

# A.C. BLACK ELEMENTARY SCHOOL

- 01 RECAP
- 02 GOALS
- 03 SITE ANALYSIS
- 04 3 SCHEMES
- 05 PROJECT EXAMPLES
- 06 WRAP UP

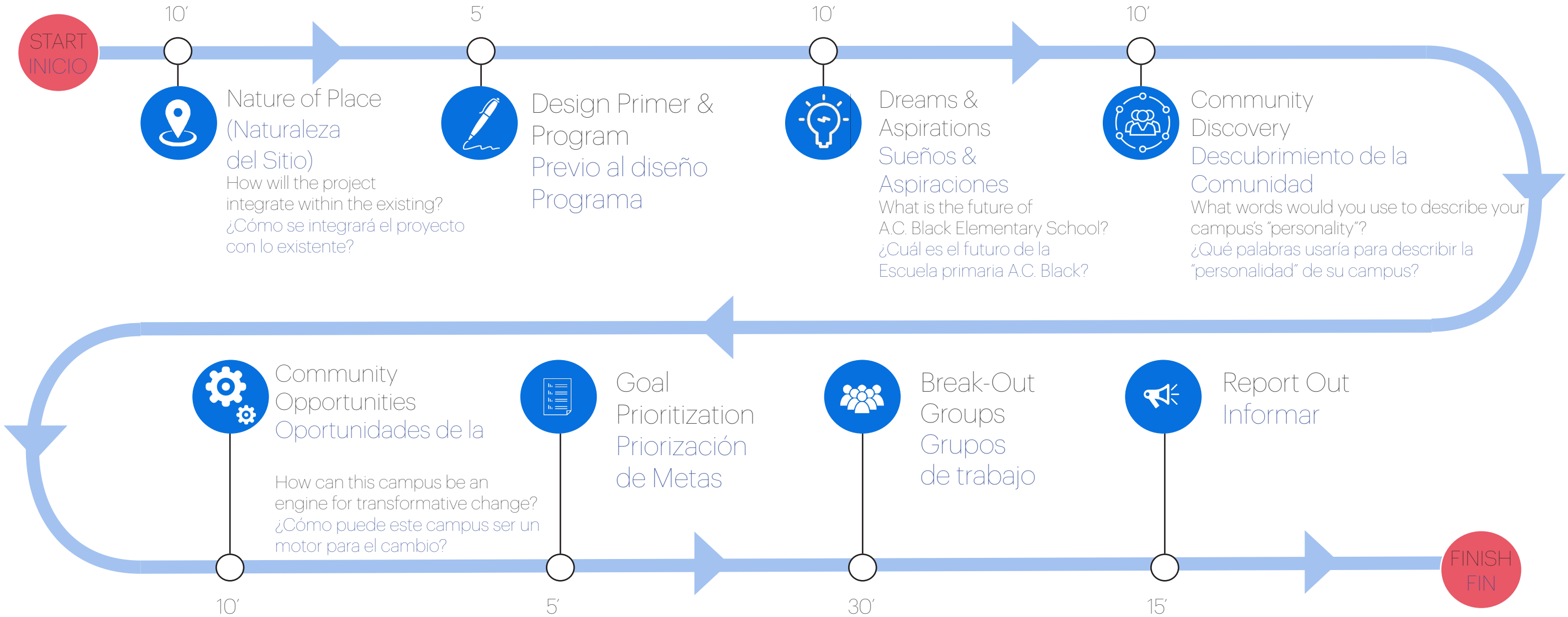
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RECAP



# Community Charrette 9-13-21



# Community Charrette 9-13-21



Community



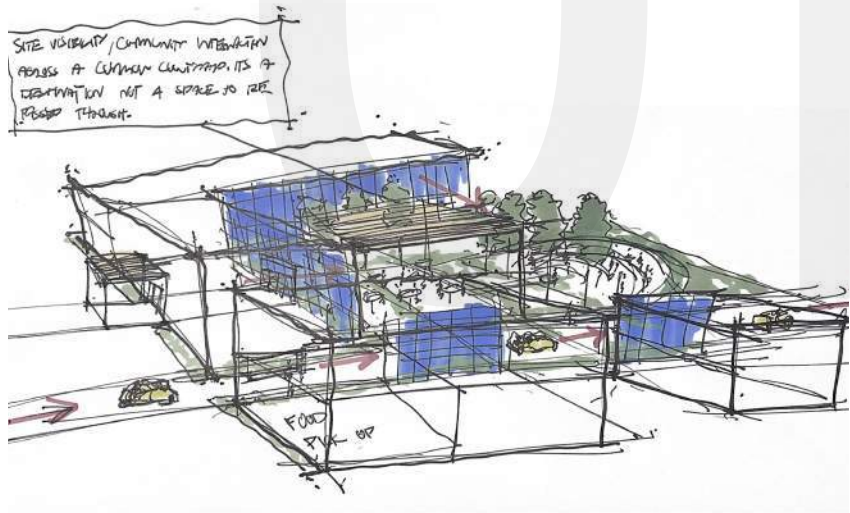
Wellness



Safety

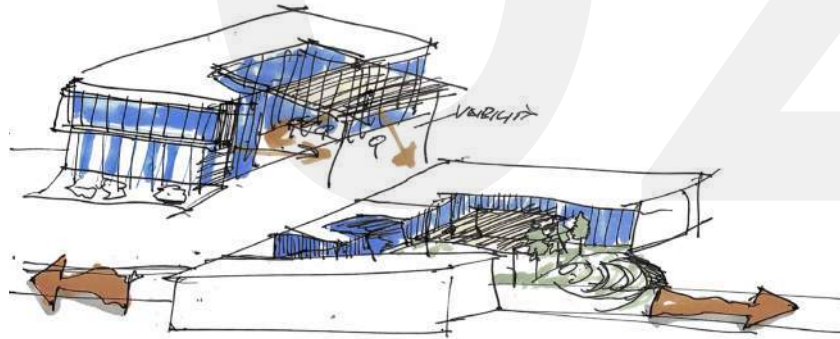
# Community Charrette 9-13-21

01



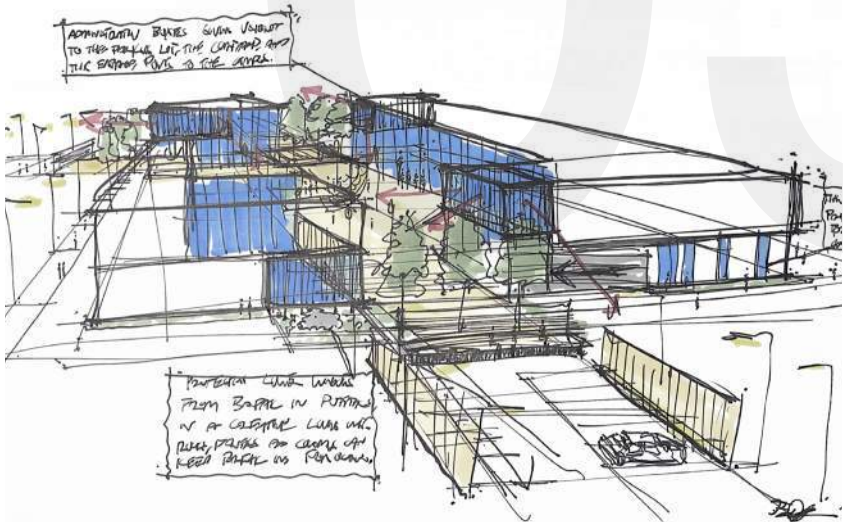
Community

02



Wellness

03



Safety



NO

GOALS



# Framework For Design Excellence

AMERICAN INSTITUTE OF ARCHITECTS



## INTEGRATION

**What is the big idea behind this project**, and how will it add social economic and environmental value for all stakeholders?



## COMMUNITY

**How will this project engage the community**, create a walkable human scaled community, and **promote social equity** at local regional and global scales?



## ECOLOGY

How will this project respond to and benefit the natural ecosystems and habitats in which the project is sited?



## WATER

How will this project relate to the regional watershed, reduce reliance on municipal water sources, and manage rainfall responsibly?



## ECONOMY

How will this project provide more with less, incorporate elements that serve multiple purposes with mutual benefits, and lower operational costs?



## ENERGY

How will this project optimize passive and active strategies to reduce energy demand, is there opportunity for on site renewable?



## WELLNESS

**How will this project promote the health and wellbeing of all people inside and outside the building**, optimize daylight, air quality, comfort and connection to nature?



## RESOURCES

How will this project incorporate materials optimized to reduce environmental impacts while enhancing building performance, and reduce waste?



## CHANGE

How will this project facilitate adaption for other uses in the future, prepare for future climate change over the life of the building, and incorporate resilience measures?



## DISCOVERY

**How will this project provide educational opportunities for building occupants and the community**, are there opportunities to perform post occupancy evaluations?

# Framework For Project

GROWTH

AC BLACK PROJECT GOALS

COMMUNITY

- To provide a combined STEAM elementary school for students attending Pease & WW Bushman Elementary schools
- To integrate the community’s distinct identities & cultural values as well as the entrepreneurial ethos of Albert C Black
- To actively engage the community
- To provide a vibrant space for intergenerational learning & exchange

WELNESS

- To create an inspiring, holistic environment that promotes learning
- To provide flexible, functional spaces that help reduce a student’s stress & anxiety
- To inspire an optimistic, equitable future
- To increase nutritional awareness; reduce food insecurity
- To create diversified paths for learning; to enhance creativity, innovation, and knowledge creation

SAFTETY

- To provide a safe environment for students, teachers, parents & community at large
- To innovatively design secure spaces that are open and inclusive
- To become a beacon for hope and security within the community
- To provide a well-lit, easy to navigate school by enhancing visibility in and around the school

# Framework For Project

GROWTH

COMMUNITY

WELNESS

SAFTETY

## AC BLACK PROJECT GOALS

To provide a combined STEAM elementary school for students attending Pease & Bushman Elementary schools

To integrate the community's distinct identities & cultural values as well as the entrepreneurial ethos of Albert C Black

To actively engage the community

To provide a vibrant space for intergenerational learning & exchange

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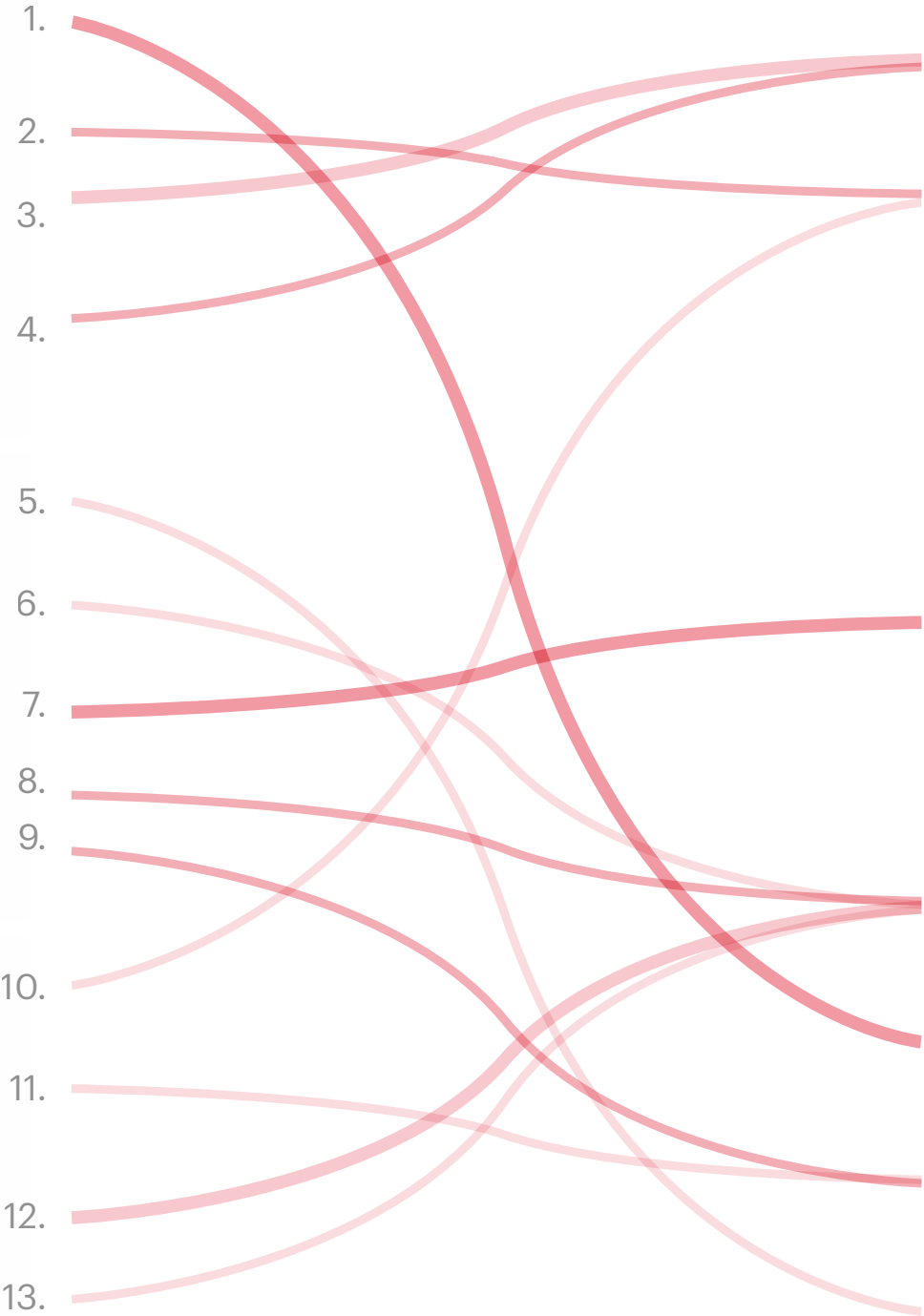
To create diversified paths for learning; to enhance creativity, innovation, and knowledge creation

