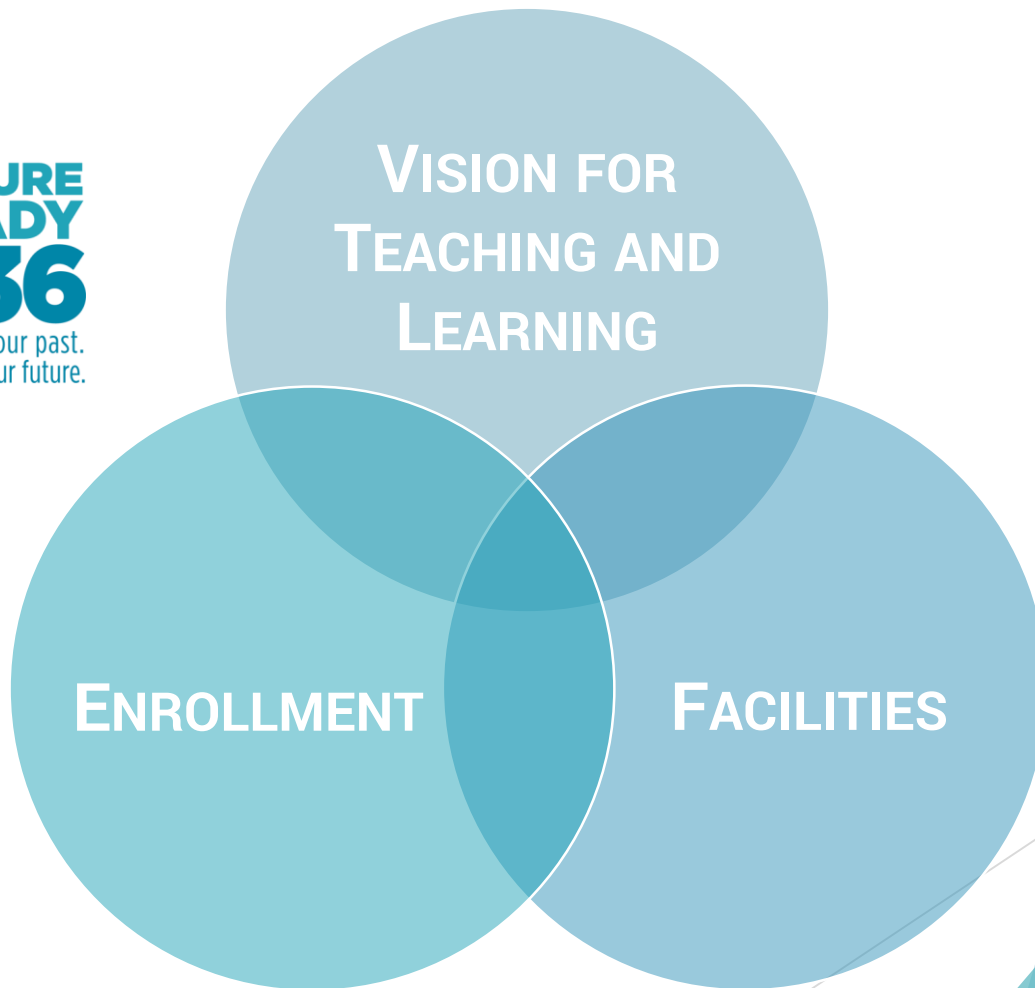


# GLOBAL PERSPECTIVES

THE FUTURE OF EDUCATION AND THE FACILITIES ROLE IN CREATING SUCCESS



## 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

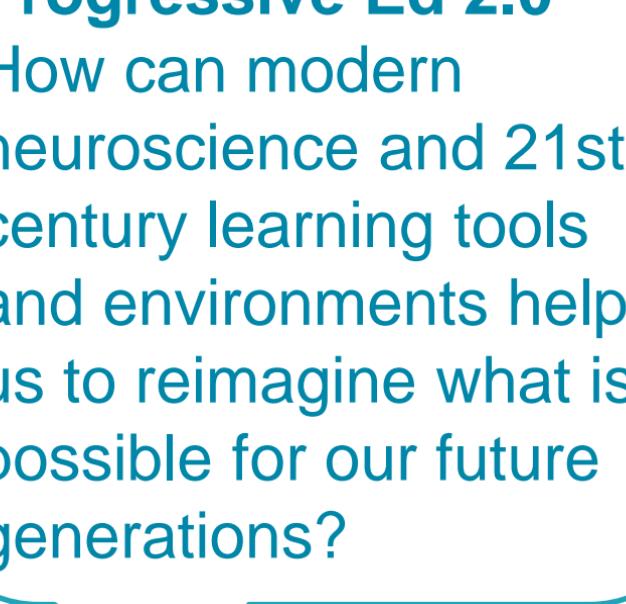
## VISION FOR TEACHING & LEARNING

**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**

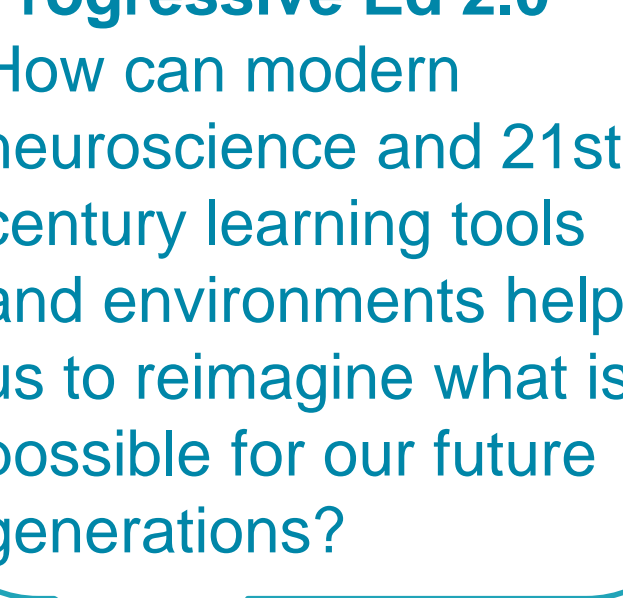
# D36's Progressive Identity



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?



