A REVISED LESSON PLAN FOR STUDENT SUCCESS

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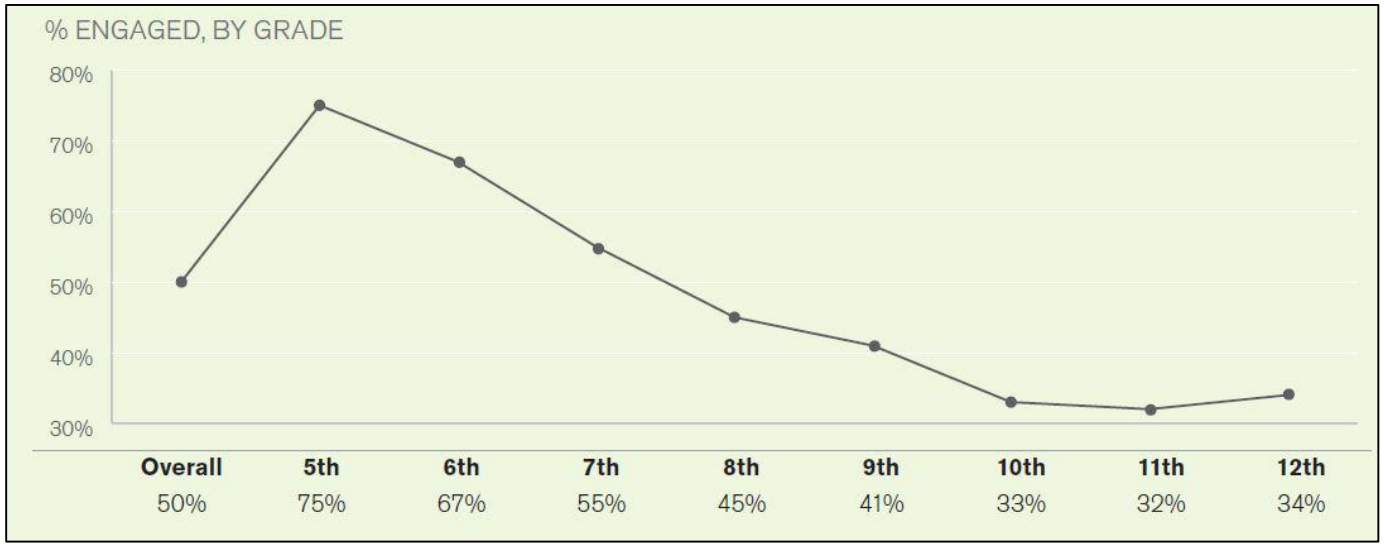
Steelcase EDUCATION | PERKINS+WILL

Grades + College = Success


Reading
Writing
'Rithmetic?