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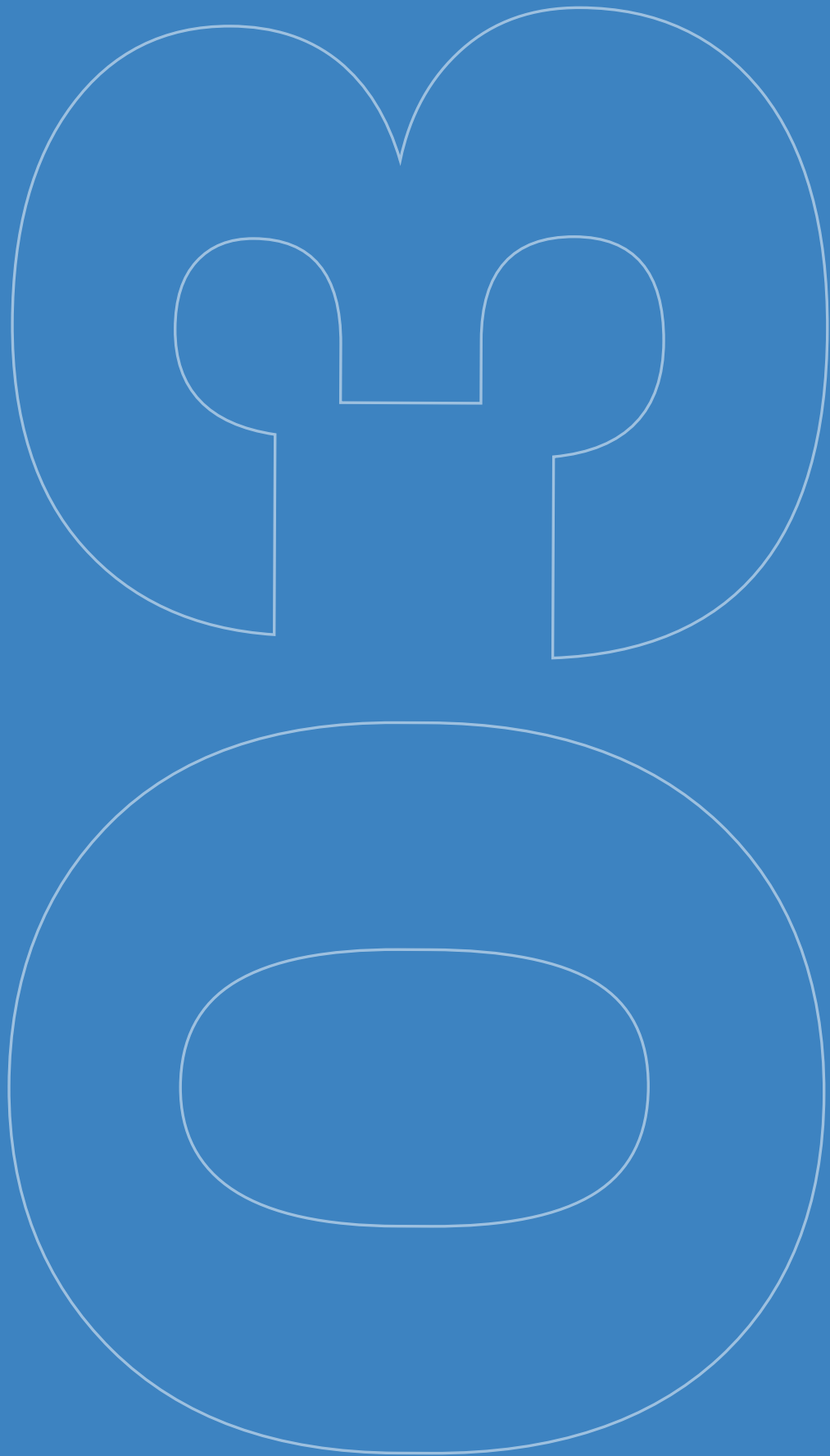
To become a beacon for hope and security within the community

To provide a well-lit, easy to navigate school by enhancing visibility in and around the school



## AIA FRAMEWORK

- Measure 1**  
Design for Integration
- Measure 2**  
Design for Equitable Community
- Measure 3**  
Design for Ecology
- Measure 4**  
Design for Water
- Measure 5**  
Design for Economy
- Measure 6**  
Design for Energy
- Measure 7**  
Design for Wellness
- Measure 8**  
Design for Resources
- Measure 9**  
Design for Change
- Measure 10**  
Design for Discovery