**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.**



**#1**

**Primary and Secondary Education Firm in the World.**

# pur·pose

'pərpəs/

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, Marian Mahat, Terry Byers & Dan Murphy



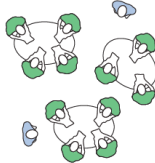
1: Teacher facilitated presentation, direct instruction or large group discussion.



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).

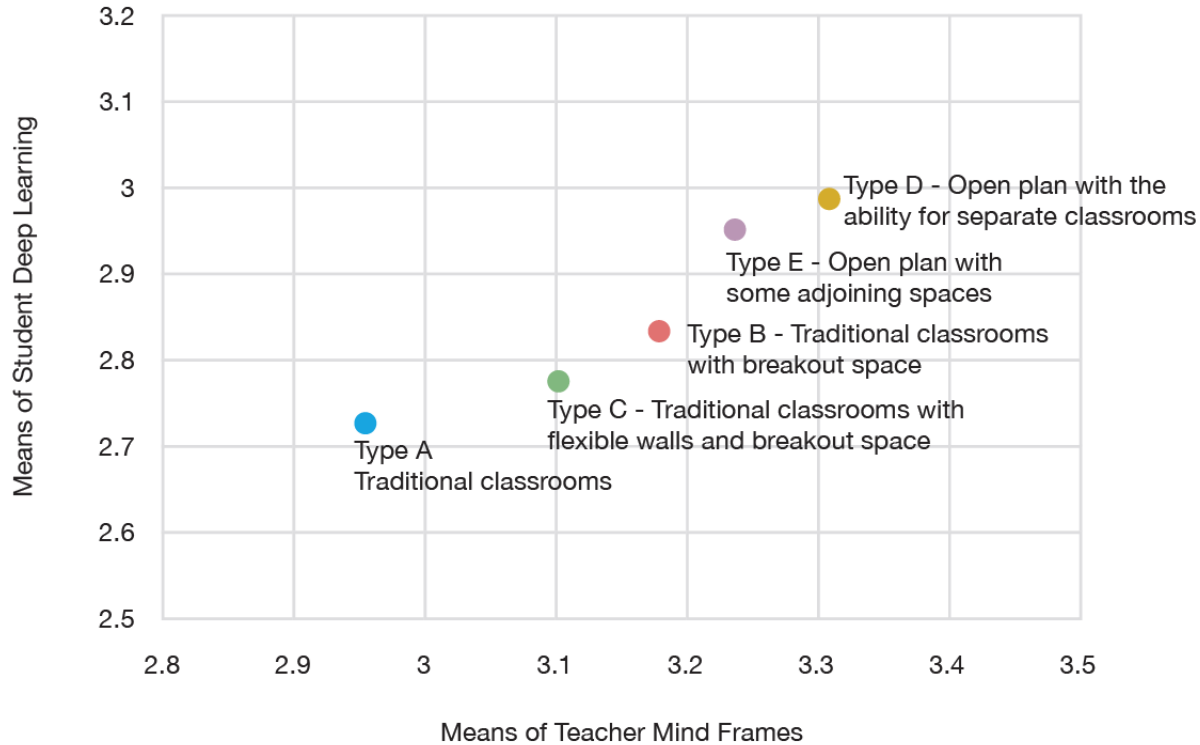
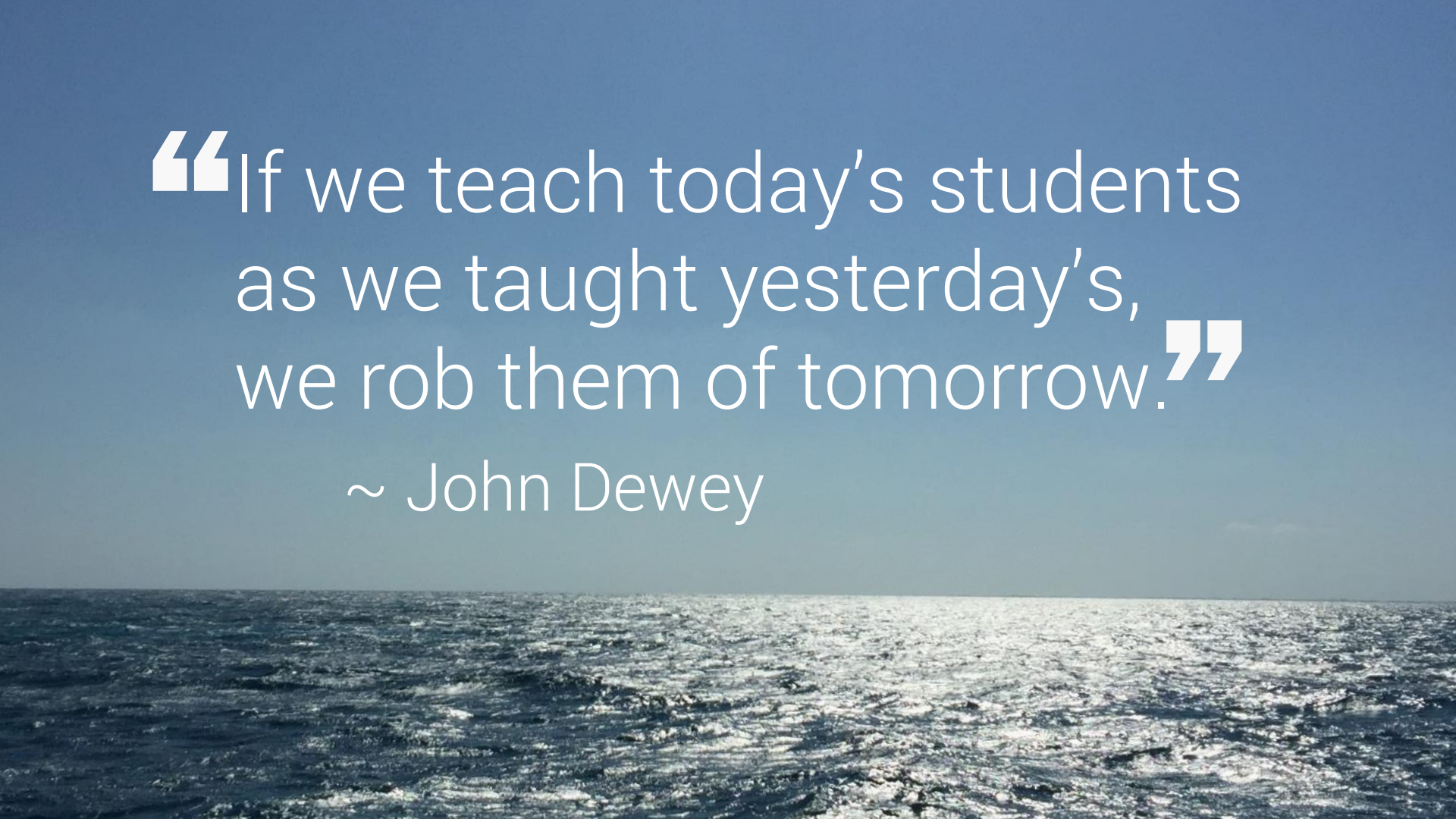