Percentage of students in grades 5-12 that are disengaged

GALLUP 2015 US STUDENT POLL

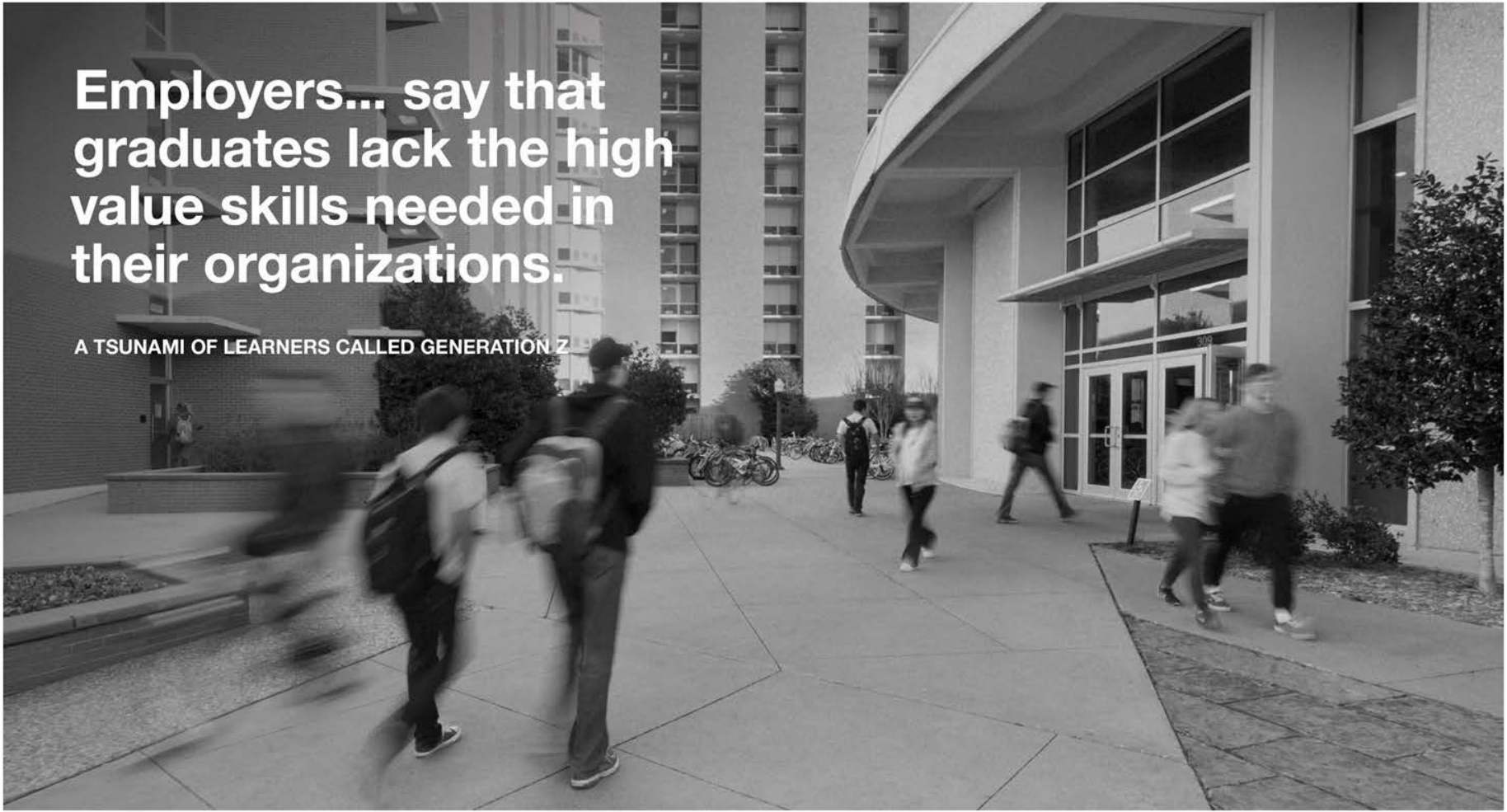



Students are not uniform raw materials; they are human beings with diverse backgrounds, skills, hopes and dreams.

36%

Of professionals feel that colleges and universities are preparing students for the outside world

ASSOCIATION OF AMERICAN COLLEGES & UNIVERSITIES


Employers... say that graduates lack the high value skills needed in their organizations.
A TSUNAMI OF LEARNERS CALLED GENERATION Z

1 in 3

Teens feel overwhelmed, depressed or sad as a result of stress

AMERICAN PSYCHOLOGICAL ASSOCIATION SURVEY

STUDENT SUCCESS

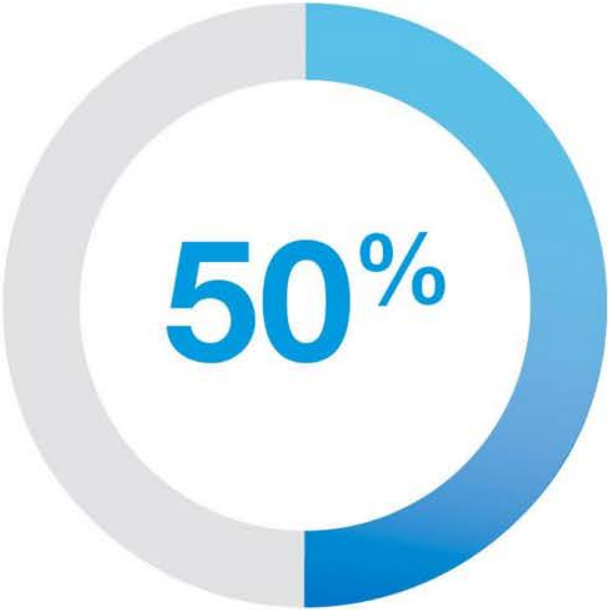
Predictors

Wellbeing Dimensions

Emotional

Behavioral

Social



Mindset and engagement account for more than 50% of a student's likelihood to graduate.

MCKINSEY & COMPANY AND TEXAS A&M UNIVERSITY

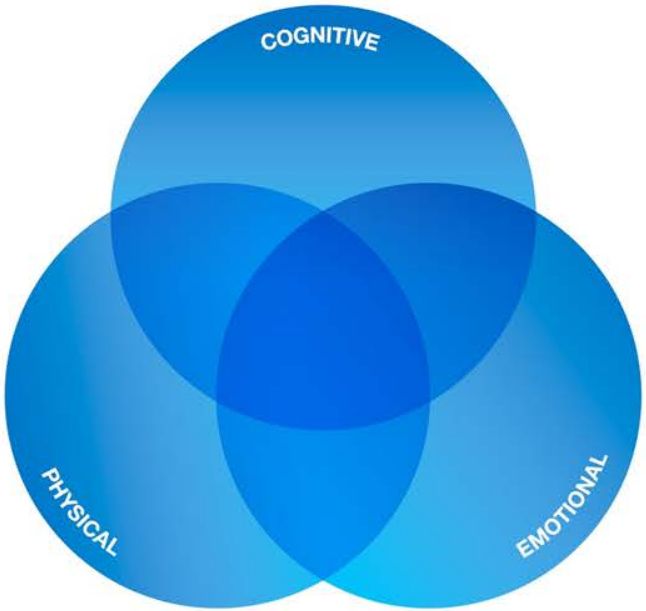
Tensions

Standardization	Personalization
Knowledge	Skills
Cognitive	Whole learner
Classroom	Everywhere