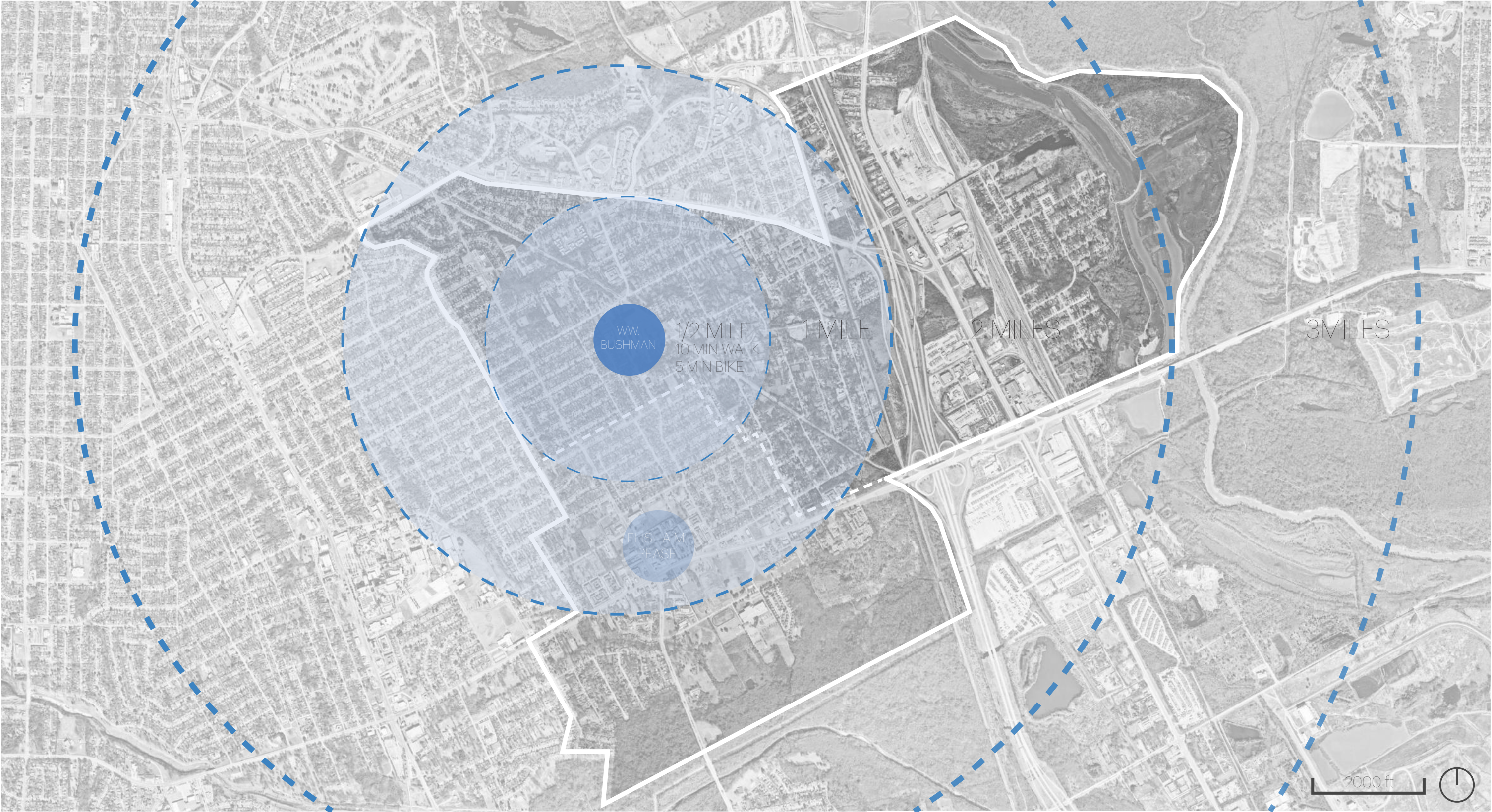
SITE ANALYSIS



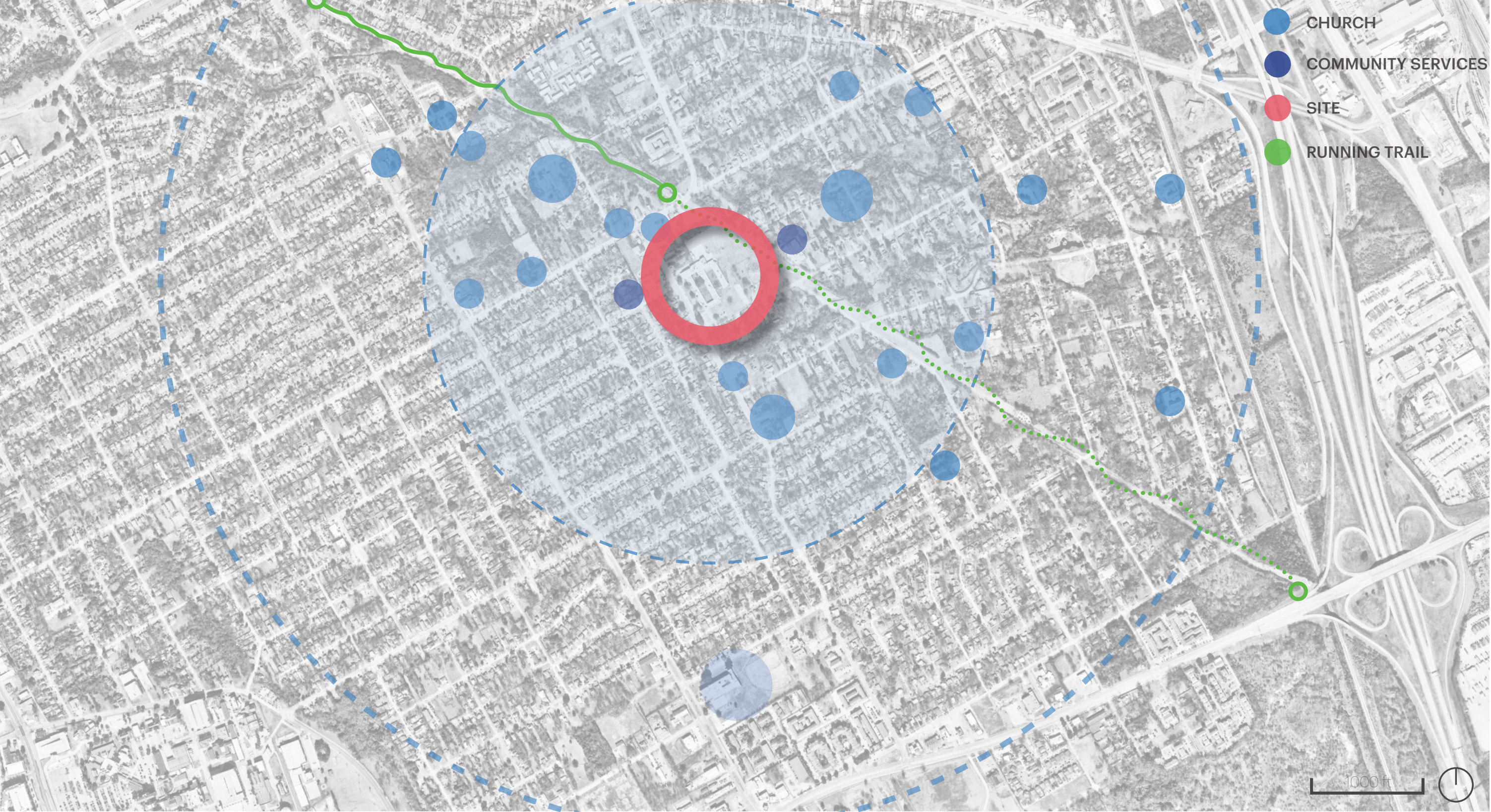
# Existing Plan



# Site Accessibility



# Engagement Opportunities



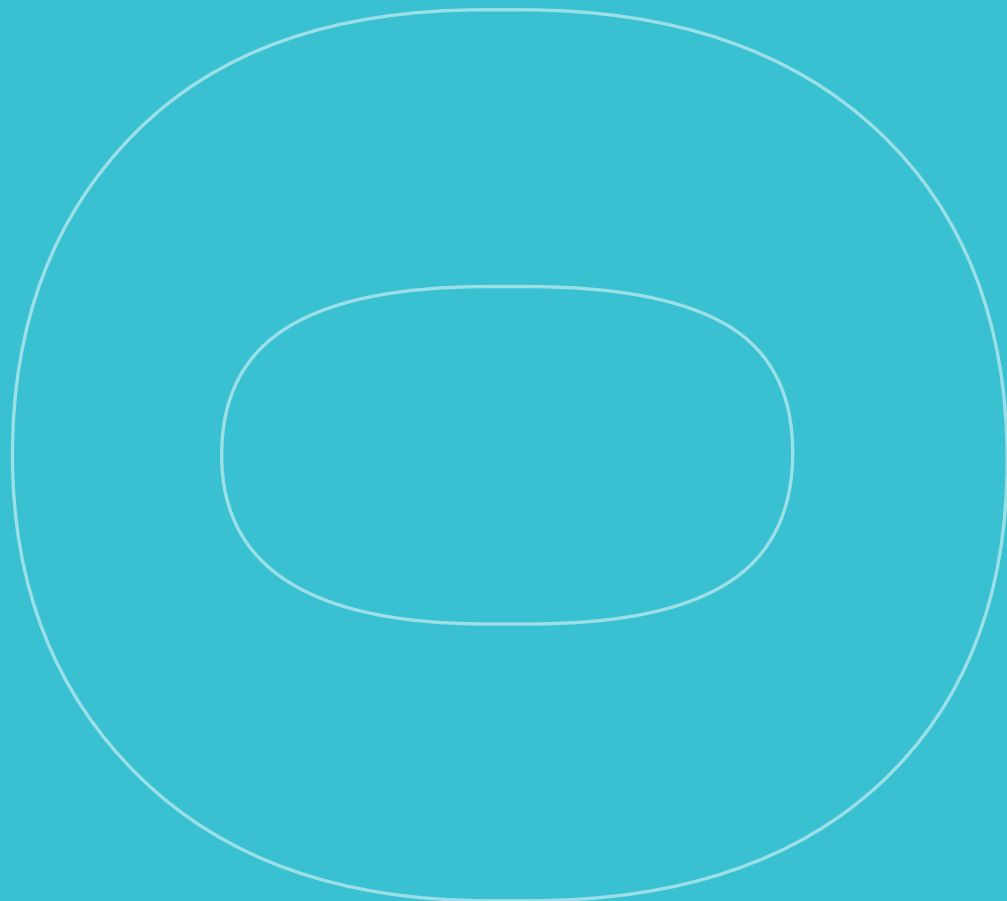
# Solar Analysis



# Site Analysis



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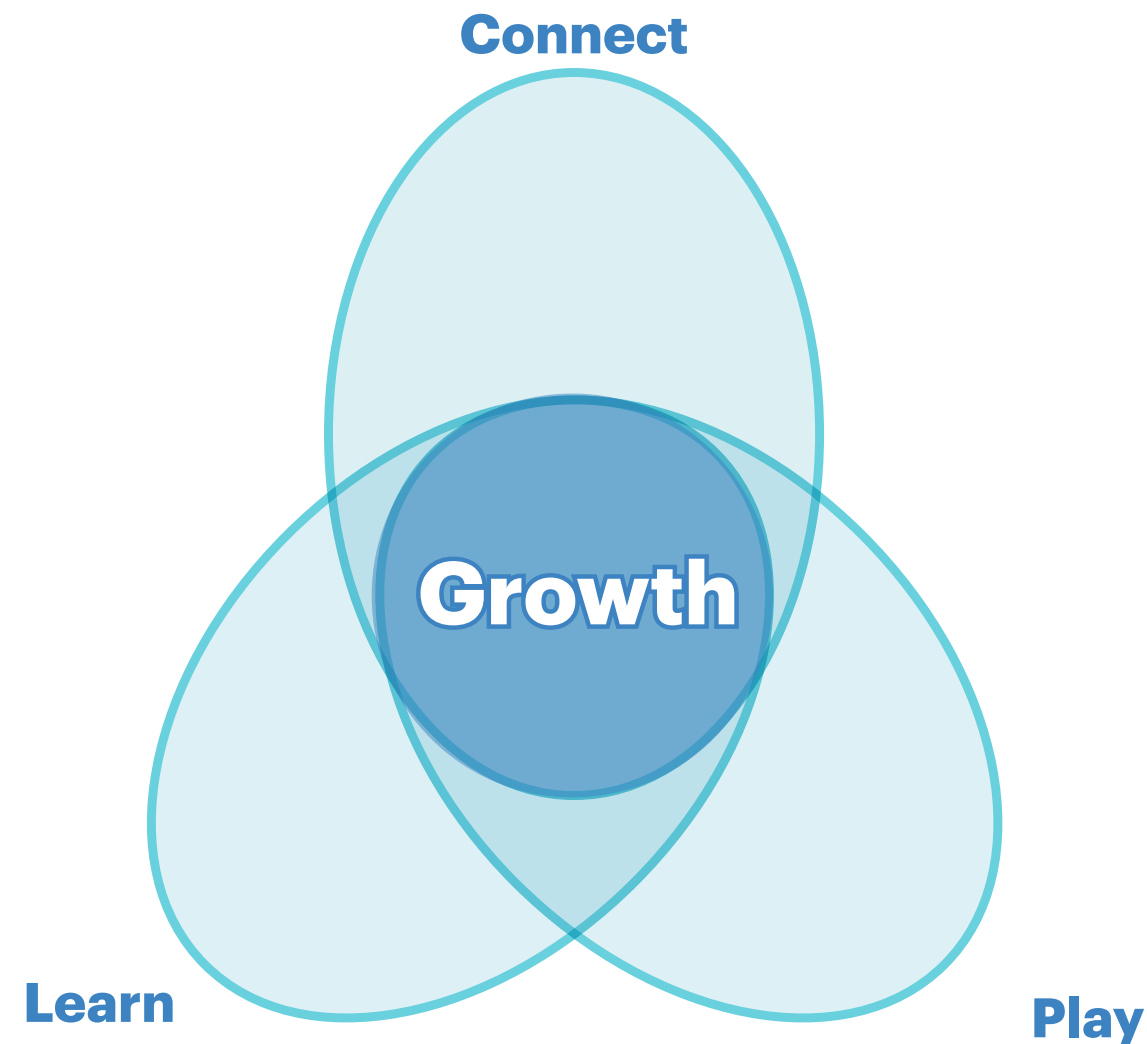


3 SCHEMES

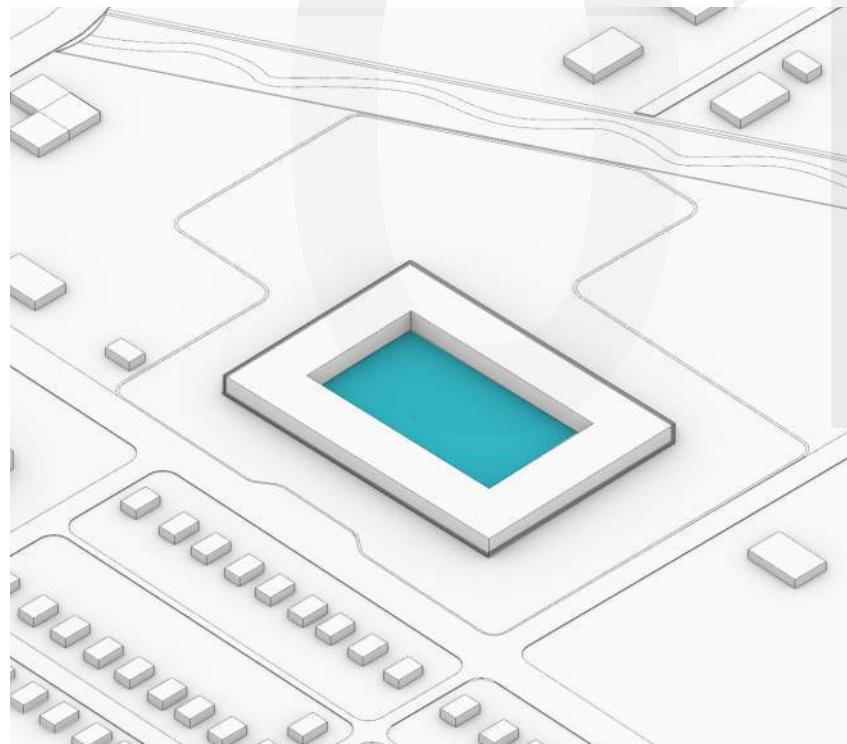


# Design Statement

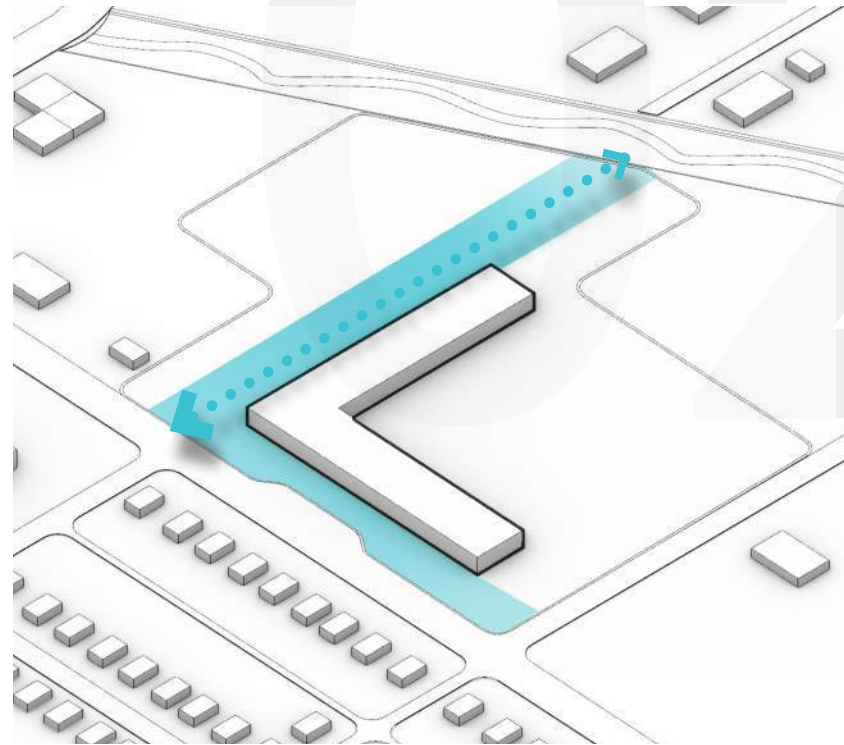
To provide an elementary school that helps students, teachers and the community **grow** through safe **play**, **learning & connectivity**.