Figure 10: Means of teacher mind frames and student deep learning categorised by most prevalent learning environment type ( $n=822$ ).





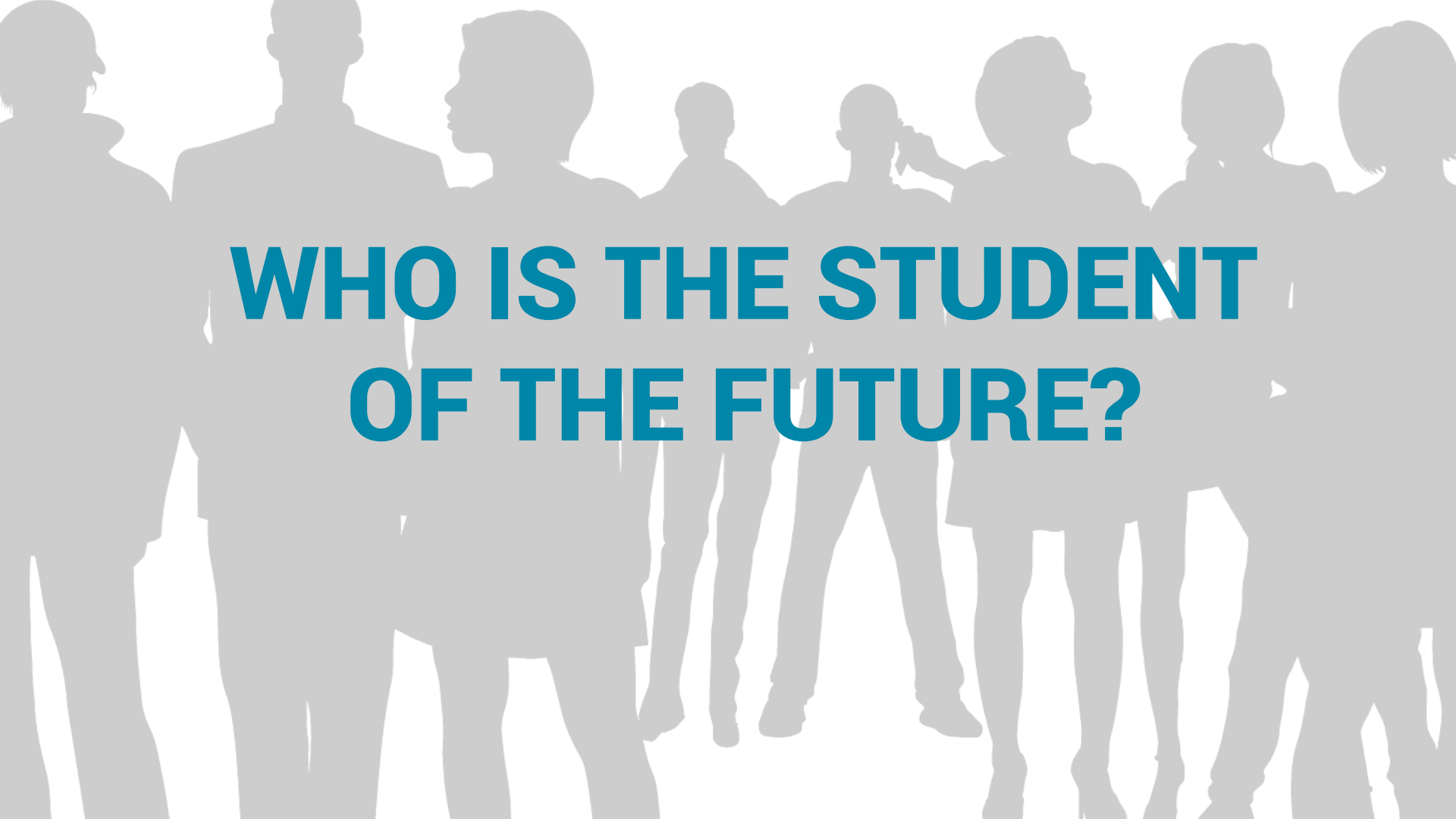
“If we teach today's students  
as we taught yesterday's,  
we rob them of tomorrow.”

~ John Dewey

CHANGE HAS BECOME  
A CONSTANT.