Steelcase + Student Success

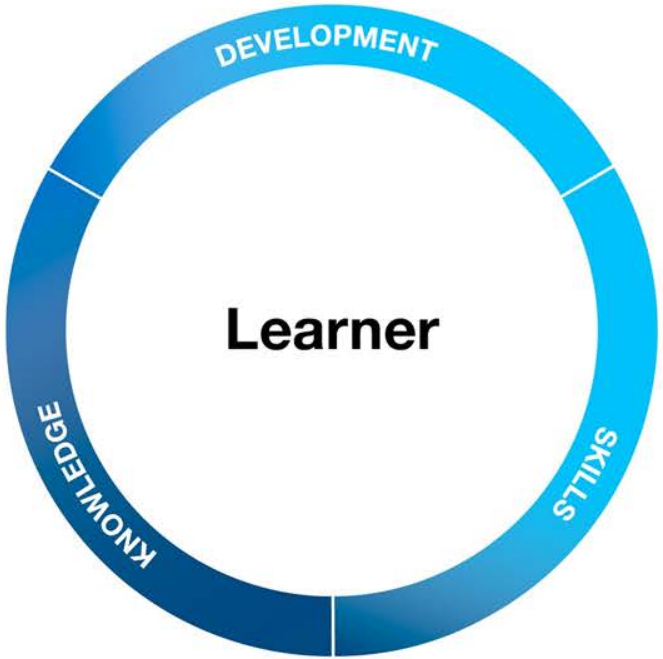
STEELCASE STUDENT SUCCESS

Learner Wellbeing



STEELCASE STUDENT SUCCESS

Domains



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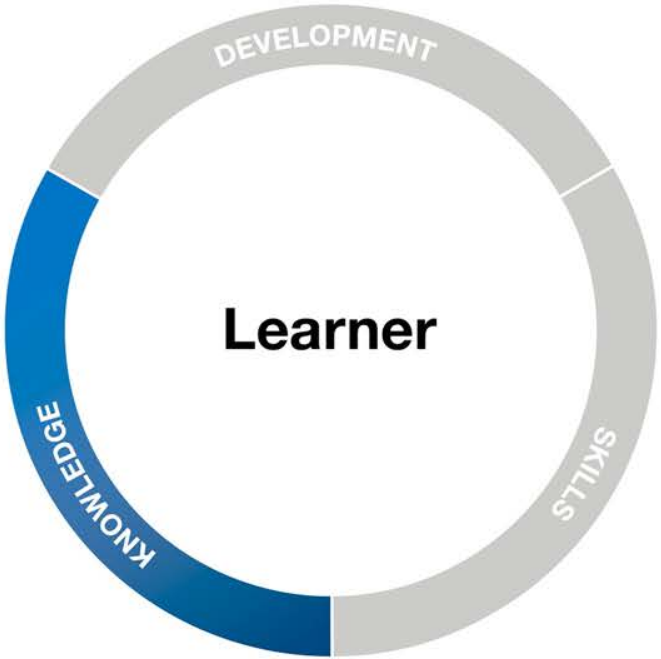