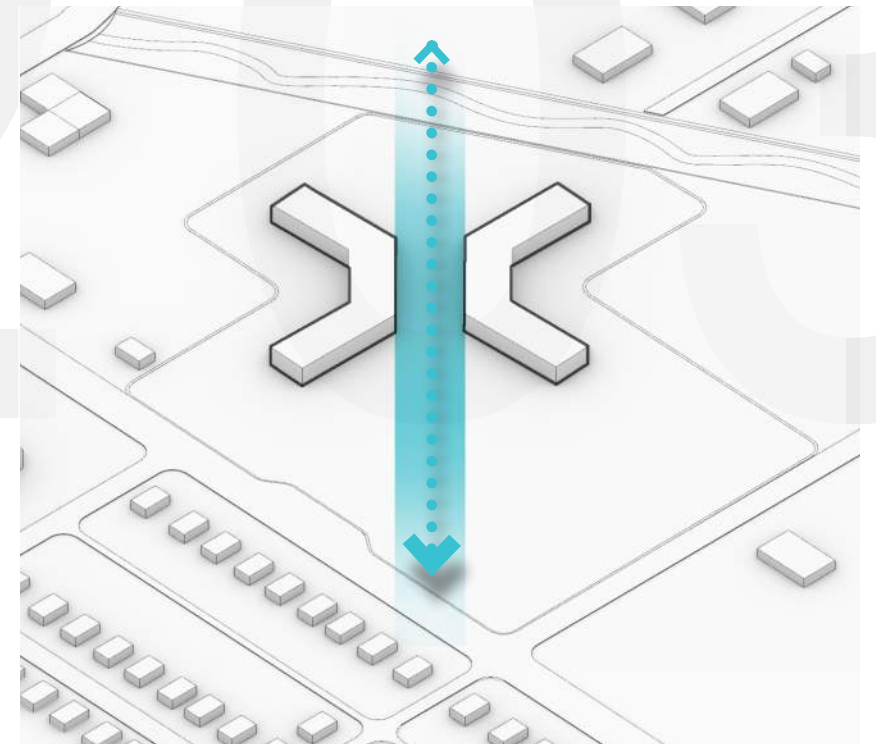
# 3 Schemes



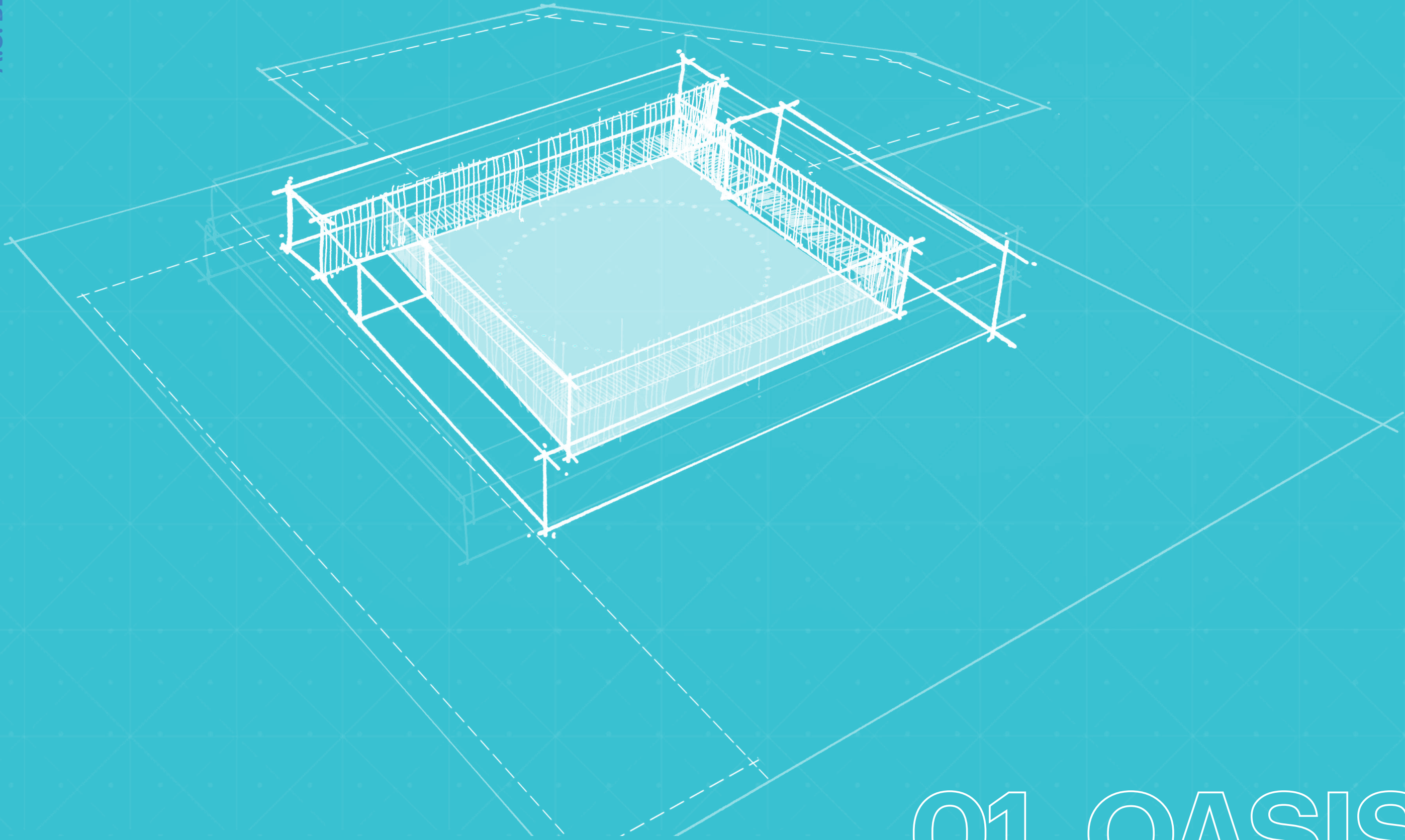
Oasis



Promenade



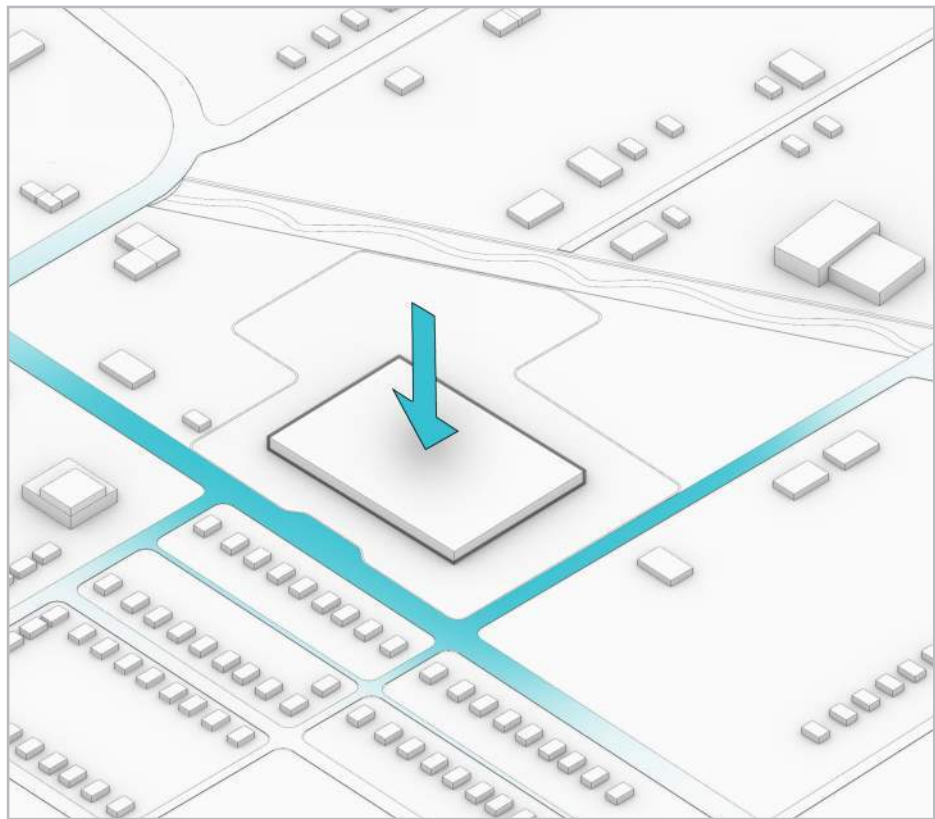
Butterfly



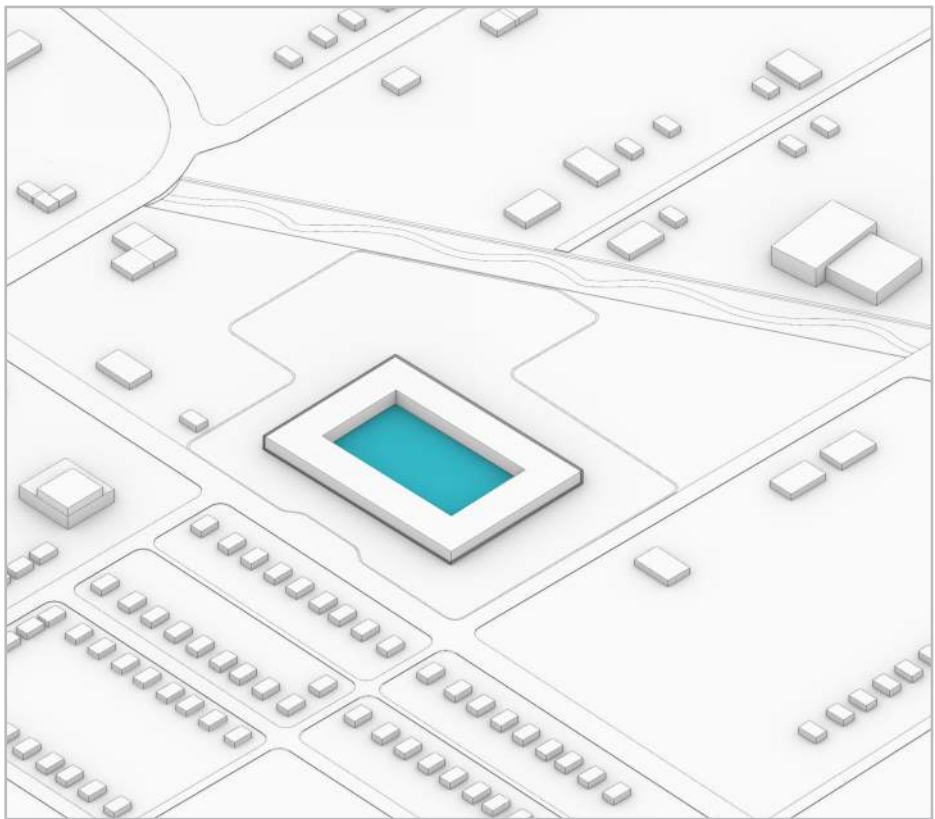
# 01. OASIS



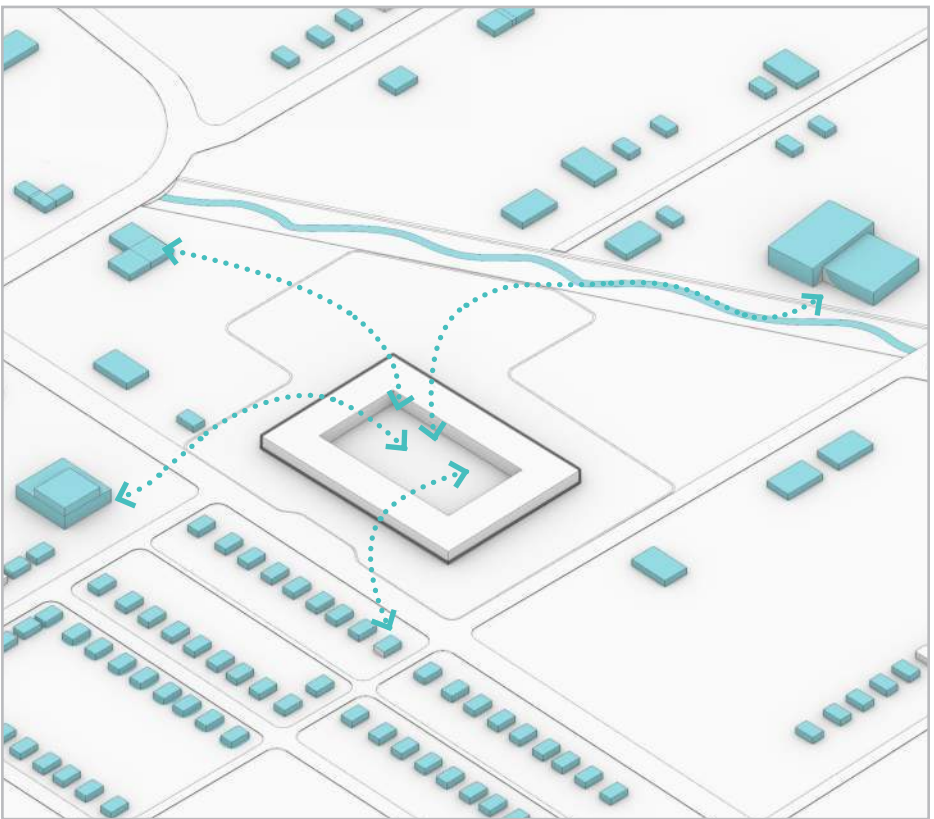