NEW  
TRIER  
HIGH SCHOOL



A grayscale silhouette of a diverse group of approximately ten people of various ages and ethnicities standing in a line, facing forward. The silhouettes are positioned behind the text, creating a layered effect.

**WHO IS THE STUDENT  
OF THE FUTURE?**

## generation y

born 1982-2003  
17-38 yrs. old in 2020

24%

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+%

US population



1 in 2

university  
education

spend their day



communicate



think



stuff



personal information



25% of 13 to 17 year olds  
left facebook in 2014

## generation z

3 yrs average length  
of time in a job

5 average number  
of careers

## jobs of 2020



healthcare



mobile tech



construction



stem



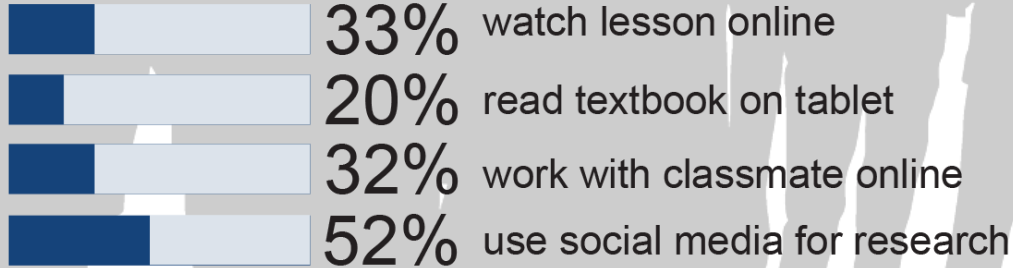
security

71% of all jobs are  
stem related

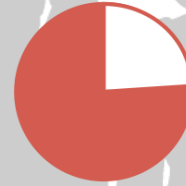


# 2B

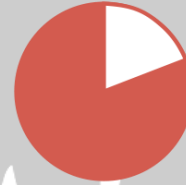
generation z



generation z is aware of environmental and socio-political issues on a global scale and plan to intervene.




76% want their hobbies to be their job



80% believe they are more driven than peers



72% high school students want to start their own business

A background image showing the silhouettes of a diverse group of children of various ages and ethnicities standing in a line, facing different directions. The silhouettes are light gray against a white background.

More than 50% of children entering grade school this year will end up working in careers that haven't even been invented yet.

SOURCE: "Future Work Trends and Challenges for Work in the 21<sup>st</sup> Century," U.S. Department of Labor



# MEET GEN ALPHA



when?

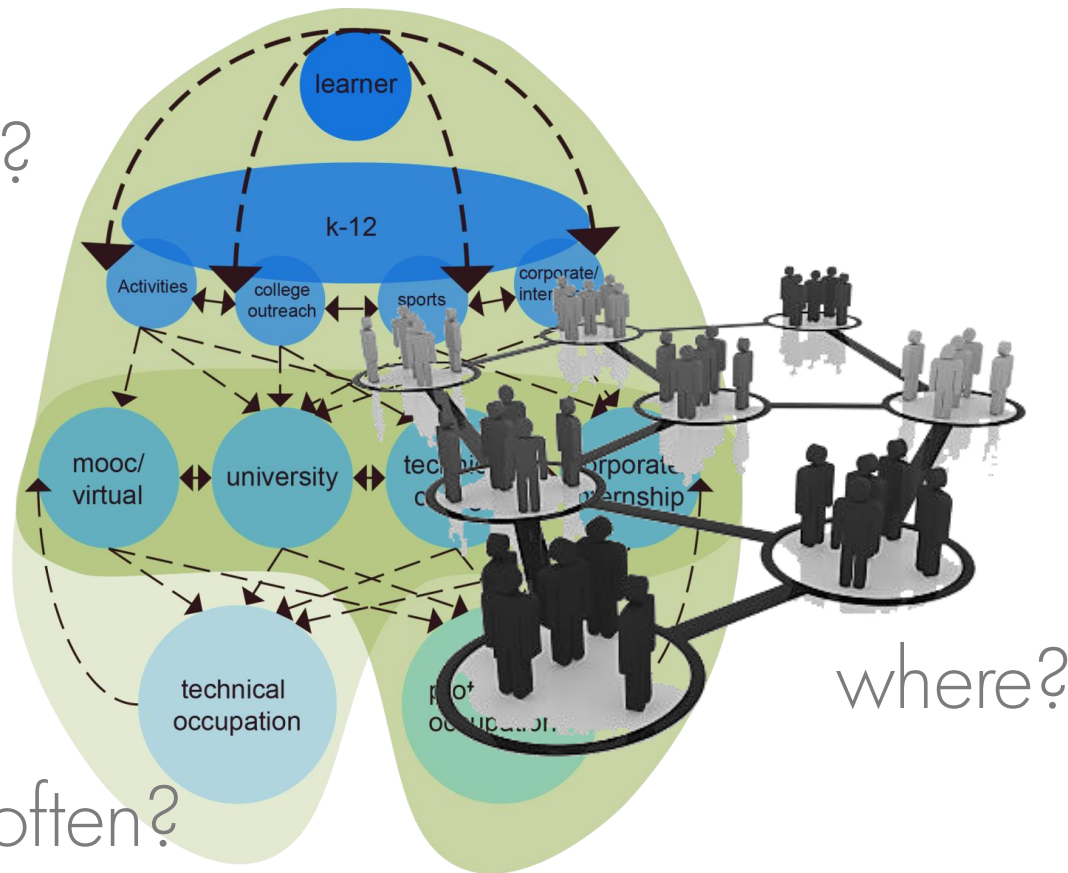


how?



how often?

SCHEDULE



where?

# MULTI-DIRECTIONAL

A background image showing the silhouettes of a diverse group of people, including men and women of various ages and ethnicities, standing together. The silhouettes are in shades of gray against a white background. The text is overlaid in the center.

