

# ST. CLAIRSVILLE RICHLAND CITY SCHOOL DISTRICT



Educational Visioning Team Meeting No. 4



## **Agenda**

- Shifts / Guiding Values recap
- Stop Signs Activity
- SHPace Game



## Educational Visioning Team

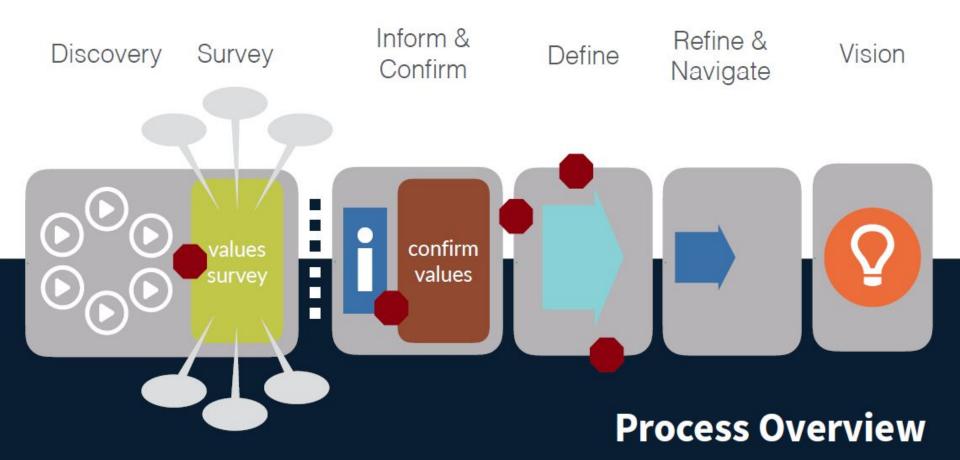
Meeting Dates + Milestones

September 5
Education Visioning
Session #1

September 26 Education Visioning Session #3 @ HH K-12 October 23
Vision set for your consideration

September 11
Education Visioning
Session #2

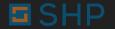
October 3
Education Visioning
Session #4



Educational Visioning www.shp.com







#### **Magnitude of Shifts**



Instruction focused on: [Individuals' unique needs] vs. [Broad group standards]

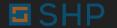
**2.2** SHIFT

Educational Delivery organized around: [Students + learning] vs. [Teachers + Instruction]

1.8 SHIFT Instruction focused on: [Digital and Web Based Resources] vs. [Teachers and Texts]

1.6 SHIFT Instruction focused on: [Properly applying facts + skills] vs. [Memorizing Facts + Skills]

1.2 SHIFT Facilities + Subject Matter organized by: [Interdisciplinary Group] vs. [Department]



### "A future focused learning environment should....."

- V.1 "embrace authentic student-centered experiences."
- V.2 "create collaboration with the working world and community professionals."
- V.3r1 "include flexible learning spaces that enhance learning and foster collaboration / team building. These spaces should be adaptable and accommodate diverse learners."

#### WHAT DOES THIS LOOK LIKE IN A NEW SCHOOL?



- V.1 "embrace authentic student-centered experiences."
- Comfortable spaces (think Starbucks with a fireplace)
- Activities that involve real world problems with solutions that have impact outside the classroom
- Involving social / group projects across varying interest
- Project based learning experiences

#### **ANY OTHER UPDATES?**



- V.2 "create collaboration with the working world and community professionals."
- Periods of the student day focused on community based course work
- Larger spaces that allow for community uses / presentations
- Look for more opportunities for community to be in school buildings
- Students out observing careers/vocations

#### **ANY UPDATES?**



- V.3r1 "include flexible learning spaces that enhance learning and foster collaboration / team building. These spaces should be adaptable and accommodate diverse learners."
- Limit background noise
- No permanent parameters
- Adaptable technology
- Varying fixtures to accommodate different students and activities