# Concept Diagram



Place

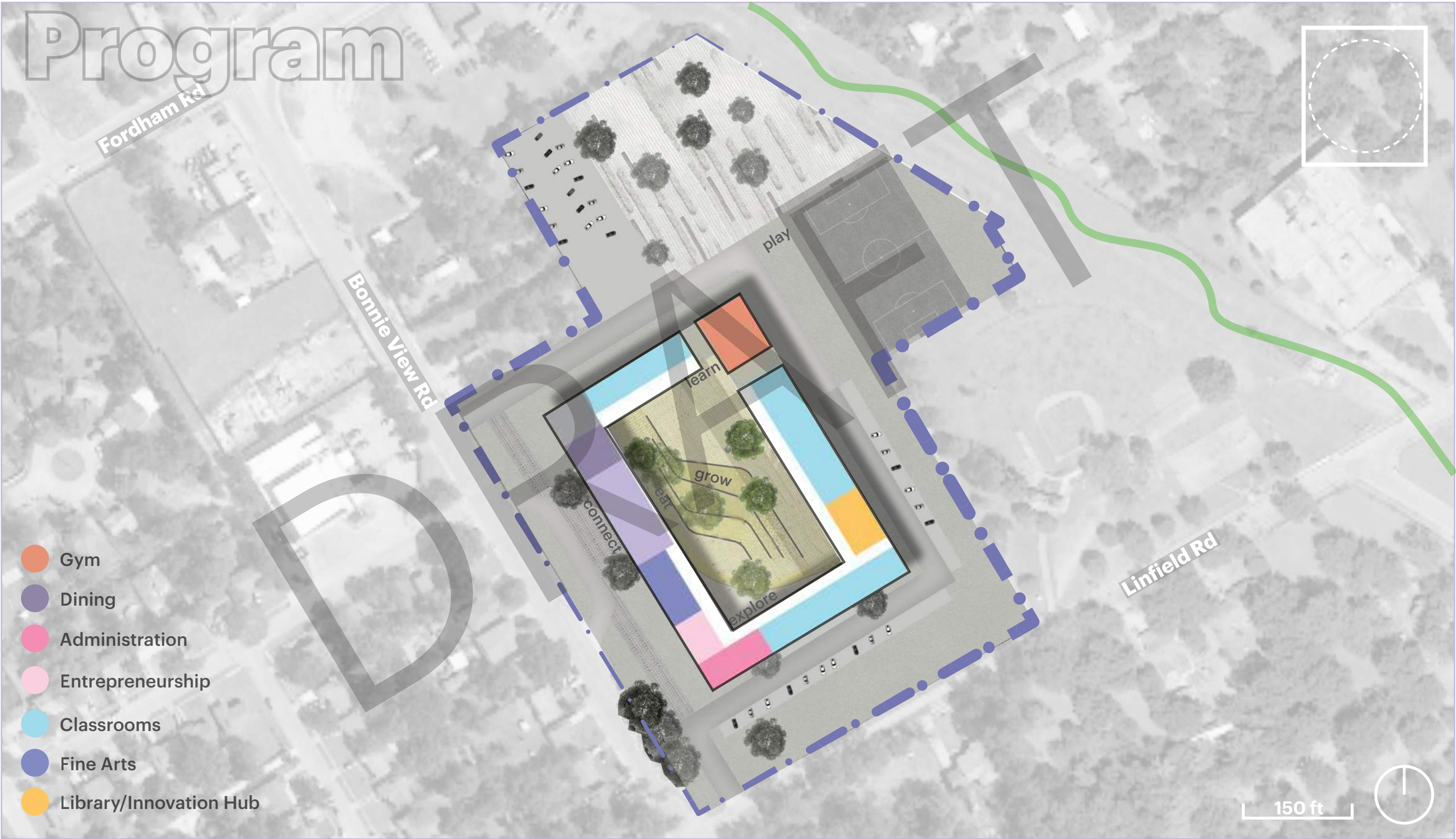


Carve

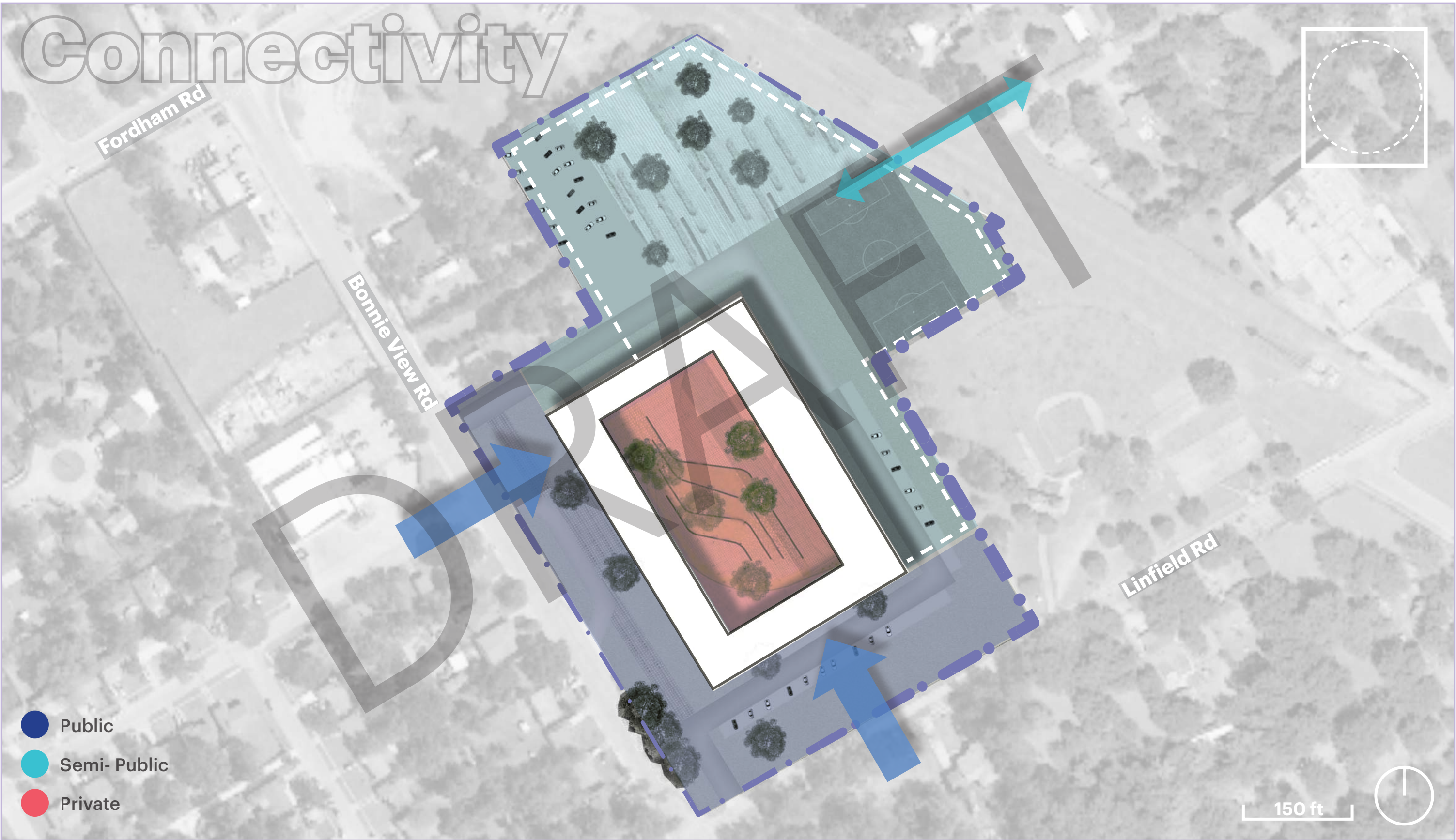


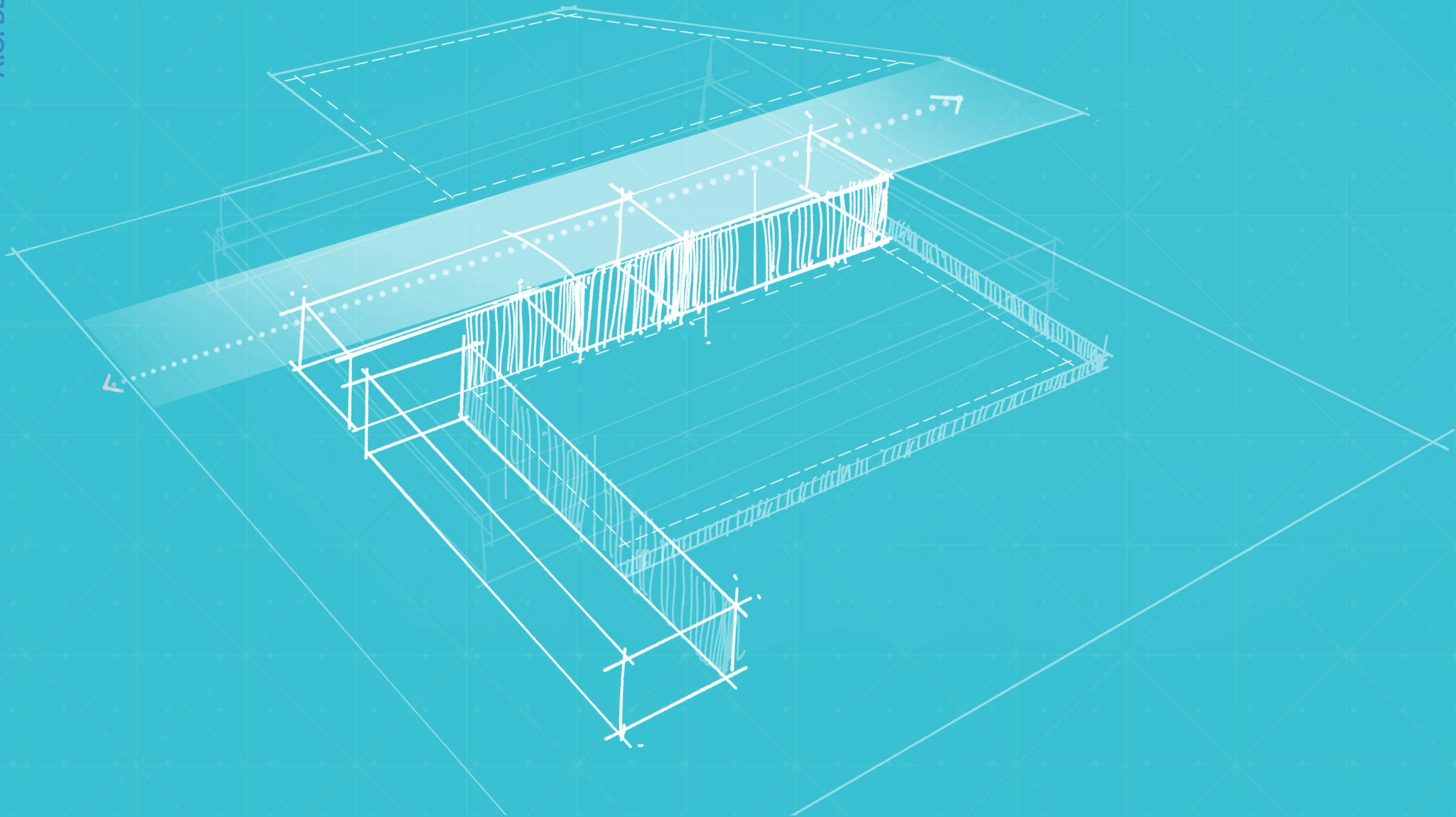
Connect





# Connectivity

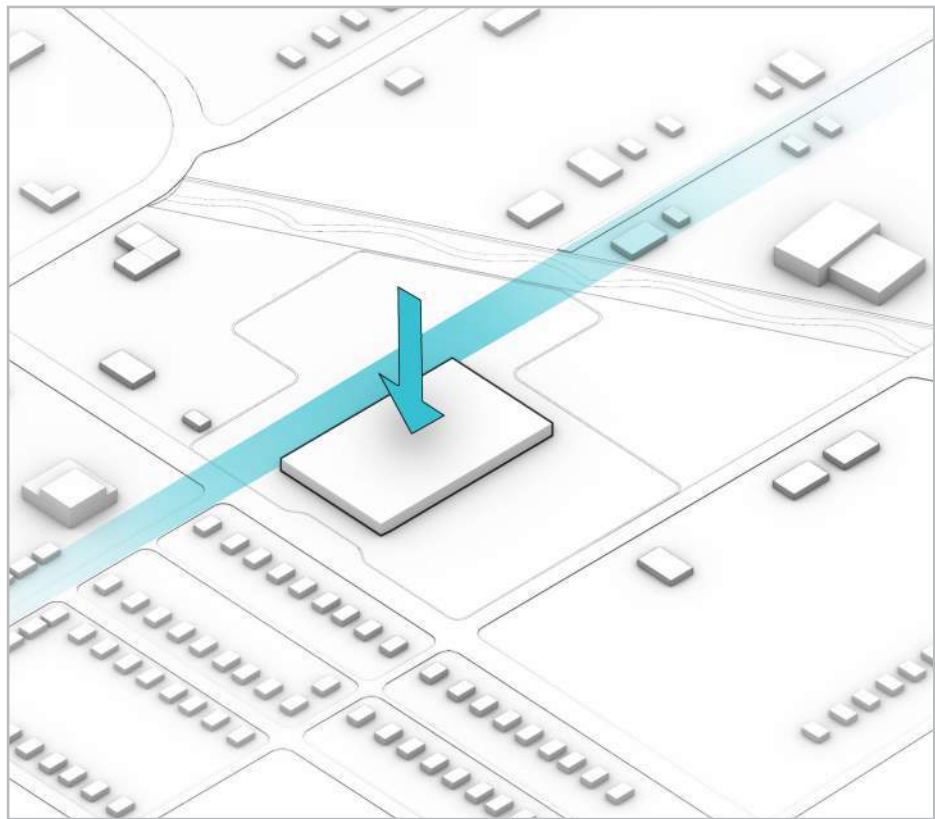




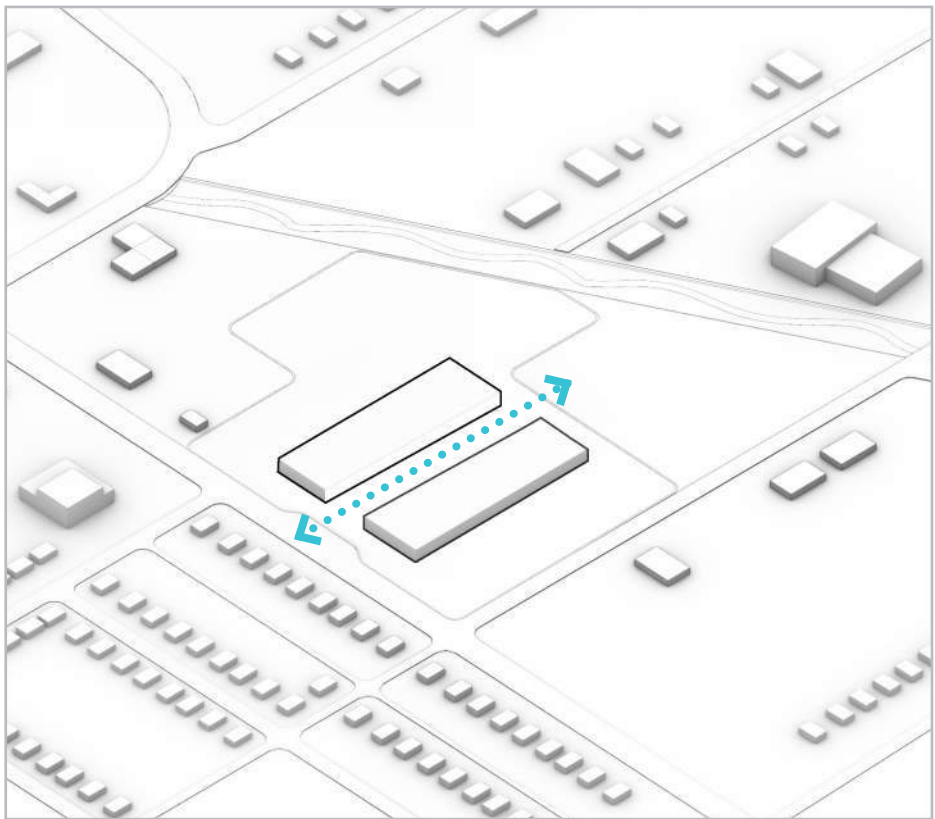
