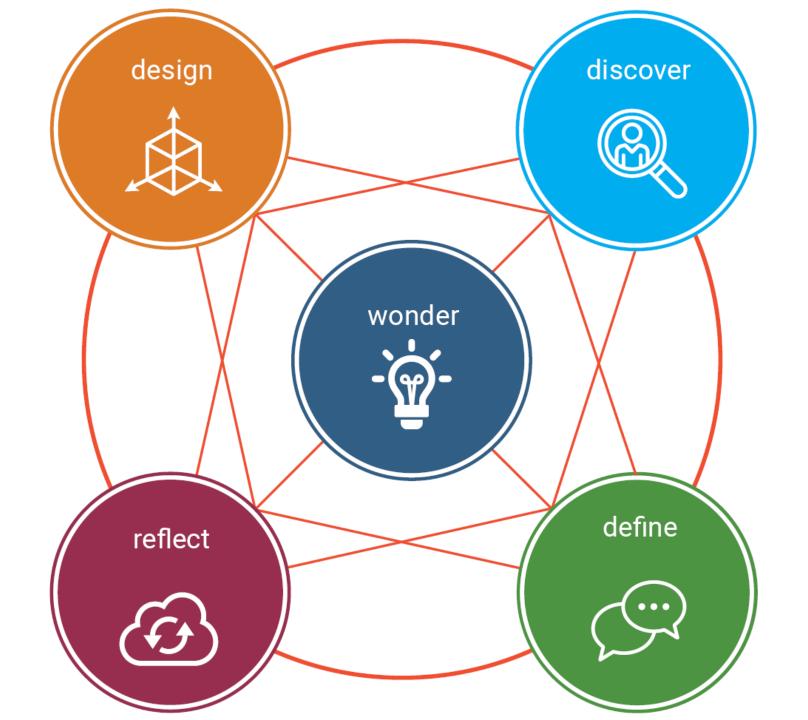


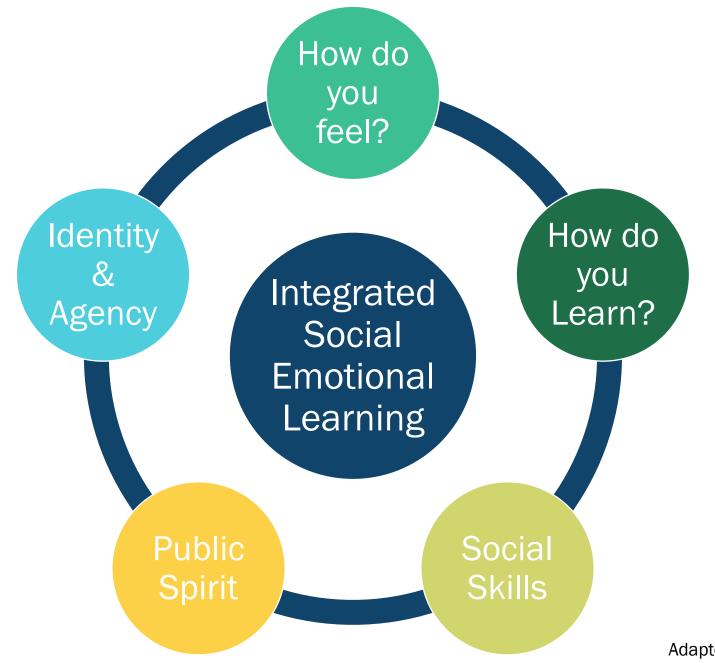


The pace of change [in 2030] will be so rapid that people will learn 'in the moment' using new technologies such as augmented reality and virtual reality. The ability to gain new knowledge will be more valuable than the knowledge itself.



Inquiry-Based Learning

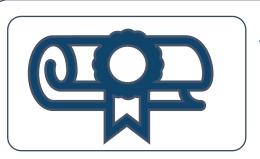




Adapted from Smith, Fisher, & Frey (2019).