# **HOW MIGHT HIGHER EDUCATION CHANGE IN THE FUTURE?**



2027



*Headlines!*

**Headlines!**

*Headlines!*



ake file tr true  
lk gencat uuencode rm  
rt77  
9  
fold  
alias  
sh logname basename  
select cxref what  
sleep tabs nl

merge

IS TECHNOLOGY <sup>a part of</sup> YOUR "HEADLINE"?

# VIRTUAL LEARNING

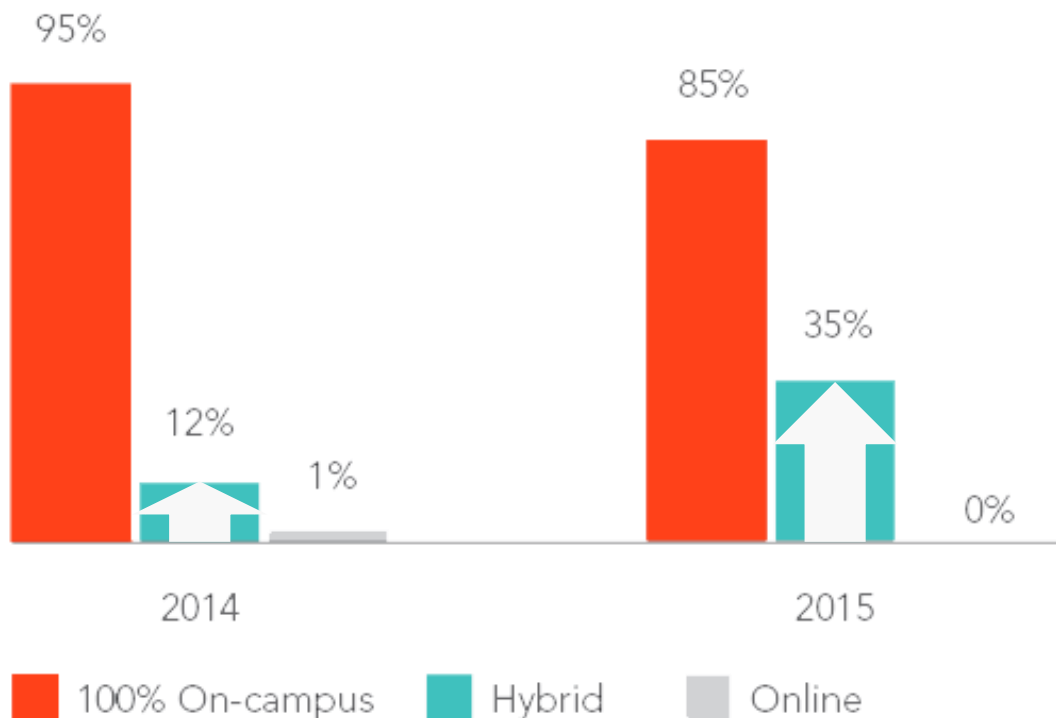
blended

tutor/group

distance

MOOC

# Expectations for Course Delivery



NOTE: Respondents were allowed to select more than one response.

access to material

flexibility

operational savings

tuition savings

personalization

Opportunities

# of interactions

time spent interacting

speaking time

physical activity level

activity/discussion levels

Challenges

VIRTUAL



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.



WORK



LEARNING

# PLACE

# WORK PLACE

The background of the slide features a row of ten stylized, gray silhouettes of people in professional clothing. They are standing in a line, facing various directions, which represents a diverse group of managers and employees. The silhouettes are positioned behind the main text, creating a layered effect.

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 ½ of workforce
- Baby boomers working into their 70s and 80s