# 02. PROMENADE



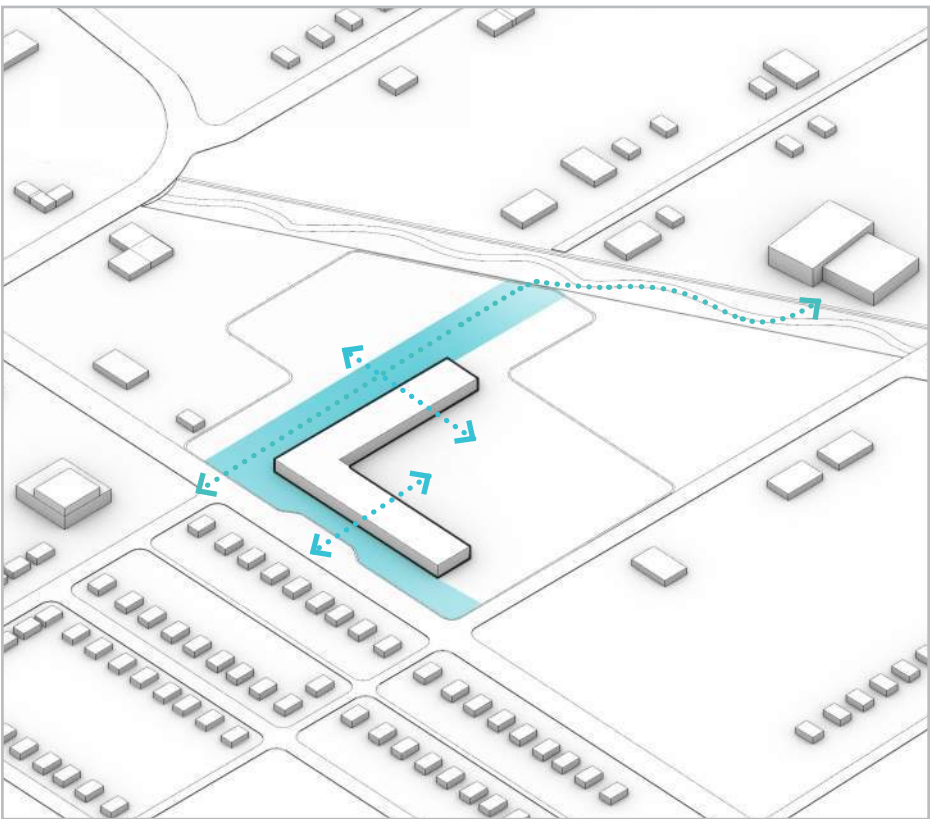
# Concept Diagram



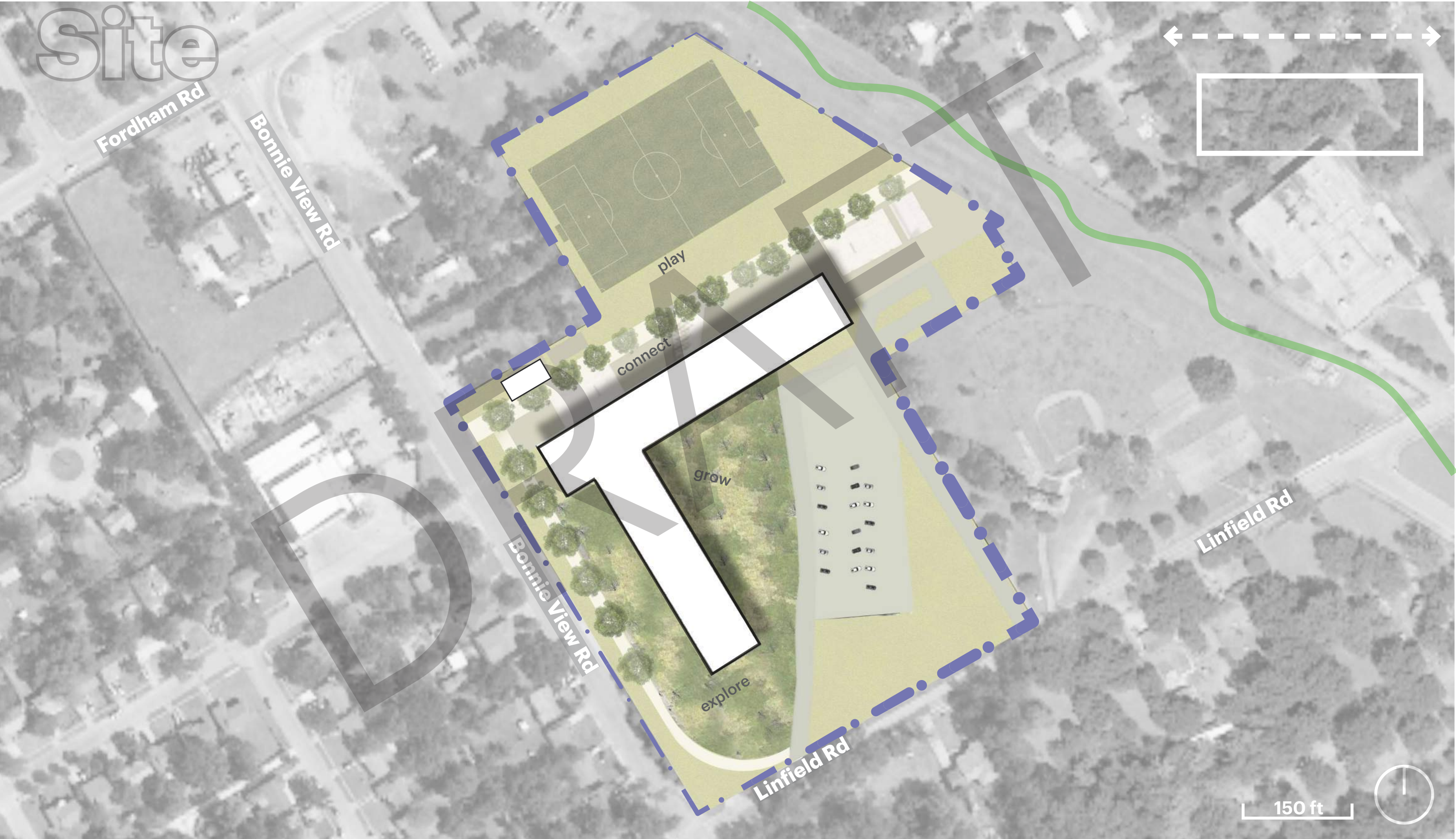
Place



Split



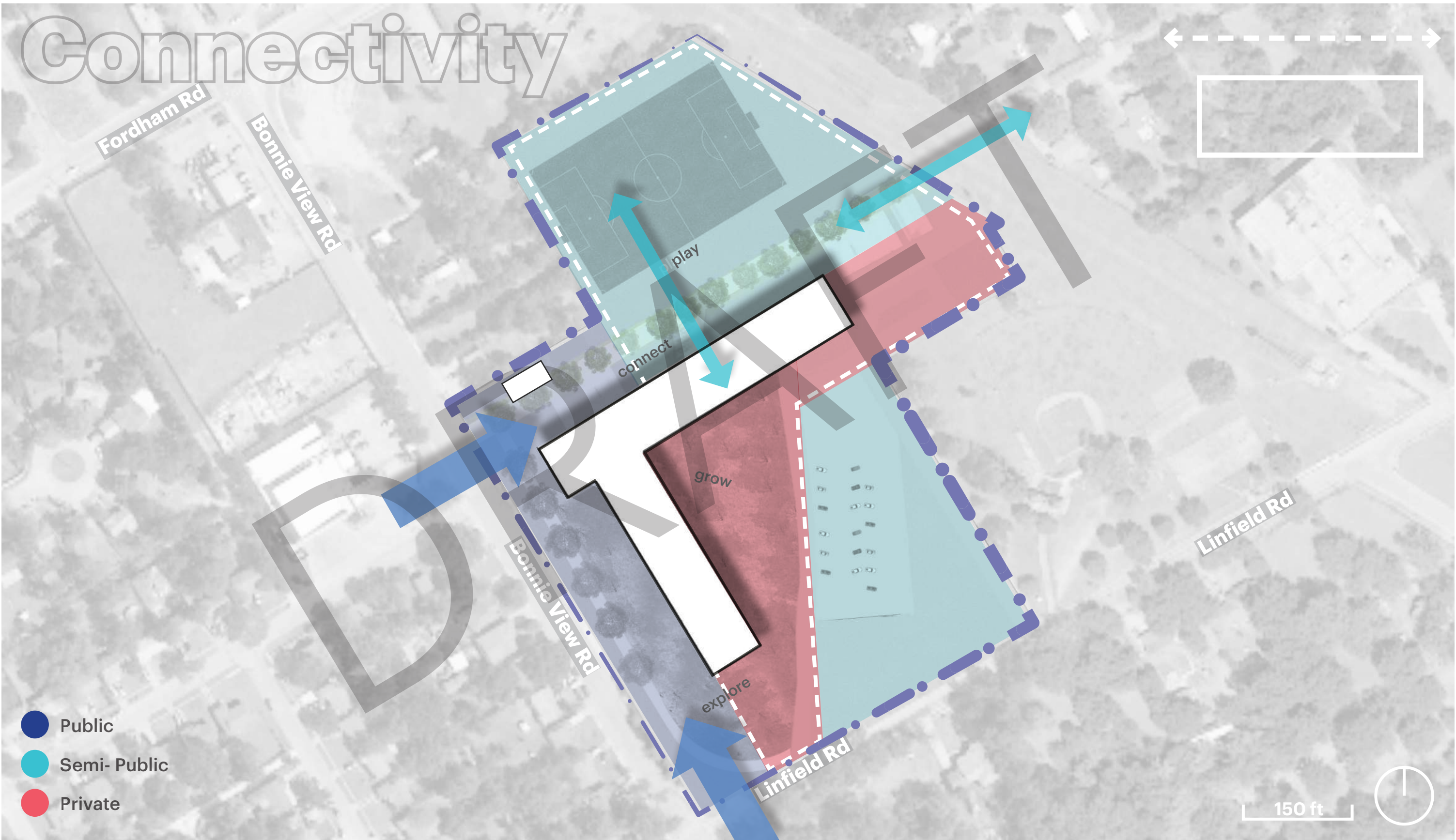
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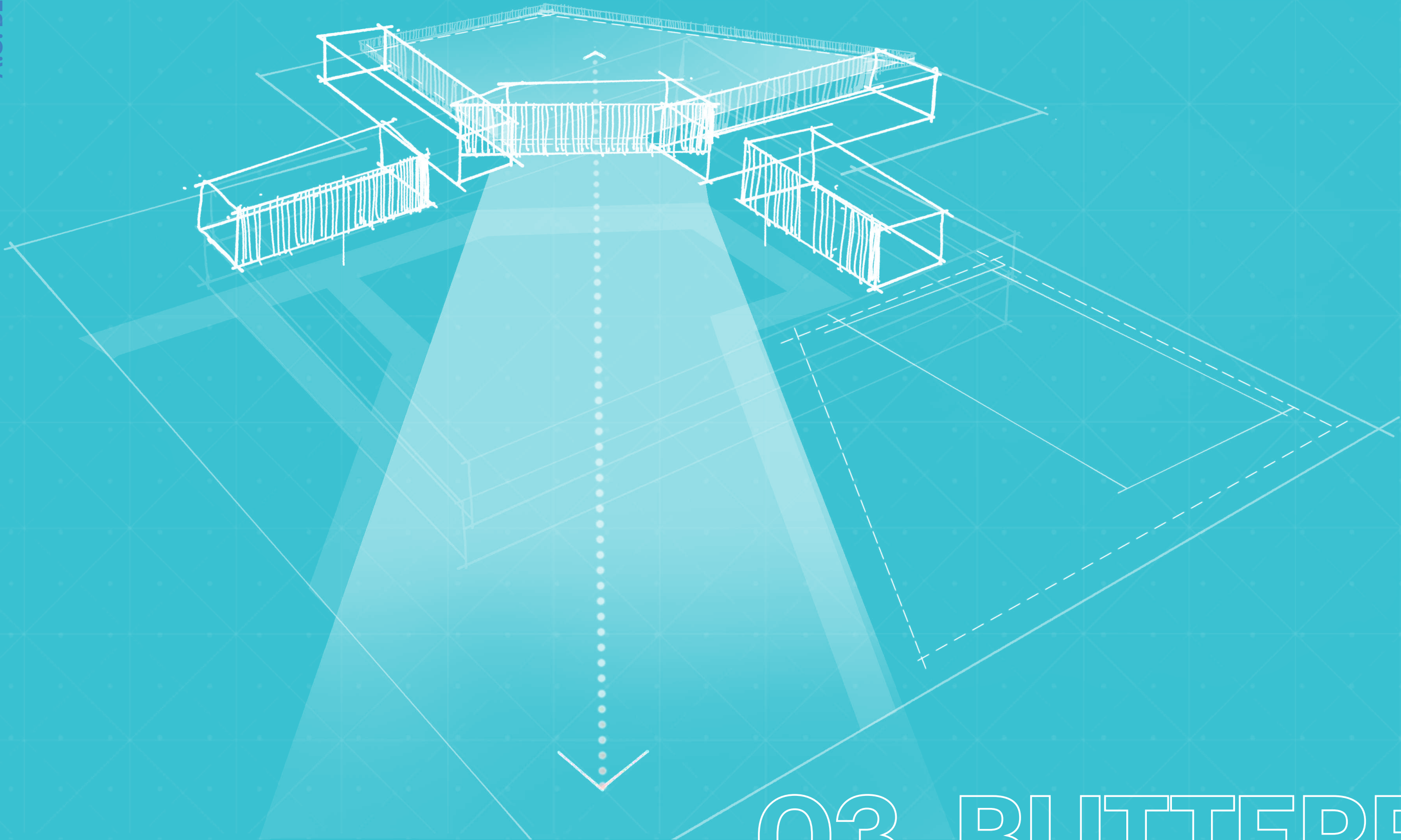


