## StudioGC Leads with Innovation on K-12 Learning Space ReDesign...

By some reports nearly 65% of students today preparing for careers that do not exist, Public Education offers the key to bridge the gap ......

At StudioGC, we know we are on the precipice of radical change in our communities. Our PK-12 and



Library Studios have been collaborating at the intersection of the of public education and future job readiness. It has become clear to our designers and researchers that our communities are approaching a paradigm shift away from an "all-in-one" approach. StudioGC leadership agrees that partnerships broaden thinking and create new ideas. That is why we are proud to be part of the Van Andel Educational Institute Partnership. A Partnership with thought leaders from the Van Andel Educational Institute, Van Andel Research Institute and StudioGC to develop classrooms based on **NexGen** 











The pace of change will force a change in.....
"The interplay between fields like nanotechnology, brain research, 3-D printing, mobile networks and computing will create realities that were previously unthinkable."
- WEF '16

**Inquiry**® for Science, Technology, Engineering, Arts and Math (S.T.E.A.M.) education within our 40+ year old classrooms.

## Classroom Limitations Can't Stop Innovation:

Teacher's are leading by teaching differently. Refreshed spaces offer greater inspiration to students by changing the view of the classroom.

In January of 2015, in Brussels, Belgium, the European Commission's Carlos Moedas - Commissioner for Research, Science and Innovation, awarded **Mark O'Dowd**, a 16-year-old school pupil from Ireland, and presented him with his EU Young Scientist Prize. Mark's idea was intriguing.

His project demonstrated that crop yields can be increased by **perforating seeds**. The potential of his idea could lead to future industry changes that could help third-world contras become **self-producers** of their own food.

There are certainly very smart students all over



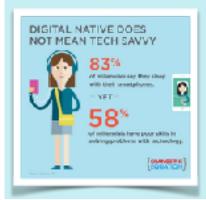
the world but Mark attributes his creative break-through to **classroom-inspiration**, **collaboration**, **research** and **internet-based** inquisitiveness.



"What you're doing now, or have done in the past, need not determine what you can do next and in the future.

- Sir Ken Robinson

## OPPORTUNITY KNOCKS: STUDENT EXPLORATION, CAREER EXPOSURE, DIVERSIFYING IN THE STEM OPPORTUNITIES . . . . .







The "Classroom-Expanded" are experiential opportunities students take advantage of to explore content that goes beyond the traditional subject matter offered in current K-12 educational curriculum.

Given the current state of affairs, not every School District can afford to build new classrooms. StudioGC K-12 Studio's attitude is that the **transformation of existing classrooms** will have the greatest impact your students. We transform older classroom environments into **dynamic**, **stimulating**, **comfortable** places to learn.

We minimize **distractions**. Students and teachers have responded overwhelmingly. By eliminating **visual-noise**, removing **clutter** and creating room for learning activities, the StudioGC K-12 Studio architects have **reshaped** the traditional classroom.

Think - <u>Creatively</u>
Create - <u>Boldly</u>
Share - <u>Confidently</u>



Our concept of **Thinking - Creatively, Creating - Boldly and Sharing - Confidently** has emboldened teachers to free students of the "traditional" classroom constraints. This has fostered growth, for both teachers and students in ways we, at StudioGC, never imagined.

## LEARNING IS EASIER WHERE YOU ARE ...

**Comfortable.** Fidgeting is often a sign of discomfort, so instead of demanding students to stop fidgeting, try changing the rules.

Teachers and students need **choice** and control when selecting the best place for the activity at hand. Classrooms should consist of a varied of places, within the room, that support learning in many forms from independent to face-to-face; digital to contemplative. Most importantly, students need the **autonomy** to decide how to **discover** and where they **learn** best.

