Creating affordable, transformational spaces to support Next Century Learning Pedagogy NOW.

DON’T WAIT INNOVATE!
Presentation by: Trevor Peterson, Alexandria Public Schools, Judith P. Hoskens, Heidi Neumueller, Cuningham Group

AGENDA

Design Thinking - A Review
Alexandria Innovation Workshops

Why are they important?

What are they?

Who participated?

When did they take place?

How and Where did we start?

Results and Lessons Learned

Your turn!

What can you do in your Home Districts NOW?
Design thinking offers an approach to innovation that is powerful, effective, broadly accessible, can be integrated into all aspects of business and society, and that individuals and teams can use to generate breakthrough ideas that can be implemented and that therefore have value.

Tim Brown, IDEO

DESIGN THINKING

1m&lGMIEiIN11118.IS A MINDSET
IT'S COLLABORATIVE.
IT'S OPTIMISTIC.
IT'S EXPERIMENTAL.
DESIGN THINKING

WHAT CAN I USE IT FOR?

WHAT CAN I USE IT FOR?

CURRICULUM  SPACES  PROCESSES AND TOOLS  SYSTEMS
WHAT IS THE PROCESS?

1. DISCOVERY 2. INTERPRETATION 3. IDEATION 4. EXPERIMENTATION 5. EVOLUTION
FIVE SIMPLE STEPS

1. Discovery
   - Discovery: How do you get inspired? (2:05)

2. Interpretation
   - Interpretation: How do you interpret it? (1:30)

3. Ideation
   - Ideation: How do you generate new ideas? (1:12)

4. Experimentation
   - Experimentation: How do you bring your ideas to life? (1:42)

5. Evolution
   - Evolution: How do you evolve it?

MUST WE WAIT FOR A REFERENDUM?
WHAT IS IT THAT WE CAN DO NOW TO JUST START
AGENDA

Design Thinking - A Review

Spring Lake Park's Innovation Workshops

Why are they important? Master Plan Context

What are they?

Who participated?

When did they take place?

How and Where did we start?

Results and Lessons Learned

Your turn!

What can you do in your Home Districts NOW?

DESIGN WITH, NOT FOR

Welcome to the design team!
**CO-CREATIVE GROUND RULES**

**RELAX & ALLOW.** Constant self-monitoring will get in the way of group performance. Let go...

**DON’T WORRY ABOUT WHO GETS CREDIT.** When everyone genuinely collaborates, everyone ends up being more creative.

**CLARITY IS NOT VITAL.** If everything you say is detailed and explicit, you won’t give your collaborators room to run. Put ideas out there that are half-baked.

**CREATIVITY IS RISKY.** Put yourself in an environment that rewards failure. Successful creative teams are the ones who fail the most often.
certainty  curiosity

INNOVATION SPACES

WHERE HAS THIS BEEN DONE BEFORE?
Go BIG Fast
Learning Activities

- Nourish
- Play
- Move
- Conference
- Celebrate
- Collaborate
- Present

- Inquire
- Present
- Access

- Decompress
- Reflect
- Quiet
- Play

Go **BIG Fast**
Solutions are Scalable
INNOVATION DAY

BEFORE - DURING

THINK OUTSIDE THE BLOCKS
INNOVATION DAY

DISCOVERY MEDIA CENTER
before
PRIORITIZATION: 1 (lift off), 3, 2, 4

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Lift Off

Snap Zone
LINCOLN ELEMENTARY SCHOOL MEDIA

KEYNOTES:
1. NEW RUBBER FLOORING
2. NEWMAKER SPACE STORAGE WALL WITH COUNTER TOP FINISHING
3. FURRED OUT WALL WITH INTEGRATED STORAGE BEHIND ELVING WOODEN BOARD AND SLIDING MARQUEE
4. CONFIGURED BOOK STORAGE WITH WEEKLY SCHEDULES
5. MAINTAIN 75% OF SPACE
6. RECONFIGURE FURRED OUT WITH WALLS TO INCORPORATE STORAGE AND NICHES

Zone - Fields
Zone 3 - Forest
Zone 1 - Prairie
Zone 4 - Fields
Zone 2 - Wetland

CUNINGHAM KOP
ALL ELEMENTARY SCHOOLS
MAKER FACTORY:
• Maker Space

THE FORUM:
• Gathering Space
• Collaboration Space

BOOKVILLE:
• Quiet Zone/Books
• Story Time

THE BRAIN:
• Genius Bar
• Checkout
• Interventions

KNOWLEDGE EXCHANGE:
• Educational Group
• Recording/Chroma Key
Range $25,000 - $500,000 Per Project

WHAT DID WE LEARN?

1. DISCOVERY  2. INTERPRETATION  3. IDEATION  4. EXPERIMENTATION  5. EVOLUTION
KEY TAKE-AWAYS

1). Start with the RIGHT question
   *(How do we support personalized, collaborative, engaging spaces for kids)*

2) **Doesn't need** a master plan *(but it's nice)*

3) Start Small & **Build on the Energy**

4) Identify **Key Staff**

5) **Bring the Board** along

6) **Rename** spaces

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KEY TAKE-AWAYS

7) Sit Test: **involve students!**

8) **Balance** dreaming with setting realistic expectations

9) Can start **NOW**

10) **Achievable** over a Summer

11). **Doesn't cost** an arm and a leg

12). **Student involvement** a **must!**
13). Kids LOVEit!
you are a designer
embrace your beginner’s mind
stepping out of your zone of comfort = learning
problems are just opportunities in disguise
today, we hunt dragons.

GO FORTH
DO GOOD