# Program



# Connectivity





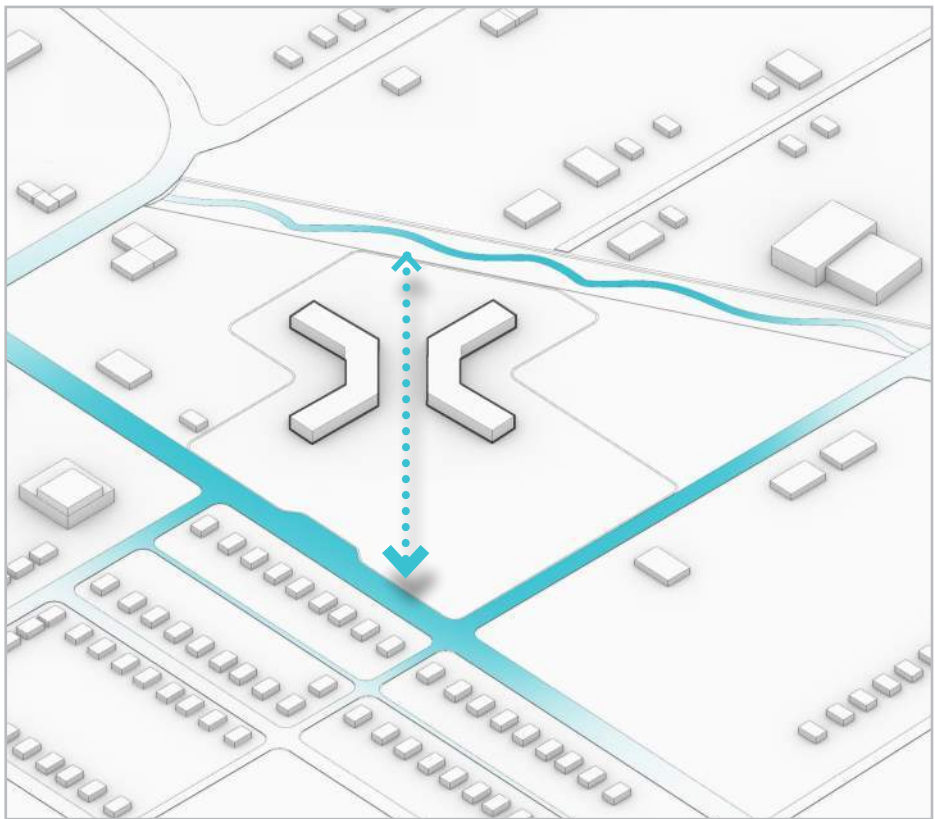
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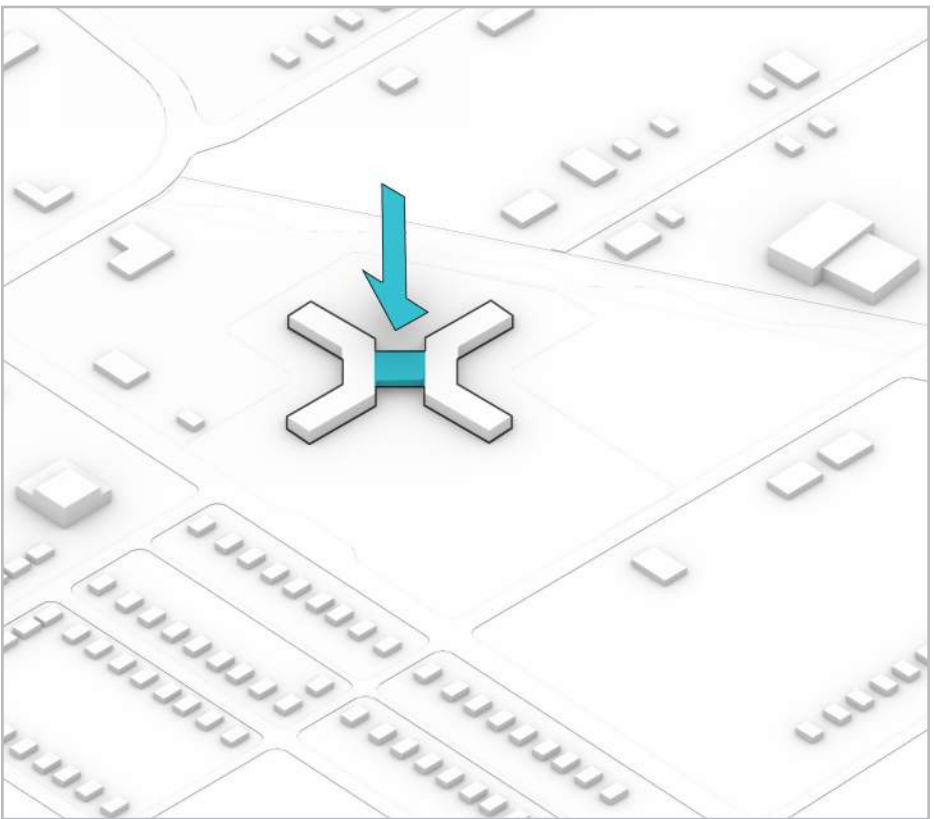
# Concept Diagram



Place



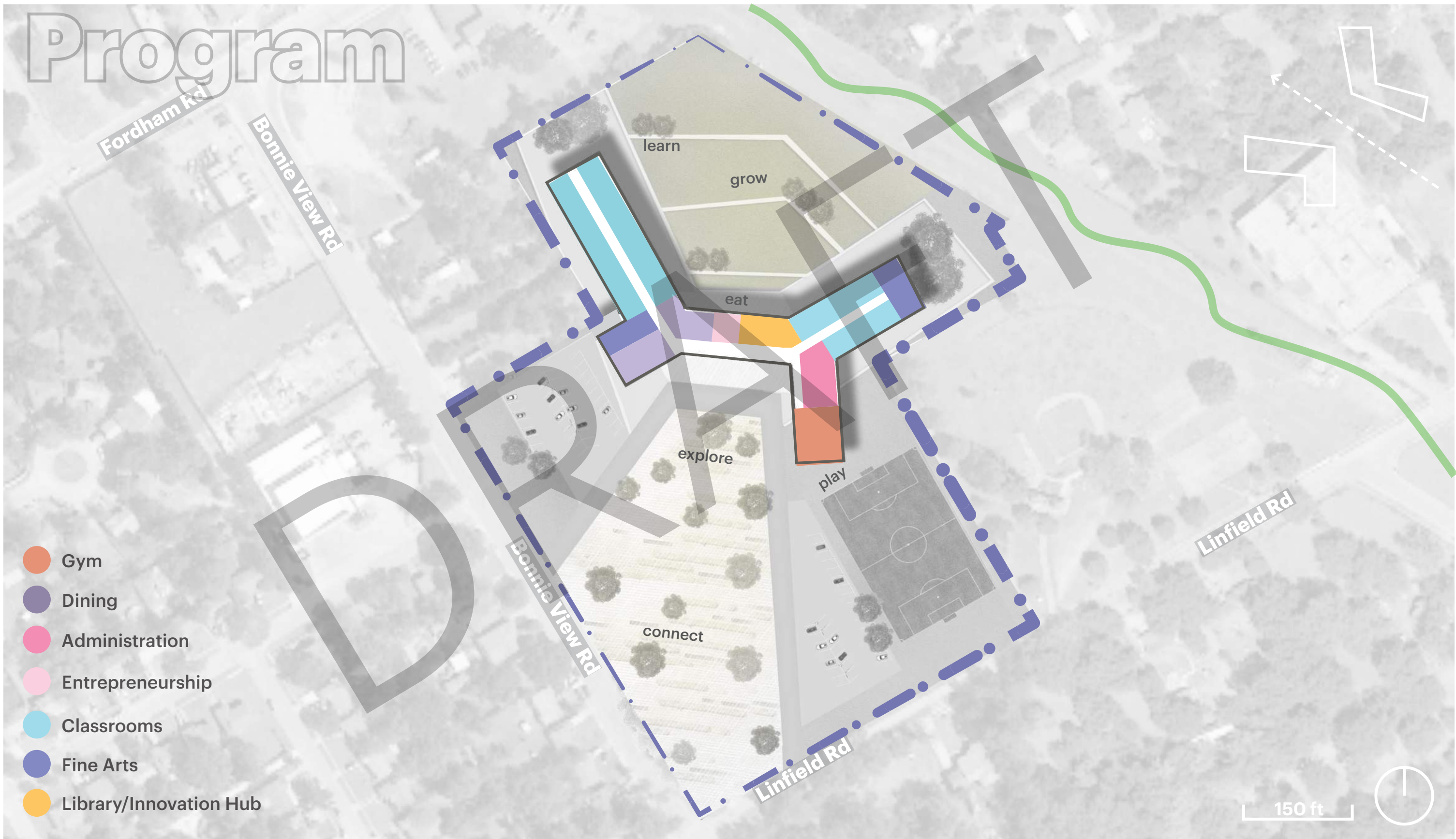
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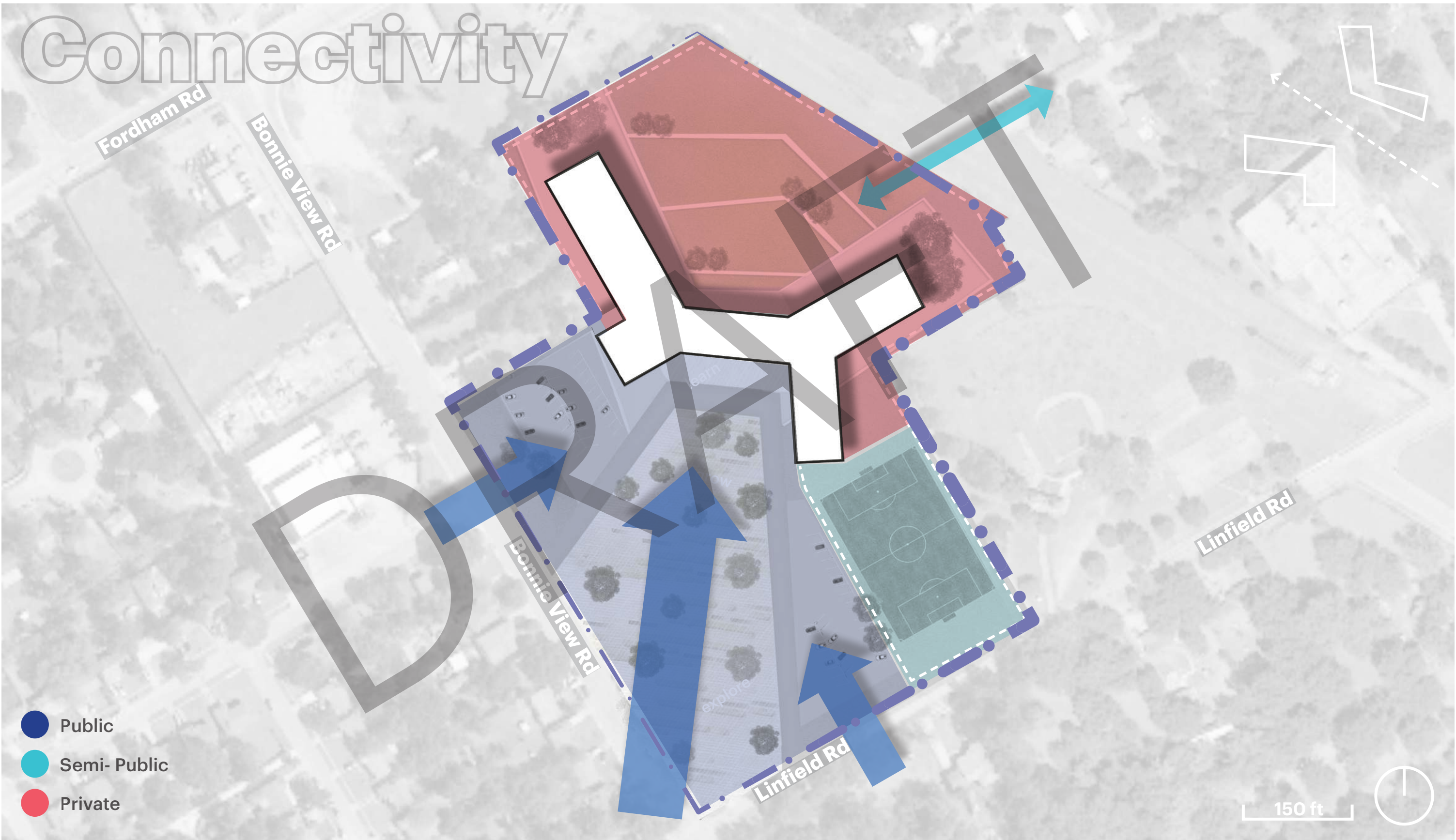
Bridge