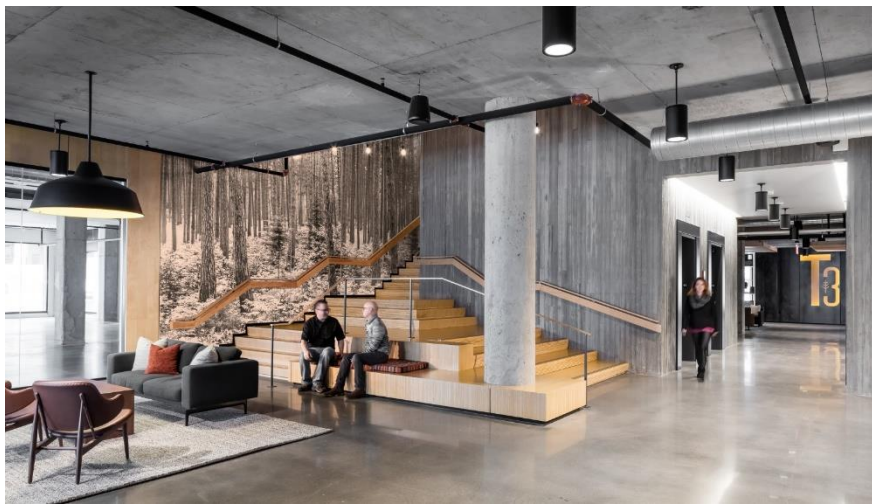
## Career hopping

- 50% of employees plan to stay for 2 years or less

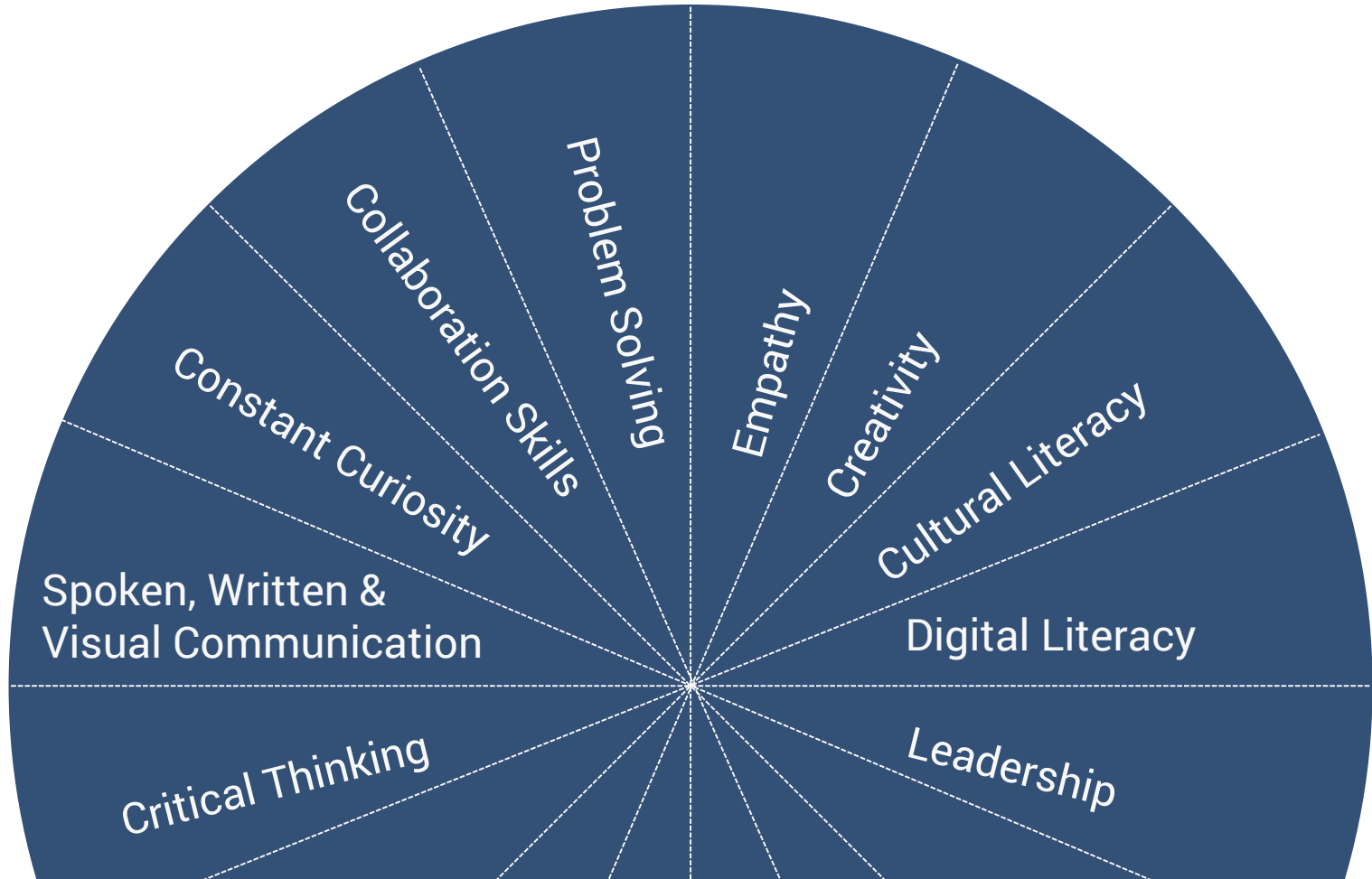
# WORK MODES



# FREE ADDRESS



# WORKER TRAITS IN THE FUTURE



# 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





► Goals this Year  
► Due this Friday or  
► NO LATE ASSIGNMENTS

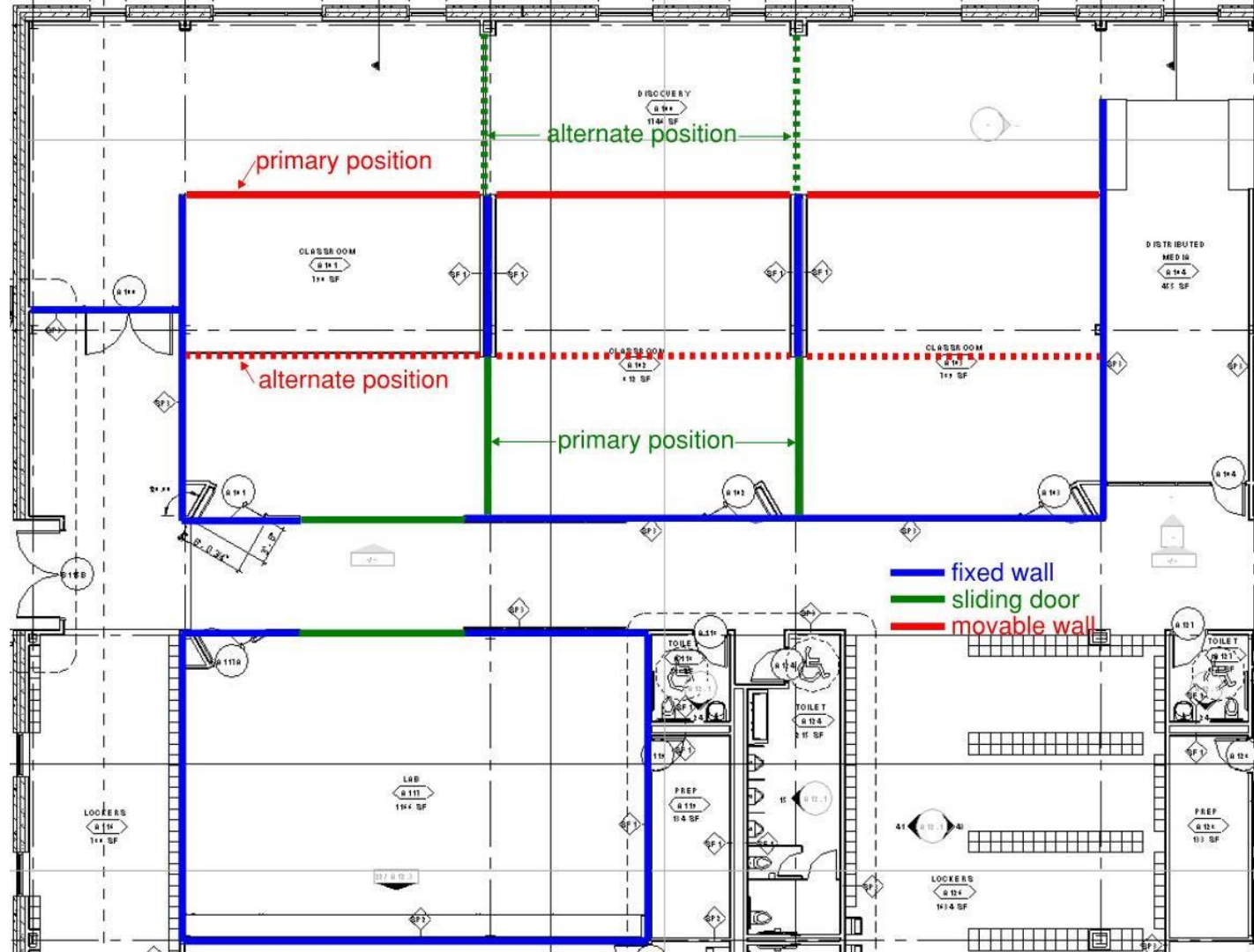
#### Prospect for Success Portfolio

- Goals this Year
- Due this Friday or
- NO LATE ASSIGNMENTS

# 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

## STRUCTURE

Reciprocal  
Relationships

Co-Curricular  
Topic Centered

Academy Model  
Topic Centered

## FOCUS

Multiple Pts  
Of Access/Use

Ownership  
& Exploration

Ownership  
& Exploration

## KEY ATTRIBUTE

Community is a True  
Partner

Teacher as  
Mentor

Freedom of  
Movement





work rest play Is it possible for us to imagine the experience of trench warfare?  
Living conditions Yes, what it looked like  
Medical conditions Not what it felt like  
Fighting conditions



CO-LAB



$$u^{\alpha} \beta^{\beta} + u^{\alpha} \beta^{\beta} + u^{\alpha} \beta^{\beta} + u^{\alpha} \beta^{\beta} + \dots$$
$$u^{\alpha} \beta^{\beta} + u^{\alpha} \beta^{\beta} + u^{\alpha} \beta^{\beta} + u^{\alpha} \beta^{\beta} + \dots$$
$$E[u] = \sum_{i=0}^{\infty} (1-e)^i e^i u^i (1-e)^{1-i}$$
$$+ \sum_{i=0}^{\infty} (1-e)^i (1-u)^i u^i B$$
$$= \sum_{i=0}^{\infty} (1-e)^i u^i (1-u)^i B$$
$$= \sum_{i=0}^{\infty} (1-e)^i u^i (1-u)^i B$$