#### **ANY UPDATES?**



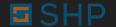


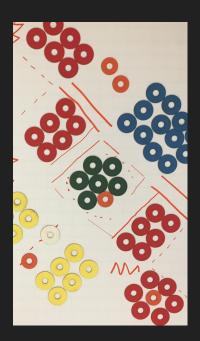
- Identify potential obstacles that may stand in the way of Shifts & Values
- Step #1 Individual Exercise
  - List 6-8 Potential Stop Signs
- Step #2 Table Exercise
  - Identify most impactful stop signs and report out to the group





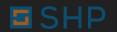
- From the website survey:
  - "Change cost money"
  - "Current classroom configurations"
  - "Teacher Inertia"
  - "Community Inertia"





# **Space Game Rules**

- Discs must be contiguous (must touch!)
- Outline your spaces (walls)
  - Dashed lines are glass walls
  - Zig zags line are moving walls
  - Label your space plan.
  - Label your grade level(s)
- 1 Grade level = 125 students
  - o don't worry about:
    - restrooms, admin area, gyms, etc.
  - PRACTICE <u>building your current school!</u>



# **Space Game** Legend



**Learning**, listen & share, classroom or instruction



Information, library or media center



Doing, technology ed, visual arts or home ec.



Community, cafeteria, dining or assembly



Leader, facilitator, coach or teacher



Circulation, hallway or corridor

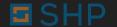
## **Space Game** Units



= program space for 5 learners

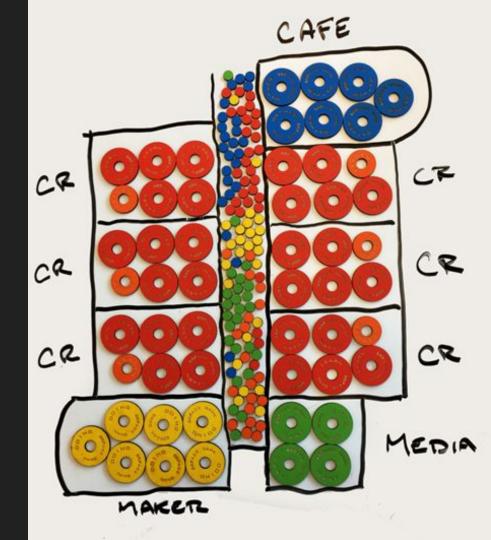


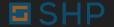
= space for 1 leader

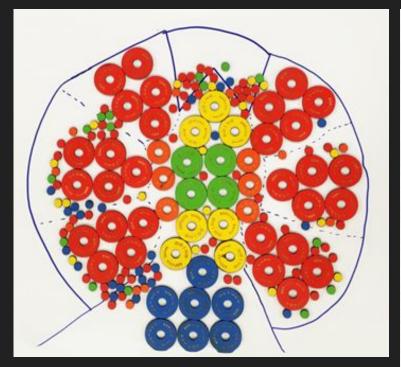


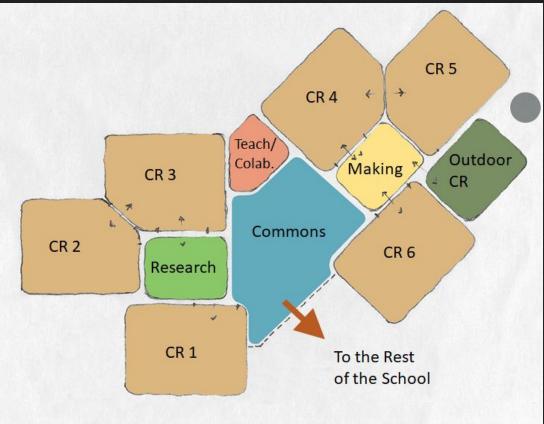
## Space Game Example

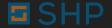
"Cells and Bells"