STEELCASE STUDENT SUCCESS

Domains

Learner Knowledge

Student-owned + lifelong

Conceptual understanding

Engaged learning

KNOWLEDGE THOUGHT STARTERS

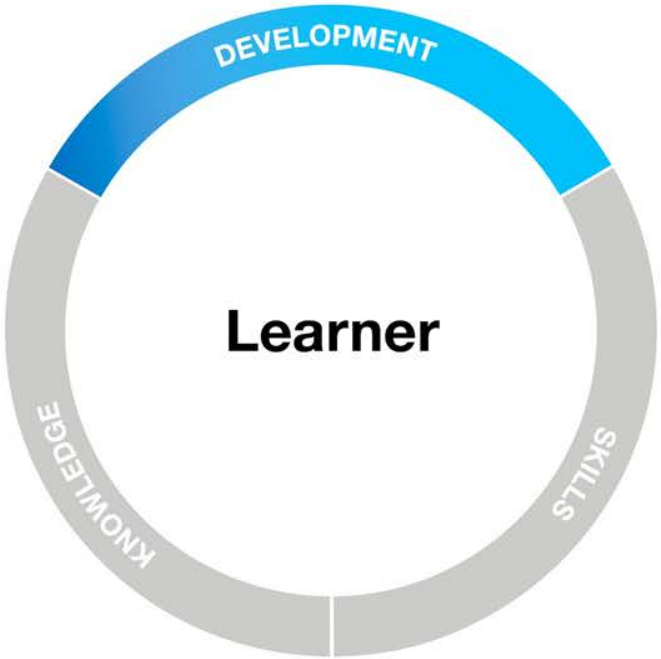
Zone-oriented Active Learning Classroom

KNOWLEDGE THOUGHT STARTERS

Tiered Verb Classroom

STEELCASE STUDENT SUCCESS

Domains



STEELCASE STUDENT SUCCESS

Domains

Learner Development

Growth of a student's character, psychological and emotional wellbeing

Personal wellbeing

DEVELOPMENT THOUGHT STARTERS

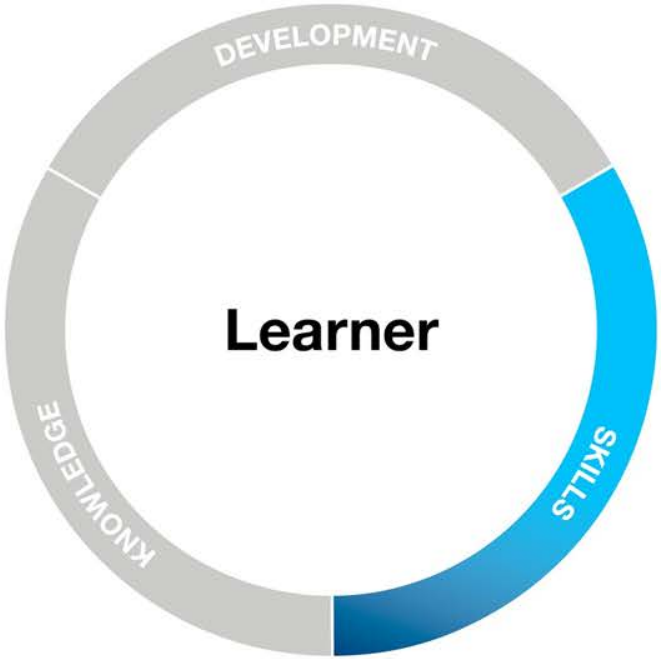
Social Commons

DEVELOPMENT THOUGHT STARTERS

Mentoring Space

STEELCASE STUDENT SUCCESS

Domains



STEELCASE STUDENT SUCCESS

Domains

Learner Skills

Acquired through deliberate effort to adaptively carry out complex activities

3Rs + 4Cs

New skill requirements always evolving

SKILLS THOUGHT STARTERS

Collaborative Spaces

SKILLS THOUGHT STARTERS

Maker Space Classroom

STUDENT SUCCESS

Summary

Bolstering student success is a multi-faceted undertaking

Space can help

Incorporate design principles that support students' knowledge, skills and personal development needs

QUESTION #1

Which leading technology company is this?

IBM

QUESTION #2

Most millennials indicate this as most important in their lives.

RELATIONSHIPS

QUESTION #3

What triggers the attention of the bull in a bullfight?

The movement of the cape. (Bulls are color blind)

ASSUMPTIONS ARE THE BARRIERS TO INNOVATION.

Thomas Edison had a very simple way of conducting job interviews. He'd invite prospective employees to join him for soup in the company cafeteria. If they salted their soup before tasting it, the interview was over.

CONTEXT.

noun: **context**; plural noun: **contexts**

the circumstances that form the setting for an event, and the terms by which it can be fully understood and assessed.

SHIFT IN CONTEXT.

The first video was uploaded to YouTube in 2005.

The term “Drone” meant a military weapon system.

6.5 billion humans on earth, 1.1 billion are online.

