GLOBAL PERSPECTIVES

THE FUTURE OF EDUCATION AND THE FACILITIES ROLE IN CREATING SUCCESS
Why?

FUTURE READY D36
Honoring our past. Planning our future.

VISION FOR TEACHING AND LEARNING

ENROLLMENT

FACILITIES
ENROLLMENT

Overall declining enrollment

Imbalance among 3 elementary schools’ enrollments

Commitment to class size & consistent programming

Short-term solution: all Kindergarteners at Greeley & Hubbard Woods

FACILITIES

Cost/benefit of maintaining aging infrastructure

Greeley School, Hubbard Woods School, and the Skokie School are at or near 100 years old

Updates, repairs, and replacements needed at all schools

VISION FOR TEACHING & LEARNING

Congruency with current needs of education

Forward thinking for the future needs

Continue to provide engaging, progressive approach to meet the needs of the current and future generations of learners
D36’s Progressive Identity

Winnetka Historical Society
Object 1976.47.1
Progressive Ed 2.0
How can modern neuroscience and 21st century learning tools and environments help us to reimagine what is possible for our future generations?
Global Leadership. World Class Innovation. Award Winning Planning & Design.

Primary and Secondary Education Firm in the World.
pur·pose
ˈpərpəs/

the reason for which something is done or created or for which something exists.
Research
Type and Use of Innovative Learning Environments in Australasian Schools
ILETC Survey 1
Wesley Imms, Marilen Mohar, Terry Byers & Don Murphy

1: Teacher facilitated presentation, direct instruction or large group discussion.

2: Teacher facilitated small group discussion or instruction.

3: Team teacher facilitated presentation, direct instruction or large group discussion.

4: Collaborative/shared learning, supported by teachers as needed.

5: One-on-one instruction.

6: Individual learning.

Figure 2: Typology of teaching approaches.
Figure 1: Dovey and Fisher's (2014) learning spaces types, as adapted in Imms, Cleveland, and Fisher (2016).
Figure 10: Means of teacher mind frames and student deep learning categorised by most prevalent learning environment type (n=822).
“If we teach today’s students as we taught yesterday’s, we rob them of tomorrow.”

~ John Dewey
CHANGE HAS BECOME A CONSTANT.
WHO IS THE STUDENT OF THE FUTURE?
**Generation Y**
- Born 1982-2003
- 17-38 yrs. old in 2020
- 24% of US population
- 1 in 3 university education
- Spend their day:
  - Communicate
  - Think
  - Stuff
  - Personal information

**Generation Z**
- Born 2004-present
- 0-18 yrs. old in 2020
- 25+% of US population
- 1 in 2 university education
- Spend their day:
  - Communicate
  - Think
  - Stuff
  - Personal information

**Jobs of 2020**
- Healthcare
- Mobile tech
- Construction
- STEM
- Security

- 25% of 13 to 17 year olds left Facebook in 2014

- 71% of all jobs are STEM related
Generation Z is aware of environmental and socio-political issues on a global scale and plan to intervene.

- 33% watch lessons online
- 20% read textbooks on tablets
- 32% work with classmates online
- 52% use social media for research

76% want their hobbies to be their job
80% believe they are more driven than peers
72% of high school students want to start their own business
More than 50% of children entering grade school this year will end up working in careers that haven’t even been invented yet.

MEET GEN ALPHA
when?  how?  how often?  where?

MULTI-DIRECTIONAL

SCHEDULE
HOW MIGHT HIGHER EDUCATION CHANGE IN THE FUTURE?
2027
Headlines!

Headlines!

Headlines!
IS TECHNOLOGY YOUR “HEADLINE”?
VIRTUAL LEARNING

- blended
- tutor/group
- distance
- MOOC
Expectations for Course Delivery

2014
- 100% On-campus: 95%
- Hybrid: 12%
- Online: 1%

2015
- 100% On-campus: 85%
- Hybrid: 35%
- Online: 0%

NOTE: Respondents were allowed to select more than one response.
Opportunities:
- Access to material
- Flexibility
- Operational savings
- Tuition savings
- Personalization

Challenges:
- # of interactions
- Time spent interacting
- Speaking time
- Physical activity level
- Activity/discussion levels
Students taking hybrid courses performed tasks 30% more accurately than their peers in on-line only groups.

They were also 41% faster at their task.

WORKPLACE
The time managers and employees spend on collaborative activities has increased by more than 50% in the past 20 years.

[Source: Harvard Business Review]
DRIVERS OF CHANGE

Technology
Globalization
Workforce Diversity
Communication Tools
Wellbeing
Pursuit of Meaning
Social & Environmental Consciousness
Ten hottest careers for college graduates

1. Software developers, applications
2. Software developers, systems software
3. Accountants and auditors
4. Market research analysts and marketing specialists
5. Cost estimators
6. Computer network architects
7. Management analysts
8. Personal finance analysts
9. Elementary school teachers
10. Financial analysts

SOURCE: Forbes
A metamorphoses of generations
• 77 million millennials – more than $\frac{1}{2}$ of workforce
• Baby boomers working into their 70s and 80s

Career hopping
• 50% of employees plan to stay for 2 years or less
Worker Traits in the Future

Spoken, Written & Visual Communication
Collaboration Skills
Problem Solving
Empathy
Creativity
Cultural Literacy
Digital Literacy
Leadership
Critical Thinking
Constant Curiosity
LEARNING PLACES
TODAY’S FACILITIES: EDUCATIONAL ADEQUACY

FUTURE FACILITIES: EDUCATIONAL READINESS
FUTURE FACILITY READINESS

TIER ONE: EVOLVED TRADITIONAL
TIER TWO: DIFFERENTIATION (NEAR)
TIER THREE: PLURALITY
TIER FOUR: IMMERSIVE
READINESS TIER ONE:
EVOLVED TRADITIONAL

- Multiple teaching surfaces
- Able to support multiple modalities
- Furniture, Furniture, Furniture
- Zone/sub-divide the classroom space
- Student ownership of arrangement
READINESS TIER TWO: DIFFERENTIATION (NEAR)

- Increased collaboration
- Multiple cohorts
- Fluidity of space (semi-contained)
- Co-ownership
READINESS TIER THREE: PLURALITY

- Building upon Tier Two...
- Adjacent/specific resources
- Full campus access
- Free access to outdoors
- Community & Global connectivity
Ownership & Exploration

Multiple Pts Of Access/Use

Teacher as Mentor

Freedom of Movement

Reciprocal Relationships

Co-Curricular Topic Centered

Academy Model Topic Centered

Community is a True Partner

Key Attribute

Focus

Structure
READINESS TIER FOUR: IMMERSIVE

Tech Based:

- All five senses
- Augmented Reality
- Interactive holographic images

Authentic:

- Off campus / On location
We See...
THANK YOU!