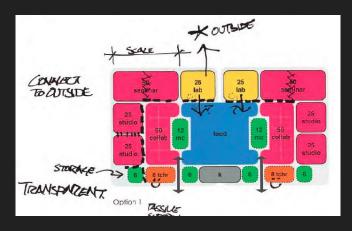








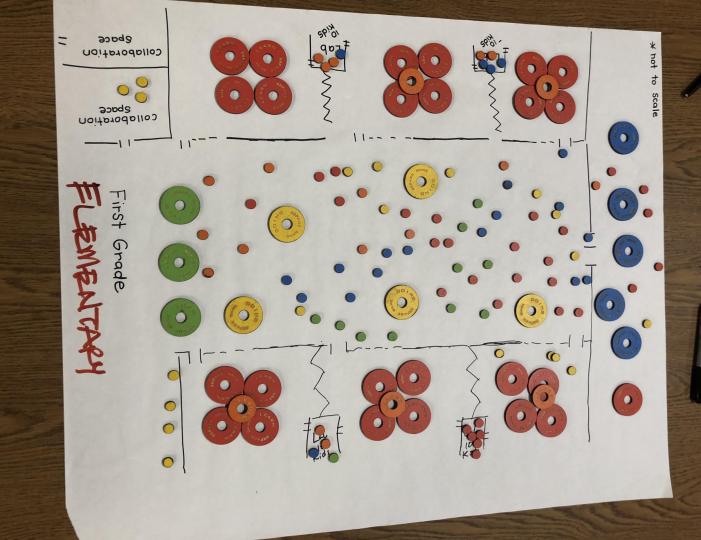




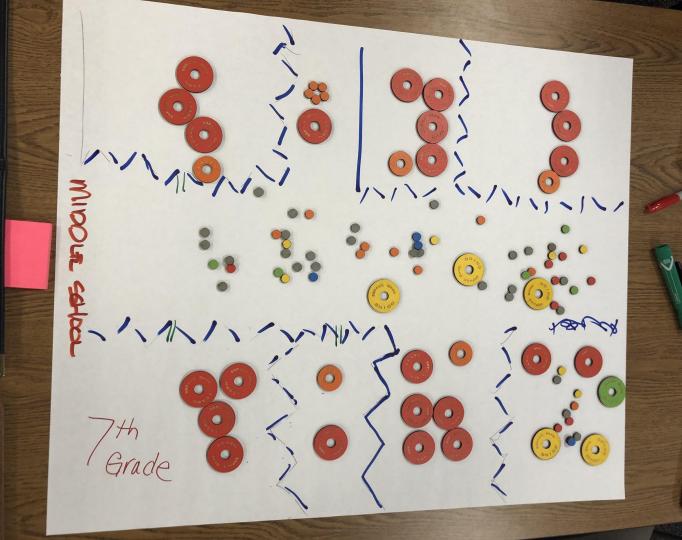






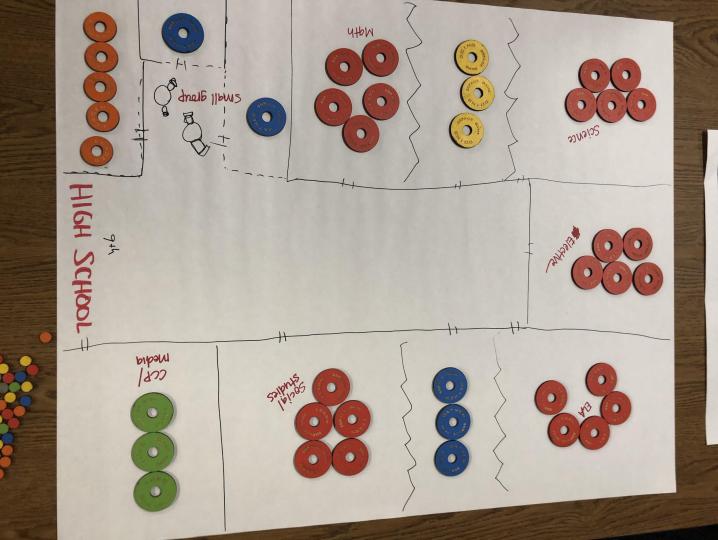






Group Activity No. 7





## Next Steps.....









## LEARNING FROM **OUR COMMUNITY**

FOR THE FUTURE OF ST. C SCHOOLS



EngageStCSchools.com/EV

## **THANK YOU!**