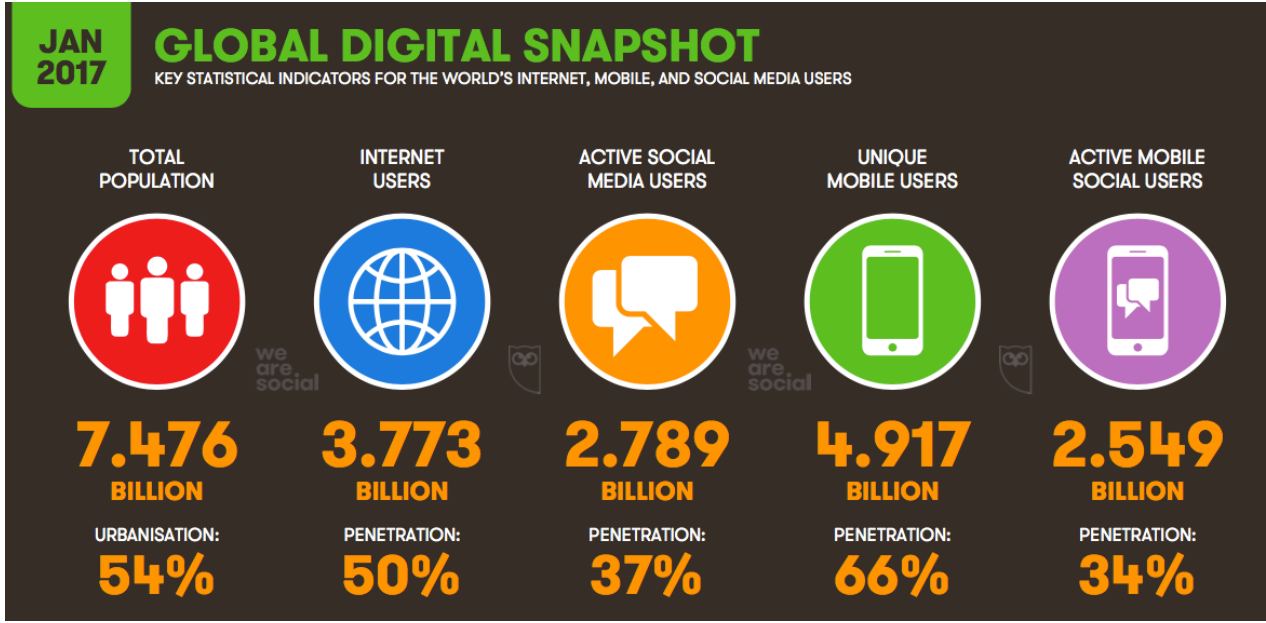
SHIFT IN CONTEXT.

Today

1.3 billion YouTube users

Drones are common children toys and cost $400-1000

7.4 billion humans on earth, 3.7 billion are online



SHIFT IN CONTEXT.

- **3 million iPods sold in 3 years. (2001-2004)**
- **3 million iPhones sold in 9 months. (2007-2008)**
- **3 million iPads sold in 3 months. (2010)**
- **3 million Apple Watches sold in 7 weeks. (2015-2017)**

CONTEXT

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CONTEXT

KnowledgeWorks Forecast 4.0

The Future of Learning:
Redefining Readiness from the Inside Out

Katherine Prince • Andrea Saveri • Jason Swanson

KnowledgeWorks.

www.knowledgeworks.org

A HISTORICAL VIEW: FOUR INDUSTRIAL REVOLUTIONS

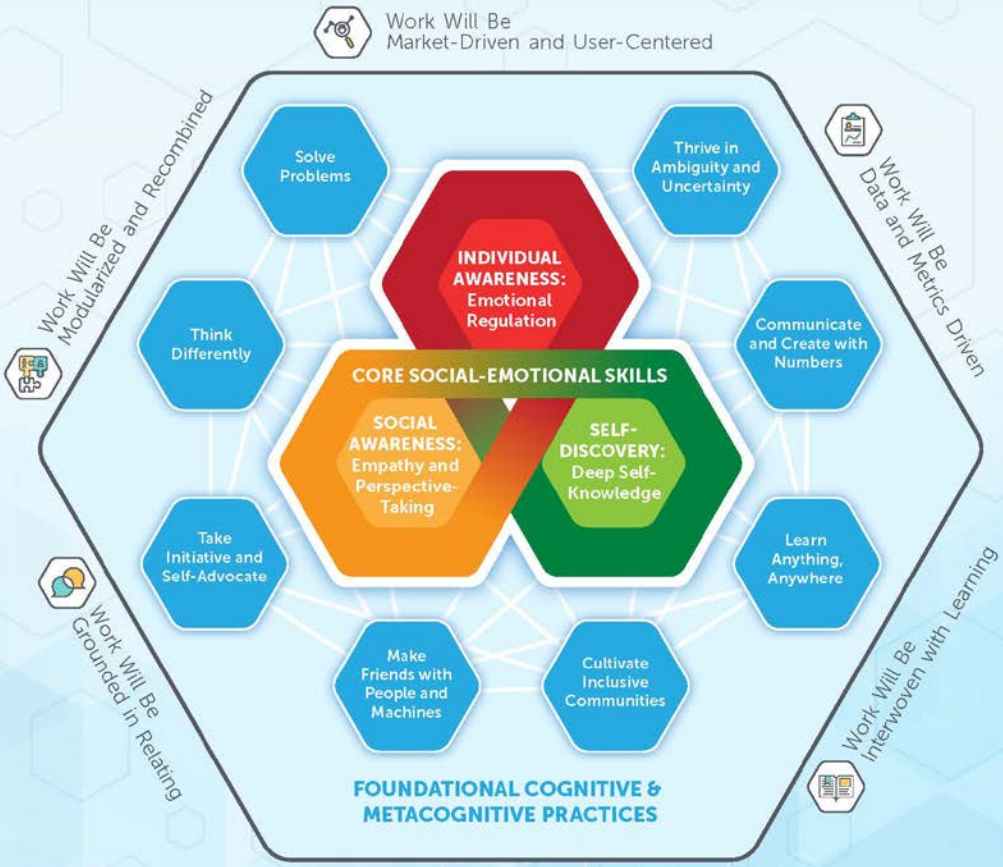
Technology's changing the means of production, and thus changing the ways we work, is not a new phenomenon. Looking back at the 18th and much of the 19th centuries, the **First Industrial Revolution** took place, causing predominantly rural and agrarian societies to become increasingly urban and industrialized due to the technological advances such as the steam engine and the emergence of textile and iron industries.[29]

