

FACILITY MASTER PLAN (FMP)

Define Phase

THIRD ROUND - REGIONAL COMMUNITY ENGAGEMENT SUMMARY

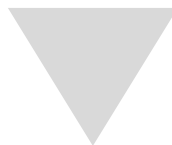
The information herein is a bulleted summary of the first round of regional community engagement discussions for the Columbus City Schools Facility Master Plan.

This second round was entitled the **Define Phase**, which is the third of a 5-step community engagement process scheduled from April 2021 to November 2021.

The discussions were virtual Zoom format and included introductions by Board of Education Members and Regional Superintendents, a brief presentation by the Legat Architects consultant team followed by a 30-minute break-out session hosted by Regional Co-chairs, in which the community members discussed what is working and not working for them in Columbus City Schools.

After the discussion, a member of each session was asked to report out to the group at large. This document is the summary of those reports.

The following are questions and responses that were shared by all six regional discussions.



Region 6: Special Programs - Wednesday, June 23, 2021

▶ 7:30 p.m.

Thinking beyond classrooms, what types of settings inspire you to think creatively?	What are the characteristics of spaces needed to support critical thinking?
<ul style="list-style-type: none"> ➤ Nature (makes things more open-ended) ➤ Art studios ➤ Digging in the dirt ➤ Unstructured opportunities ➤ Play ➤ Using Connects or Legos ➤ If a new build, looking for spaces that are near existing nature sites so transportation wouldn't be a barrier ➤ Bringing outdoor light in (windows, filter/screen placed on light) ➤ Use of color ➤ Multimedia (in classroom/hallways to convey info/motivate) ➤ Lab space for experiential learning ➤ Going to actual spaces (e.g., the Wexner Center) ➤ Alternative spaces for learning (museums, cafeterias) ➤ Spaces that allow staff and students to focus on socioemotional health (Yoga, guided meditation) ➤ Opportunity to let students create space that's best for their learning (e.g., listening to music via headphones) 	<ul style="list-style-type: none"> ➤ Open space that allows students to work in groups/collaborate/exchange ideas ➤ Interactive learning boards that connect with socioemotional learning ➤ Spaces that provide comfort (with clear expectations so students don't take advantage of it) ➤ Flexible space for debate/discussion with flexible furnishings ➤ Spaces that promote problem solving and focus with minimum distractions ➤ Storage space so tools that aren't needed are accessible but out of the way ➤ Models and miniatures to experiment and act out ideas ➤ Puzzles ➤ Interactive virtual activities via computers/white boards ➤ Access to correct information and ability to discern between reliable and false information ➤ Space for movement to puzzle things out and think with hands and body (e.g., doodling, pacing, jotting things down) ➤ Amphitheaters ➤ Moveable furniture ➤ Allowing students to create/design their own spaces

Given the fast pace of technological change, how can we plan spaces to accommodate this fast-paced change?

- Create not only consume technology
- Spaces that are accommodating/hands-on
- Storage
- Power/outlets
- Accommodations for new technology with updated infrastructure
- Open spaces
- Flexible work spaces (large or small groups)
- Ensuring flexibility will be continued/maintained
- Technology outside of building

(more)

- Allocating funding for flexible use into the maintenance of space
- Making cables/wiring accessible with moveable outlets (false floors)
- Green screens
- Makers space
- Access to different licensing (e.g., student licensing for design/modeling software)
- Spaces for students to create
- Funding for evolving technology
- Looking at changes in technology in career technical fields

Community Thoughts:

- Some expressed the need for space for practical teachings (e.g., home economics).
- Connect with OSU engineering students. (Students visited ACAD Center at OSU put on sensors and got a chance to see how you get characters to move.)
- Need staff who are abreast of technology changes and how students can use it to learn and build critical thinking skills.
- Professional Development for staff in area of technology.