All Learning is Social and Emotional

### Career Exploration Pathways with Real-World Experiences



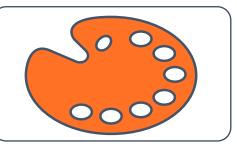
### Students Heading to College/University

- Academic achiever with high anxiety
- Driven to succeed but needs support and guidance



### **Students Starting in Workforce**

- Entering the family business
- Graduation with a certification in a trade



### **Students on Unique Paths**

- Entrepreneurs and freelance workers
- Gap year service programs



### Why Should We Care About Education Design?

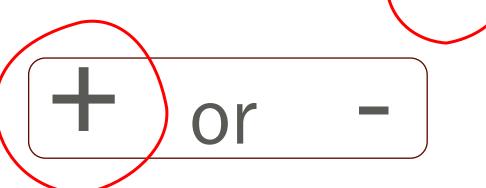


### What impacts student learning progress?

Individual student variability = 50%

Teacher effectiveness = 30%

Physical learning environment = 16%



Hattie, John. "Visible learning: A synthesis of over 800 meta-analyses relating to achievement." (2008)

Nye, Barbara, Spyros Konstantopoulos, and Larry Hedges. "How large Are Teachers effects?" *Educational Evaluation and Policy Analysis* 26, no. 3 (2004): 237-57

Barrett, Peter, Fay Davies, Yufan Zhang, and Lucinda Barrett. "The impact of classroom design on pupils' learning: Final results of a holistic, multi-level analysis." *Building and Environment* 89 (2015): 118-133.

### **Learning Activities**

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**Direct Instruction** 

**Listening** to Direct Instruction: Sitting or hearing a lecture



**Hands-On Learning** 

**Engaging** in Hands-On Learning: Actively Moving, using materials to prototype, make or experiment



**Group Discussion** 

**Participating** in Group Discussion: Sitting or standing, talking and exchanging ideas



**Physical Practice** 

**Practicing** Physical Activities: PE, music, performing arts or other physical skills



Research, Inquiry or Reflection

**Researching** Through Inquiry, or Reflection: Reading, thinking about, or investigating (digital or physical)



**Focused Study** 

**Focusing** on Studies: Taking a test, assessment or independent study that requires concentrating on detailed activities that shouldn't be disrupted.



**Creative** Brainstorming or Drafting

Creative **Brainstorming** or Drafting: Loose, often collaborative, idea generation or iteration.