The period between 1870 and 1914 brought on the **Second Industrial Revolution** due to such technological advances as the telephone, the light bulb, the internal combustion engine and due to the application of electricity to create mass production. During this period, many pre-existing industries experienced growth; and new industries, such as steel, electricity, and oil, emerged.[30]

The 1980s introduced the **Third Industrial Revolution**, also known as the Digital Revolution.[31] During this period, technology advanced from mechanical and analog electronic devices to digital ones. Developments during this period included many communications and information technologies, among them the personal computer, the Internet, cell phones, and smart phones. Again, these technologies affected many established industries, causing significant disintermediation; and enabled the creation of new ones such as the computer industry (both hardware and software development), web development, and mobile communications.[32]

The **Fourth Industrial Revolution**, which is unfolding around us and which we call the era of partners in code, builds upon the technological advancements that emerged during the third Industrial Revolution to represent new ways in which emerging technologies might become embedded in our organizations, societies, and bodies. This industrial revolution is characterized by technological advancements in robotics, artificial intelligence, nano- and biotechnologies, the Internet of Things, 3D printing, and autonomous vehicles.[33] These technologies will be increasingly wearable, embedded in the world around us, connected to other devices, and smart.

A New Foundation for Readiness



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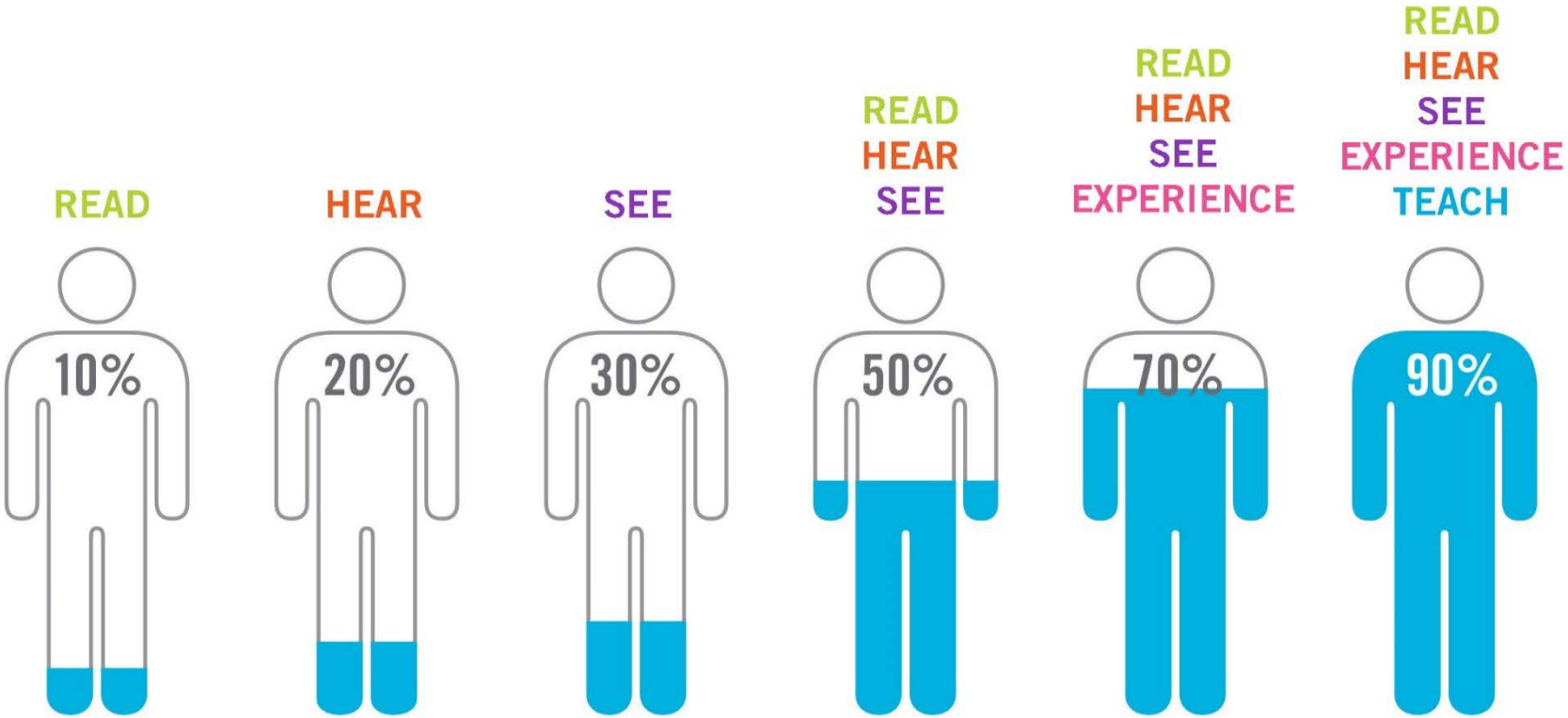
The Innovation Generation