# Program

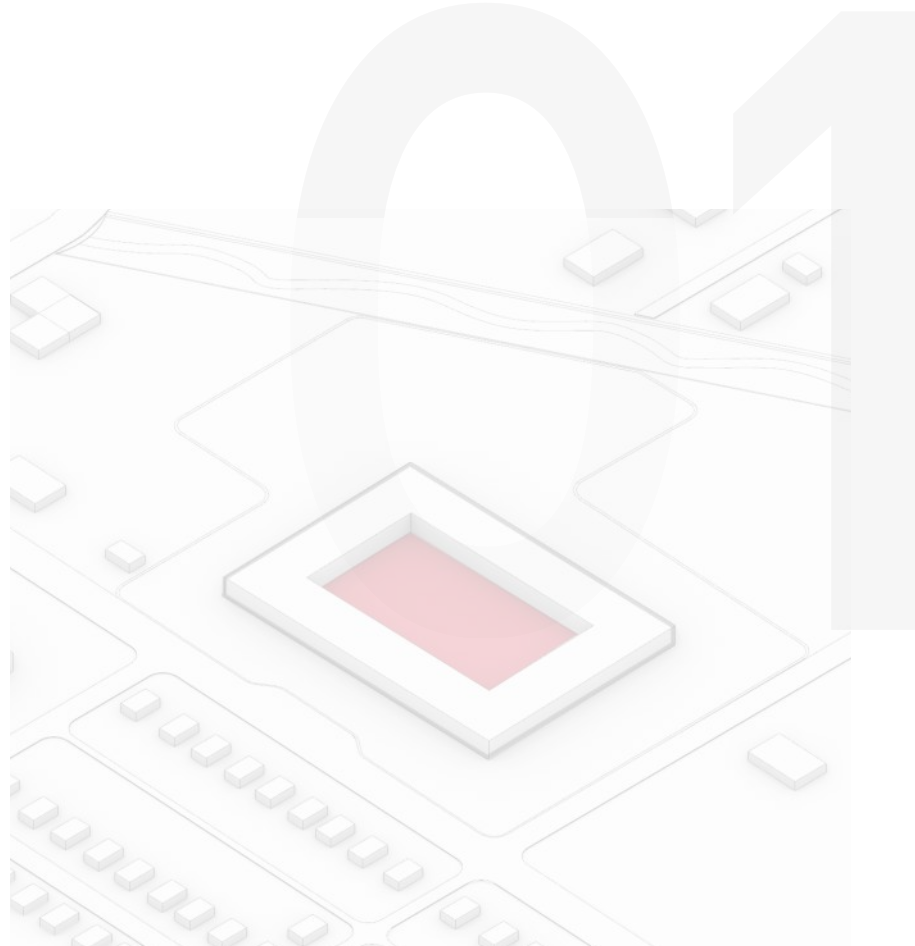


# Connectivity

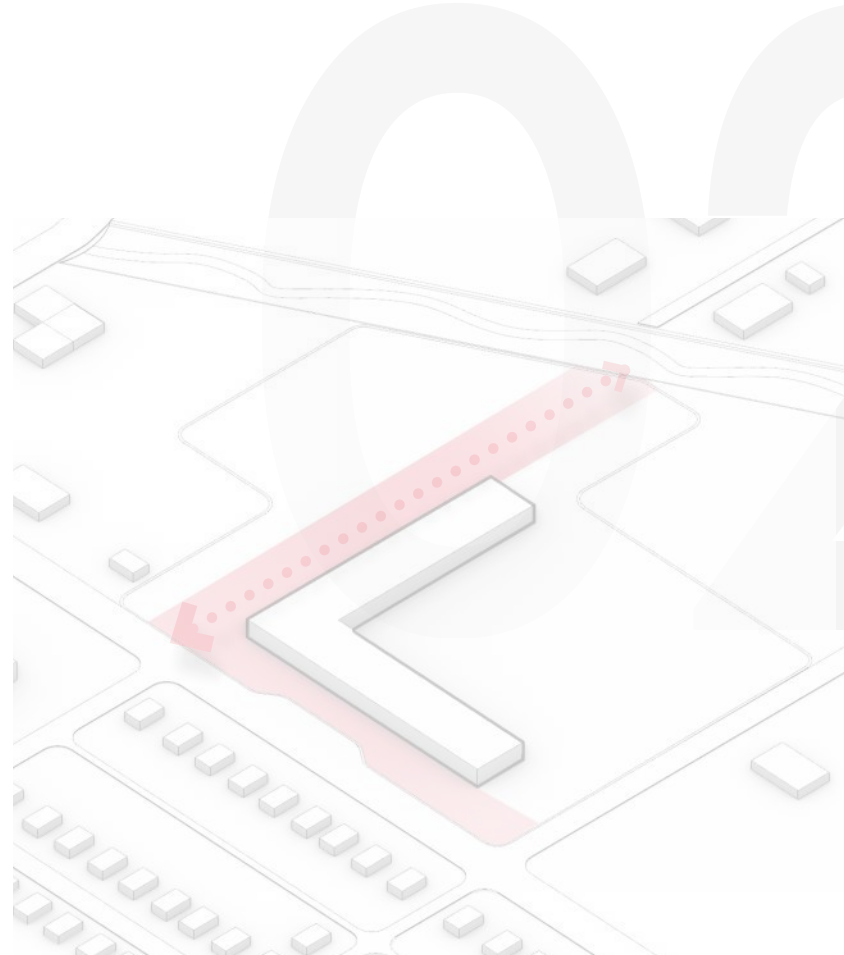




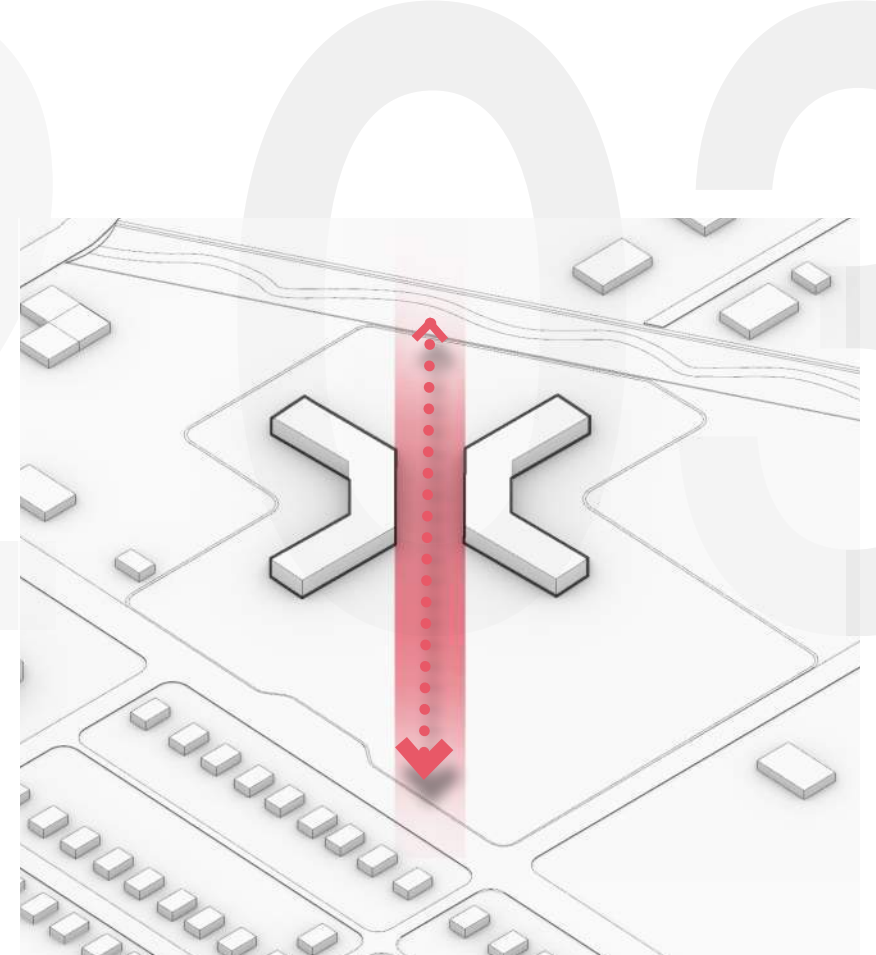
# 3 Schemes



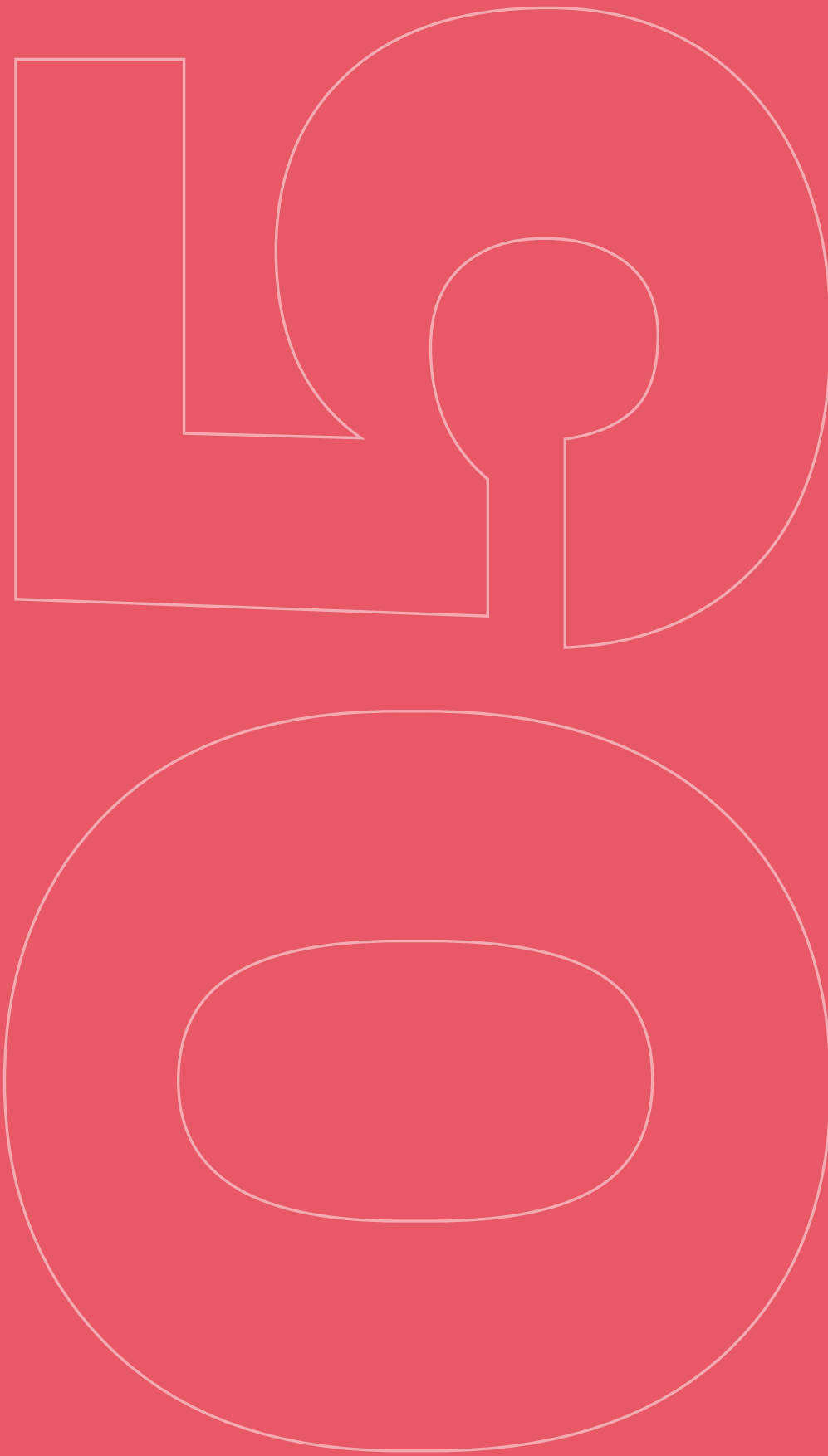
Oasis



Promenade



Butterfly



# PROJECT EXAMPLES



# EXAMPLE







# EXAMPLE





# EXAMPLE

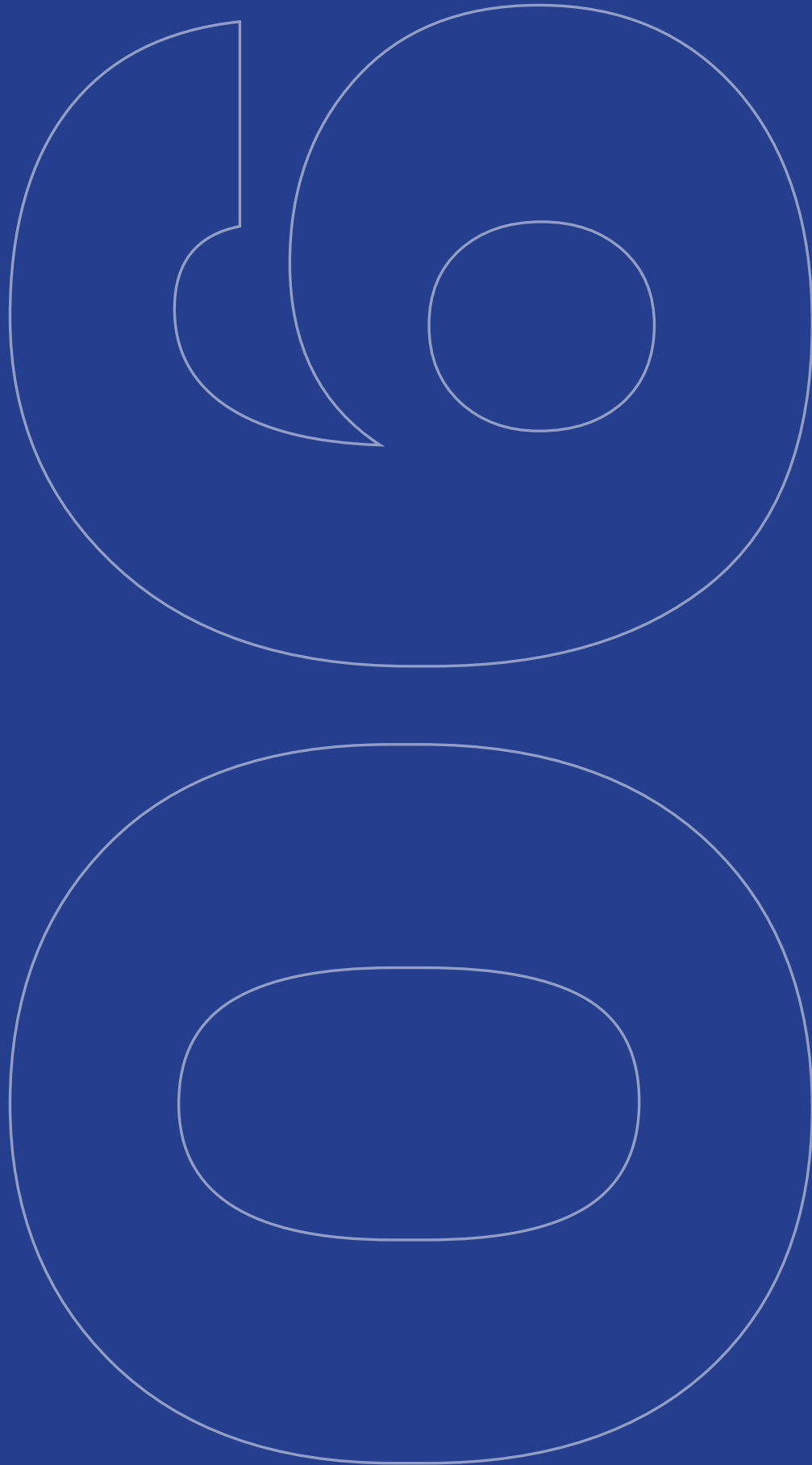






# EXAMPLE





WRAP UP

