

MIDDLE SCHOOL SKILLS DEVELOPMENT COMPUTER LAB

New Construction

I. PROGRAM PHILOSOPHY

The world as we know it is changing rapidly and students must be prepared with the skills to meet those changes. Technology can be used to improve the teaching and learning process as well as provide students with the skills needed for the changing world. The integration of computer technology into society requires that all individuals have a basic understanding of the function of computers and the impact that they are having on daily life. The computer education program must be designed to meet the needs of every student regardless of physical, social, or intellectual differences. Provisions for flexibility of groups are essential to provide for individual, small group, and large group instruction. Depending on need, computer education classes may be taught in the lab only part of each day. It is important to develop a full implementation plan for the lab, so the school may want to designate the lab as a multipurpose lab. The lab would serve not only computer education, but other curriculum areas as well. As the district focuses on how technology can have an impact on student achievement, the school may want to encourage the integration of computer education with other curriculum areas. For example, students learning computer applications could apply these skills in preparing a research project in science or social studies. Students in programming classes could develop programs to solve a need at the school. Full utilization of the lab for both computer education and other curriculum areas, as well as the teaming computer education and subject area teachers, could result in better use of the technology and support the objectives in the school improvement plan.

II. PROGRAM GOALS

- To provide opportunities for the development of informational reading, writing, mathematics, and problem solving skills using technology.
- To develop an understanding of individuals' changing roles and responsibilities as technology increasingly impacts society.
- To develop the ability to use computer applications for learning and productivity.
- To develop an awareness of vocations which use the computer.
- To develop an understanding of computer programming using an appropriate language.
- To provide students with an environment to work cooperatively in small or large groups in a variety of creative experiences.
- To provide professional development for teachers and administrators in using technology.

III. PROGRAM ACTIVITIES

Student Activities: The student will learn computer applications and programming skills. The lab can also be used to assist students in developing informational reading, writing, mathematics, and problem solving skills. The student will use technology to work individually and in groups on independent study and research projects that span across the disciplines.

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III. PROGRAM ACTIVITIES (continued)

Teacher Activities: The teacher will diagnose, instruct, facilitate, assist and extend student experiences. To provide for optimum learning, the facilities should be designed for activities including: lecture, large and small group instruction, computer workstation activities, student writing and planning, and independent study and research. Teachers will participate in professional development to improve their skills in using technology to improve the teaching and learning process. Teachers will use the lab as a research, communication, and production center to develop classroom projects.

IV. ORGANIZATIONAL NOMENCLATURE

Teacher - Student Ratio:	1:28
Student Capacity per Period:	28
Total Number of Teachers:	1
Total Number of Aides:	0 (If applicable)
Grade Levels or Age Levels for Which Program is intended:	6, 7 and 8
Hours per Day Space Will Be Used:	6.5

V. INNOVATIONS, EXPERIMENTAL IDEAS, OTHER PLANNED USES

NA

VI. SQUARE FOOTAGE CHANGES EXPLANATION THAT VARIES FROM APPROVED FACILITIES LIST

Storage will be used for teacher planning and storage.

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VIII. PROGRAM FURNITURE AND EQUIPMENT REQUEST FORM

*Shown on drawings

purchased and installed by contractor

<u>Space or Area</u>	<u>Number of Items</u>	<u>Description of Furniture/Equipment Needed</u>
LAB	*17	Computer Lab Workstations 5 ft. x 4 ft. (Similar to Paragon Computer Lab Workstation, See attached drawing)
	*2	6 ft. x 30 inch Tables
	12	Stackable Chairs at Tables
	28	Stackable Chairs at Workstations
	1	Overhead Projector
	1	LCD Panel
	*28	Computers for Students
	*1	Computer for Teacher
	1	Server, may be needed
	1	Laser Printer
	1	Scanner
	1	Television: Color and Stand
	1	Digital Still Camera
	1	Digital Video Camera
	1	Scanner

TEACHER PLANNING/MATERIALS STORAGE

TEACHER OFFICE	*1	File Cabinet, Four-Drawer, Lockable
	*1	Teacher Desk with One Lockable Drawer
	1	Teacher Chair
	1	Table: Round or Rectangular
	2	Chairs for Table
	1	Computer
	1	Printer

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IX. SPECIAL CONSIDERATIONS

- Windows

Observation windows on all the inside walls facing the media/information center should provide easy visibility for monitoring the activities in the lab. Observation windows should be 42"-44" above the finished floor.

- Electrical

There should be a main switch to shut down power to all computers. Eight outlets at teacher station. One quad outlet per two computers. Surge and spike protection for total lab. Dedicated line for file server at teacher station.

- Built-in Cabinetry

- A. Built-in cabinets/shelving

One tall storage cabinet 4 ft. wide x 7 ft. high x 24 inches lockable with 2 adjustable shelves for each compartment with doors.

Shelving: One in classroom and one in the teacher planning 84 inches high x 36 inches long x 18 inches deep with adjustable shelves.

- B. Built-in Instructional Aids

One A. V. Screen, 60 inches x 80 inches NTSC Format, ceiling mounted

Two 8 ft. x 4 ft. Marker Boards

Two 4 ft. x 4 ft. Bulletin Boards

Frieze area above Marker Board.

Eight lineal feet minimum of demountable map rail.