Practicing Student Agency

**Engaging** in self-guided or self-supervised activities that promote individual agency or empowerment.

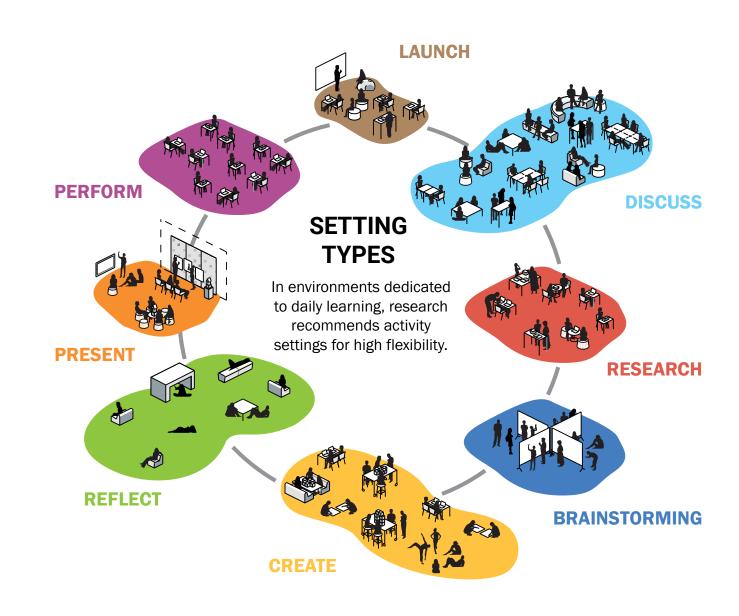


Presenting or Performing

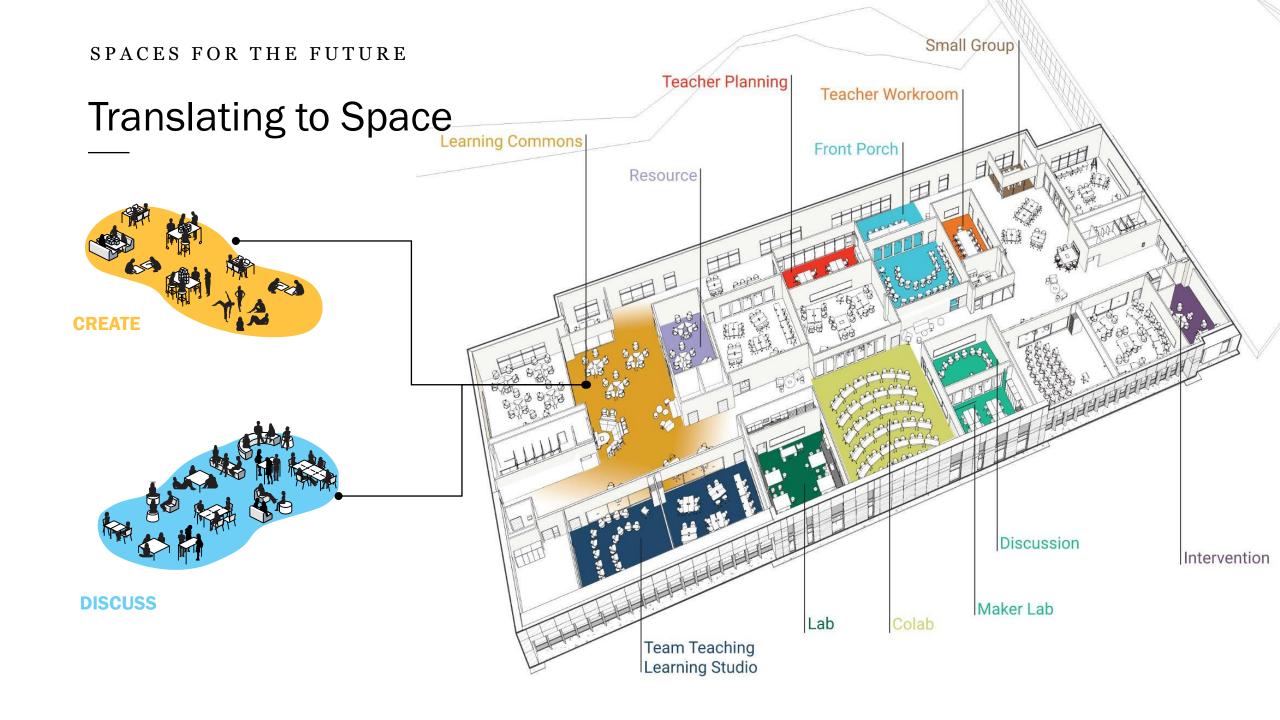
**Presenting** or Performing: Sharing ideas with a group through many methods or listening to ideas shared.

### **Activity Settings**

The degree to which students have the necessary furnishings, tools, and resources for the learning activities identified by the District's vision for teaching & learning.





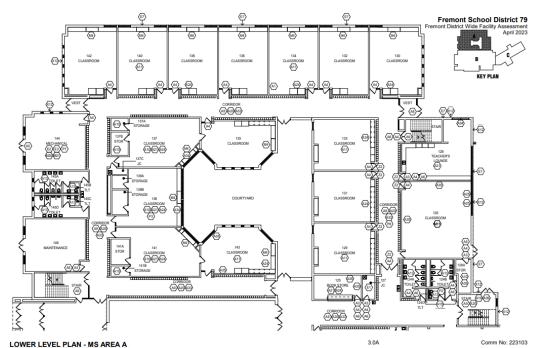


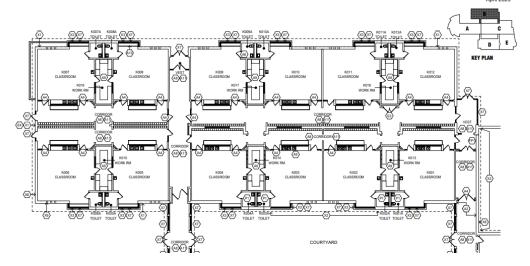
### **Educational Adequacy**

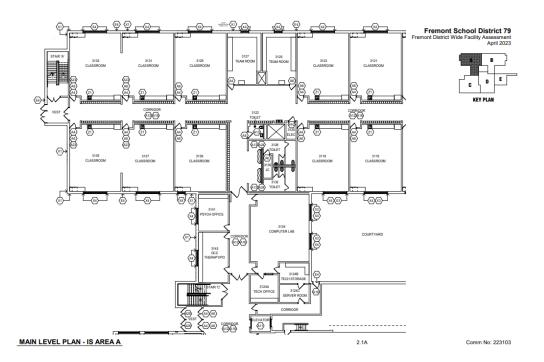
Mainly Traditional Classroom Spaces: very little flexibility