CO-LAB



TO  
THE  
FESTIVAL  
IN WEEK 20

→

- MAPPING
- PROTOTYPES
- NAVIGATION
- EXTRAS

↓

FESTIVAL IMAGES

- EVENTS
- MUSICAL INSTRUMENTS
- PEOPLE
- CROWDS
- TENTS
- PRINTER'S
- FRIENDS
- DANCE

↺

SWIDE

→

→

→

CO-LAB



TO  
THE  
FESTIVAL  
IN WKS 20

→

- MAPPING
- PROJECTIONS
- NAVIGATION
- EXTRAS

↓

FESTIVAL IMAGES

- IMAGES
- MUSICAL INSTRUMENTS
- PEOPLE
- CROWDS
- TREES
- BANNER'S
- FIELDS
- DANCE

↺

Look @  
FESTIVAL GATE

CO-LAB

# READINESS TIER FOUR:

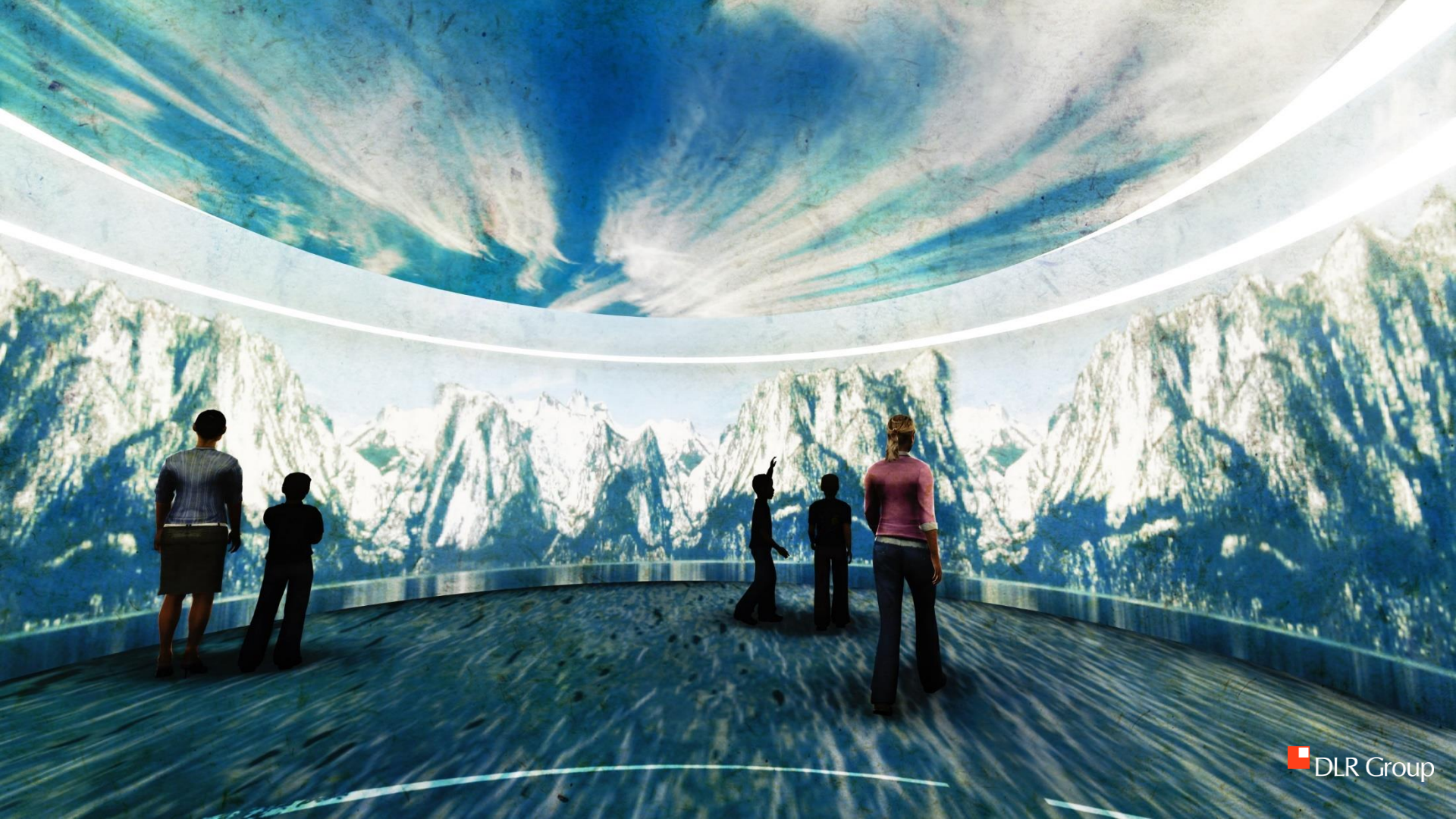
## IMMERSIVE

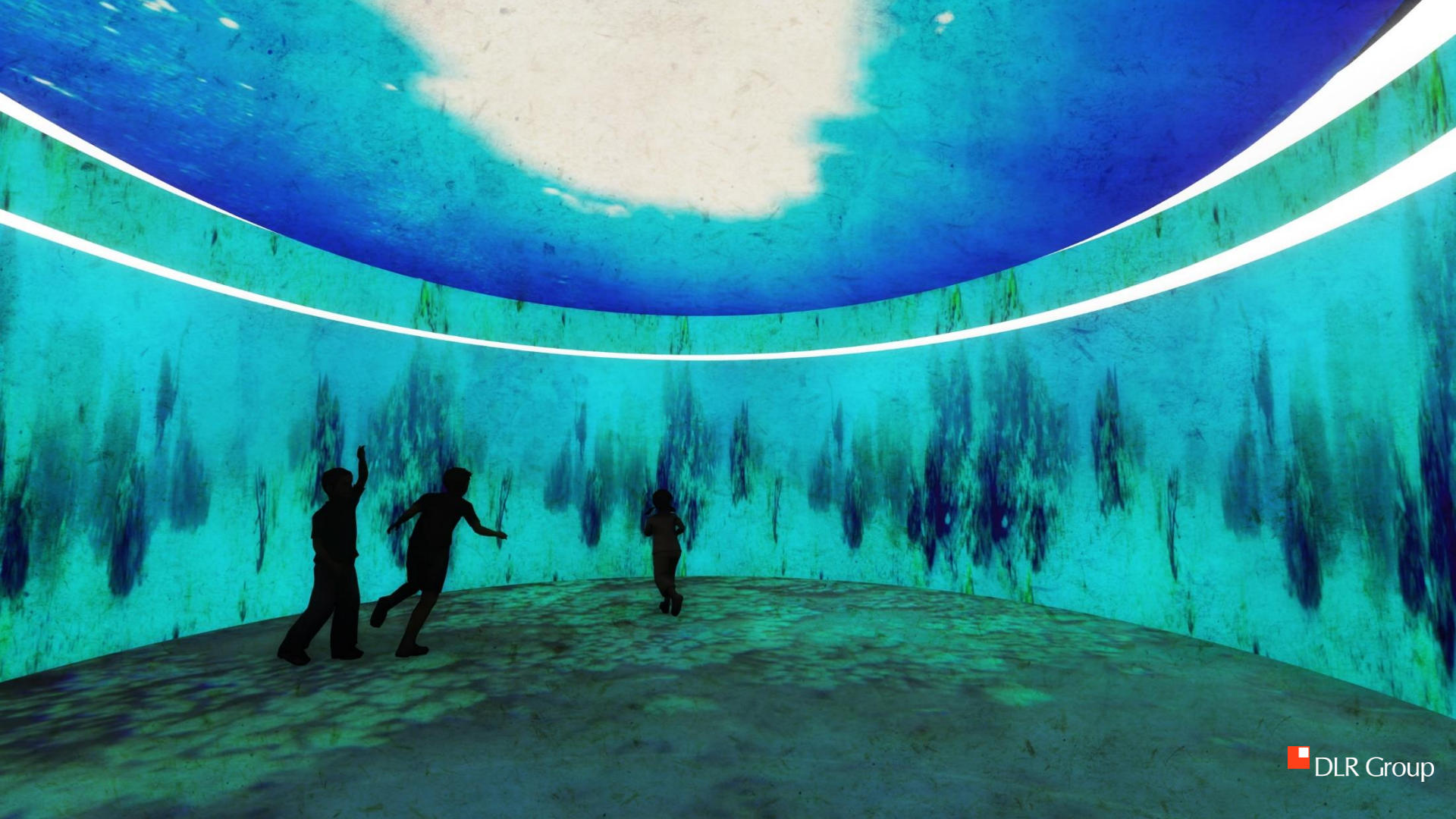
### Tech Based:

- All five senses
- Augmented Reality
- Interactive holographic images

### Authentic:

- Off campus / On location







**FUTURE  
READY  
D36**

Honoring our past.  
Planning our future.



**We See...**



**THANK YOU!**