STRATEGIES TO SUPPORT STUDENT ENGAGEMENT AND SUCCESS:

Safety
Flexibility
Voice and Choice
Collaboration
Consumer to Creator

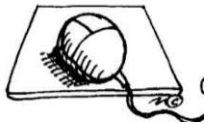
PROVIDING A SAFE AND SECURE CAMPUS

"The goal should not be turning a school into a fortress; it should be improving the level of trust between students and teachers. If metal detectors, cameras and steel gates begin to take over a school, student attitudes will degenerate, and a culture of violence will be perpetuated."

- Don Hensley, AIA

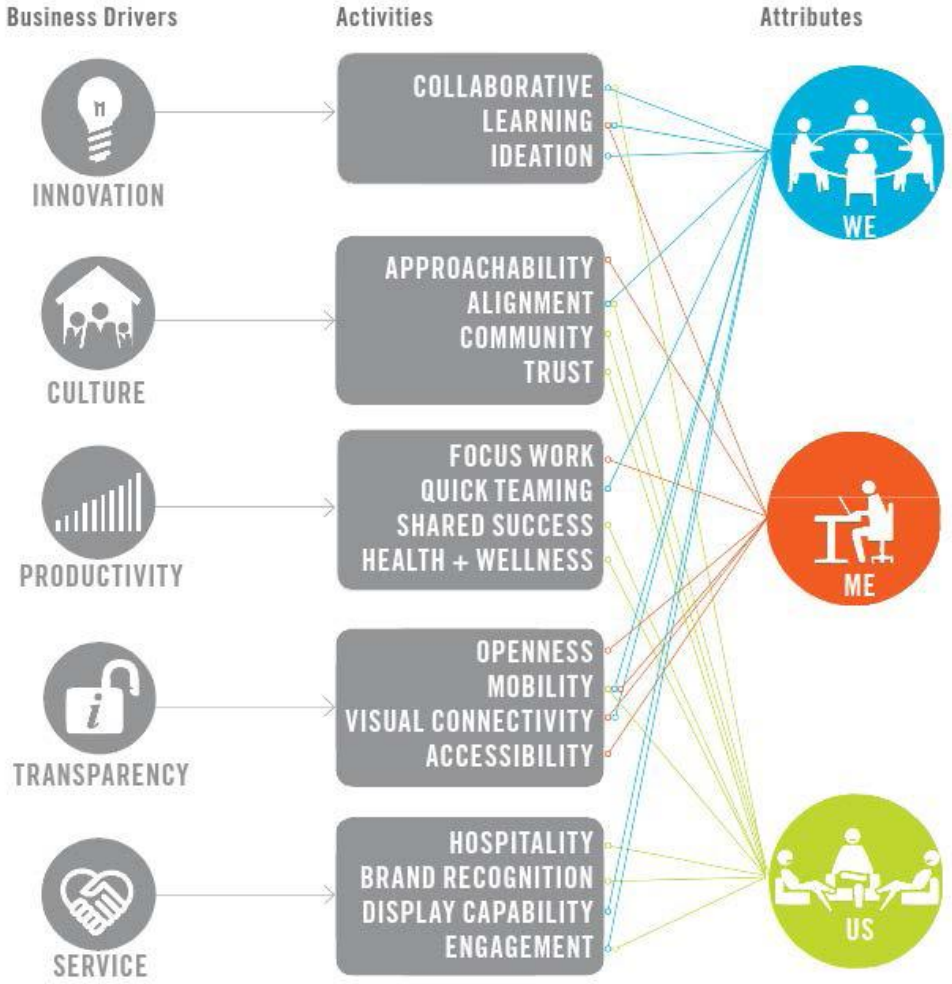
Physical Safety

Emotional Safety

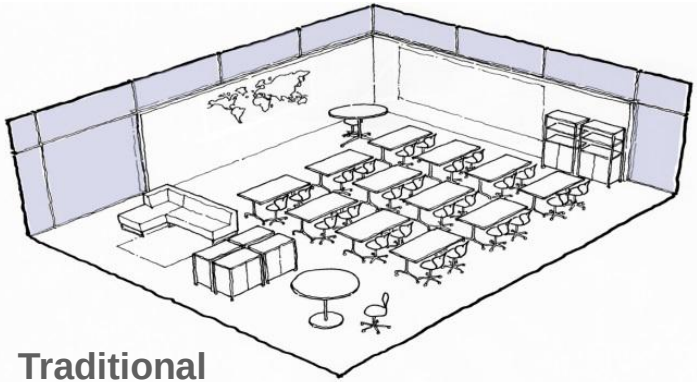


Academic Safety

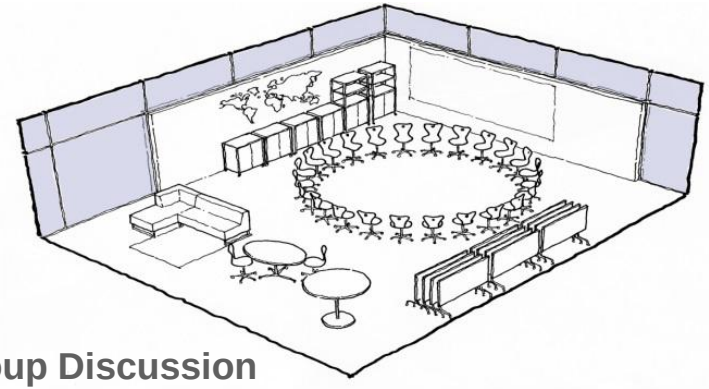
SAFETY


Business Drivers
Activities
Attributes
Space Requirements
INNOVATION
CULTURE
PRODUCTIVITY
TRANSPARENCY
SERVICE
COLLABORATIVE
LEARNING
IDEATION
APPROACHABILITY
ALIGNMENT
COMMUNITY
TRUST
FOCUS WORK
QUICK TEAMING
SHARED SUCCESS
HEALTH + WELLNESS
OPENNESS
MOBILITY