Educational Long-Range Facilities Plan:

opportunity to shape existing/new facilities for the future of teaching & learning







### **POSSIBILITIES**

Translating modern learning style needs to existing or new spaces

Extending the traditional classroom space

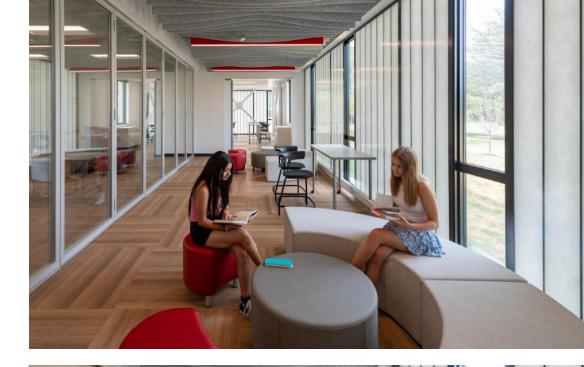
Spaces that flex with teaching & learning activities



### Space Flexibility & Extended Learning



Existing Building Renovation & Addition

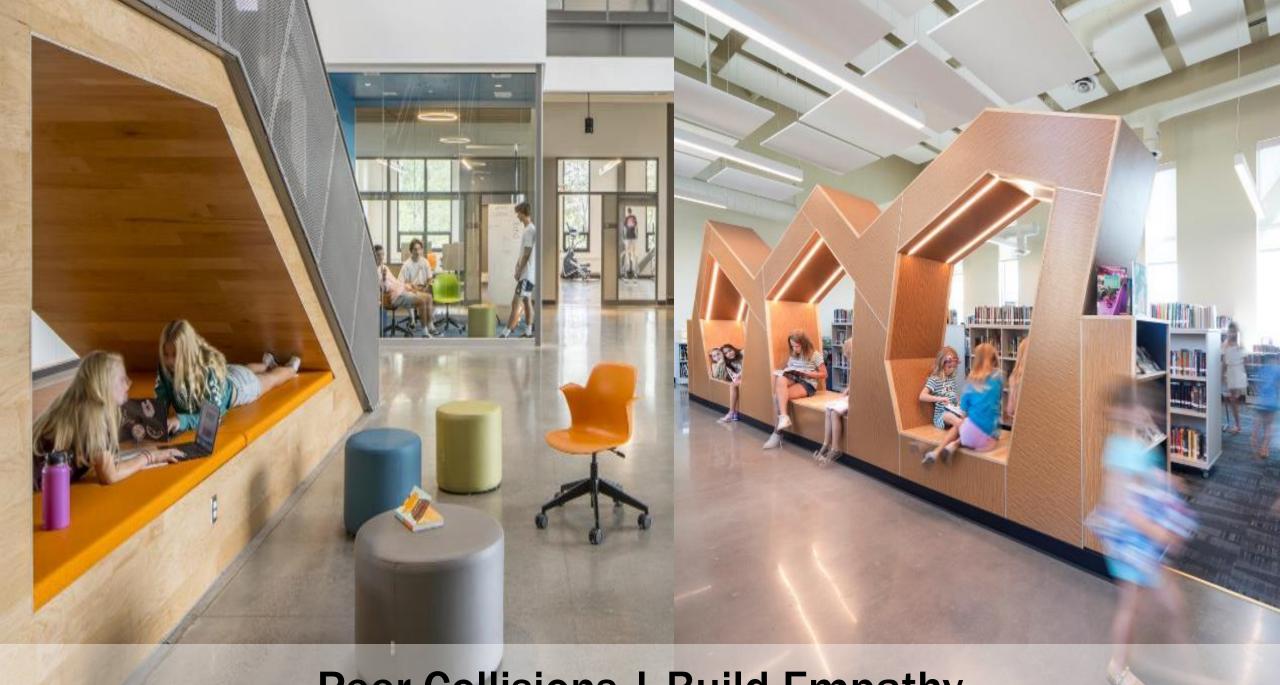




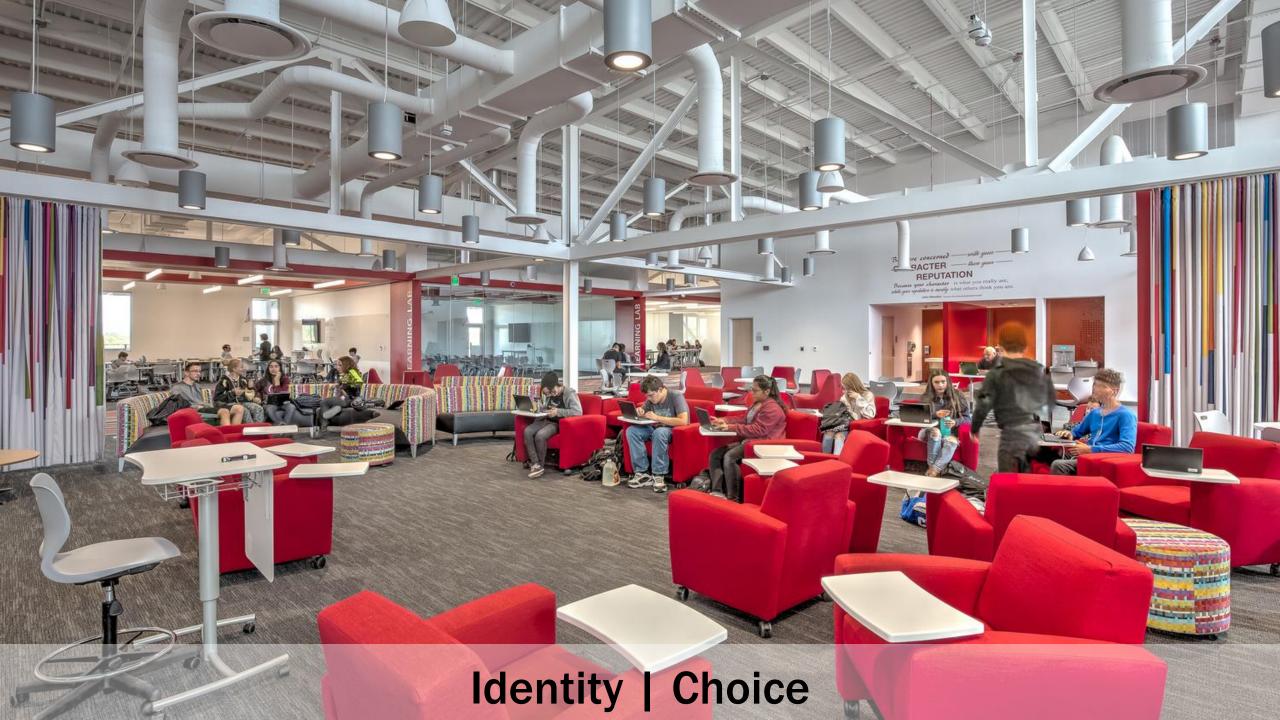








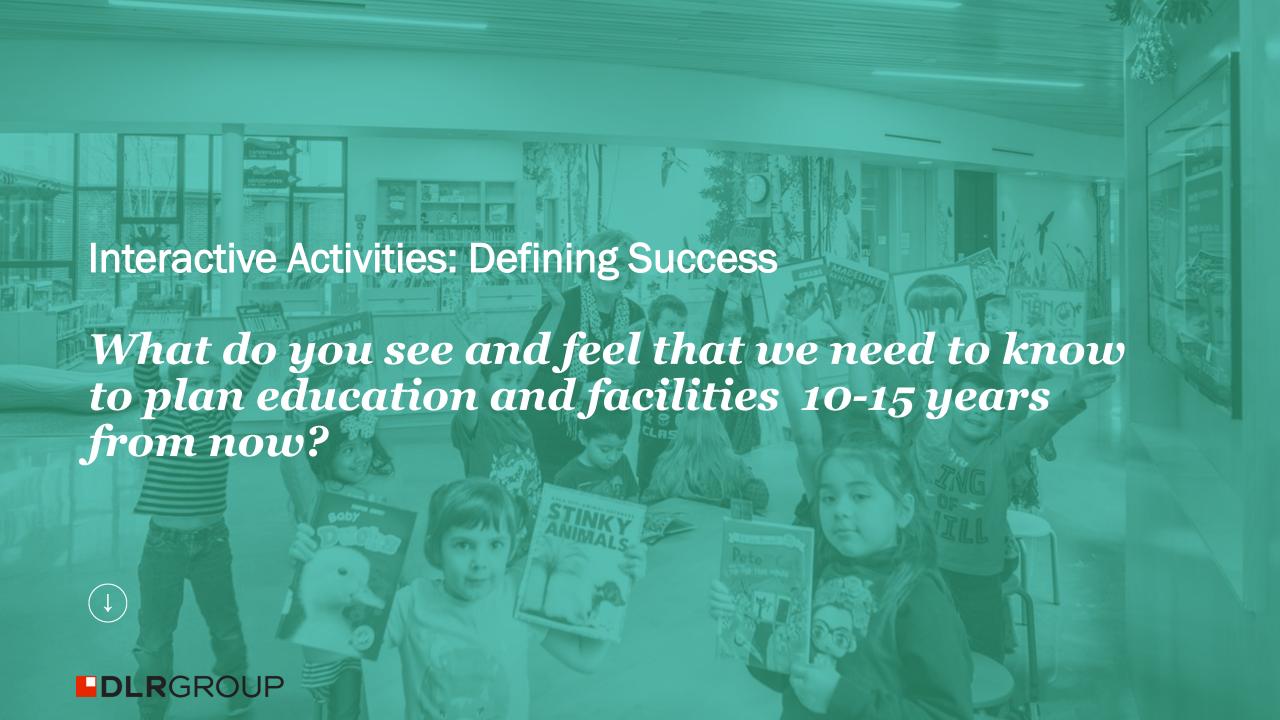




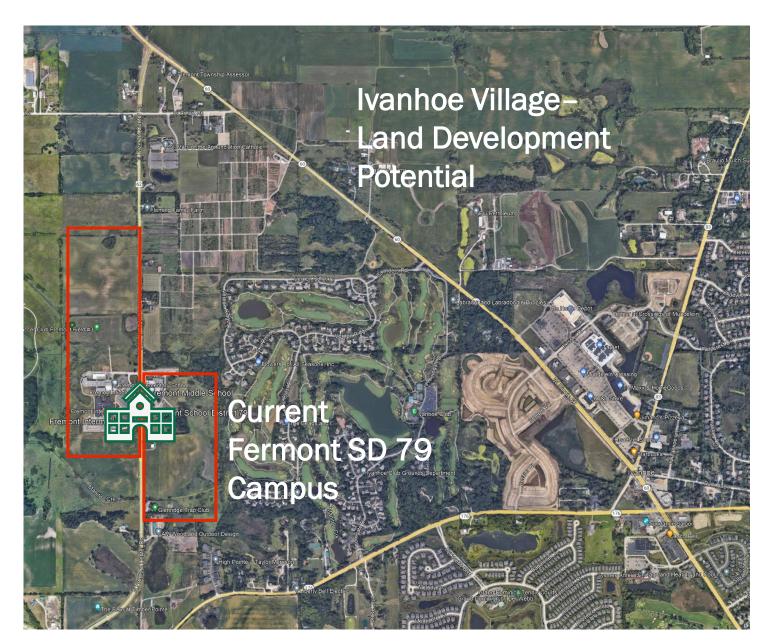








### Your Campus



### **Housing Development**

enrollment growth

### Land Development

- protected species
- wetlands
- storm water management

#### **Traffic Concerns**

### **School Buildings**

one campus or two?

### Activity 1 - SWOT Analysis

- Strengths
  - What are you already doing well?
- Weaknesses/Challenges
  - What could be better?
- Opportunities
  - What do you perceive as future opportunities?
- Threats/Concerns
  - What might get in the way of successful implementation?



## Activity 2 - Headline News





#### Behind the Scenes

- Educator and staff survey about the facilities
- Educational suitability walks of the schools
- Review of previous assessments: facilities condition, utilization and capacity, enrollment



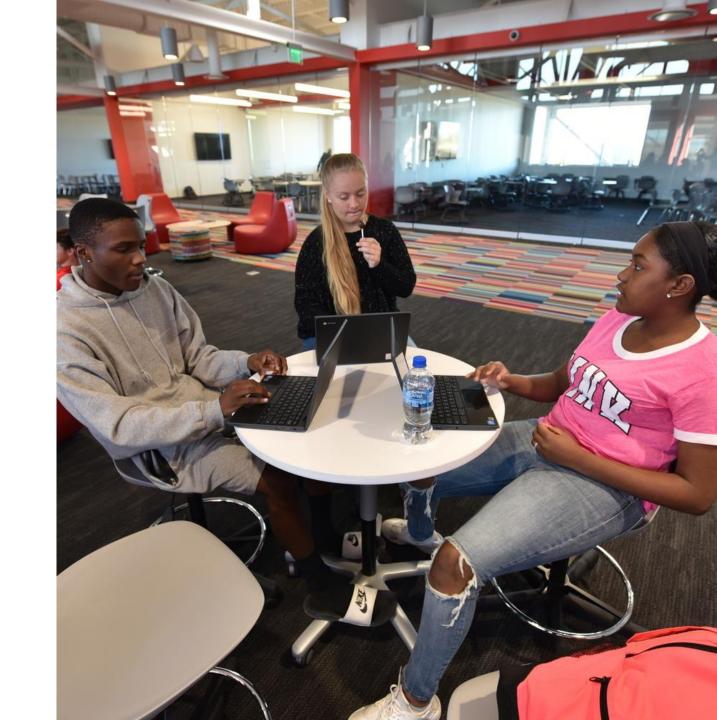
### **Educator Workshops**

- (1) 120-minute engagement with educators from early childhood, elementary, intermediate and middle
- What a student's day could look like in the future
- What types of teaching and learning should occur in the future



# Student Input Activities

- Engagement with middle school students through "idea wall" drawings
- Storytime with "If I Built a School" books and drawing activity for elementary students



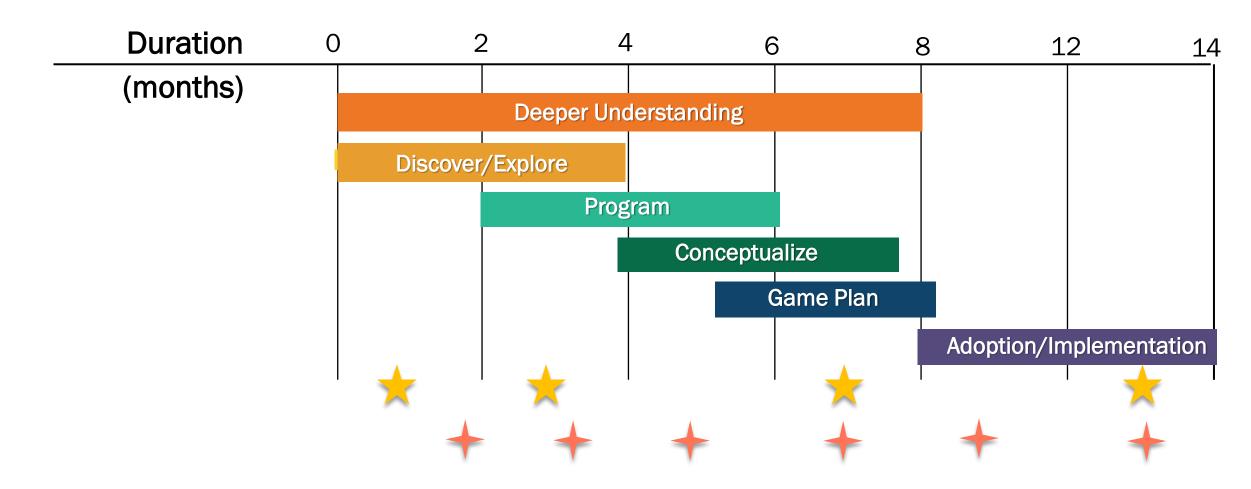
# Long-Range Facilities Planning Process

**Steering Committee Workshop** 



**Interactive Sessions** 

(Industry Partners, Leadership, Community, etc.)





# Questions?

Give us your input at:

www.fsd79.org/about-

fsd79/long-range-facility-planning