VISUAL CONNECTIVITY
ACCESSIBILITY
HOSPITALITY
BRAND RECOGNITION
DISPLAY CAPABILITY
ENGAGEMENT
WE
ME
US
PROJECT TEAM ROOMS
CONFERENCE ROOMS
3D WEB PRESENCE
HUDDLE SPACES
TRAINING ROOM
INDIVIDUAL WORKSTATIONS
PRIVATE OFFICES
QUIET ROOMS
PHONE ROOMS
TOUCHDOWN SPACE
CENTRAL GATHERING SPACE
CAFE + COFFEE
OPEN COLLABORATION
FITNESS CENTER
WELLNESS ROOM
COMMUNICATING STAIR

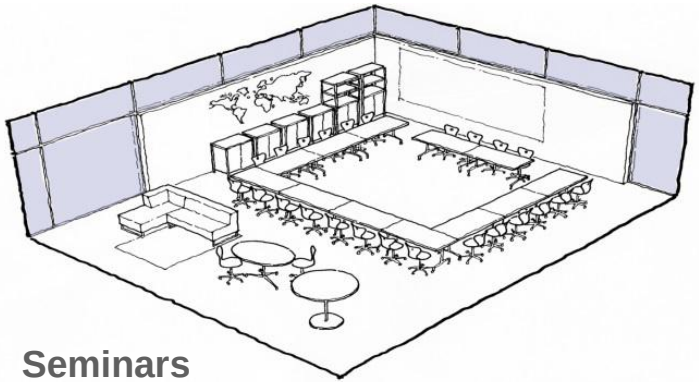
FLEXIBILITY



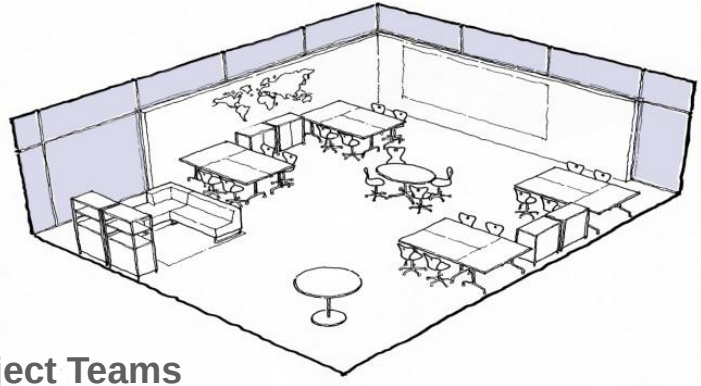
Traditional



Group Discussion



Seminars



Project Teams

FLEXIBILITY

Pitt River Middle School

FLEXIBILITY

Pitt River Middle School

FLEXIBILITY

Pitt River Middle School

VOICE AND CHOICE

VOICE AND CHOICE

PERKINS+WILL

VOICE AND CHOICE

COLLABORATION

Northland Innovation Center -SAGE

COLLABORATION

COLLABORATION

COLLABORATION

COLLABORATION

CONSUMER TO CREATOR

CONSUMER TO CREATOR

CONSUMER TO CREATOR

CONSUMER TO CREATOR

THANK YOU

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