Scan or Click Here for Video

Interactive School

Budget

A CAD

Constraints:
- **Zoning Ordinances and Spacing**
- **Multi-Story Classes**
- **Different Floors**

School Map

References:
https://drexel.edu/soe/resources/teacher-resources/inspire-creativity-in-the-classroom/
https://www.gse.harvard.edu/ideas/news/14/11/benefit-interactive-learning
https://aestheticsofjoy.com/design-a-better-school/
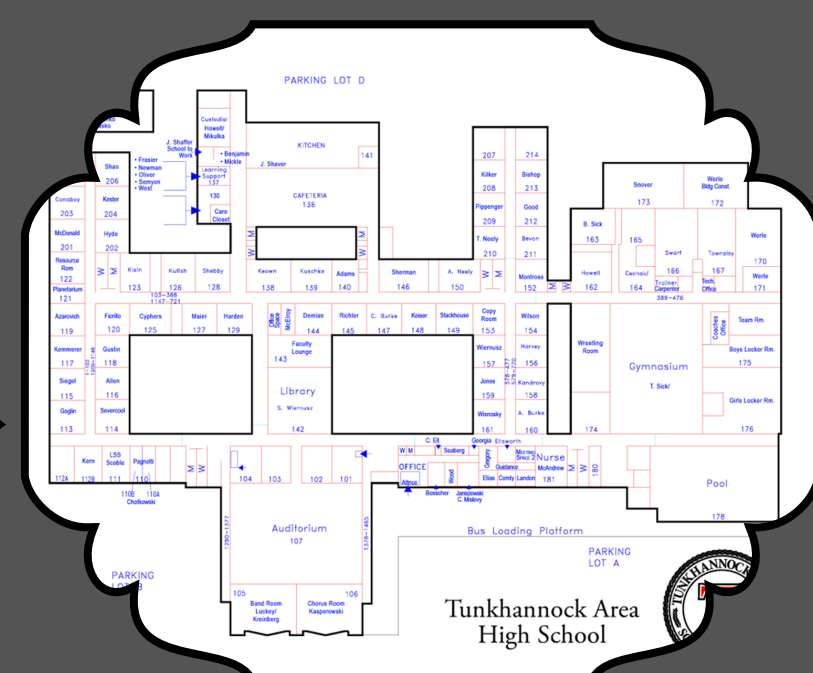
Videos:
https://www.youtube.com/watch?v=AoSMYeAI87Q
https://www.youtube.com/watch?v=lFkJCpDO_V0
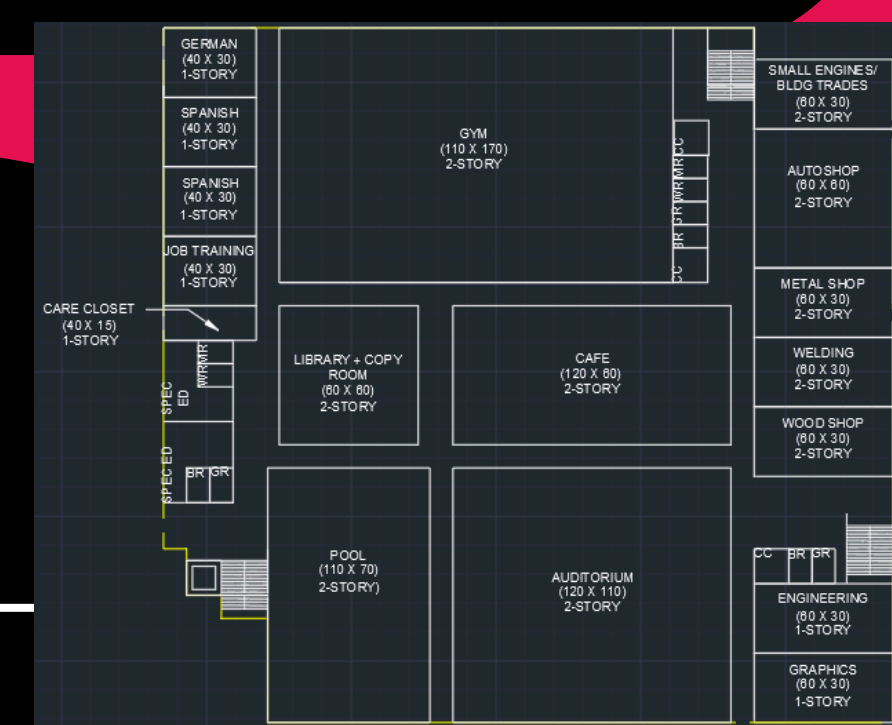https://www.youtube.com/watch?v=HVsCHMj5_Bo

Universal Design:
- **Made to accomodate every individual and learning style**
- **Study Rooms allow for collaboration among peers and diverse ideas to prosper**
- **Focuses on learning over testing**
- **Unique architecture inspires thought and creativity**
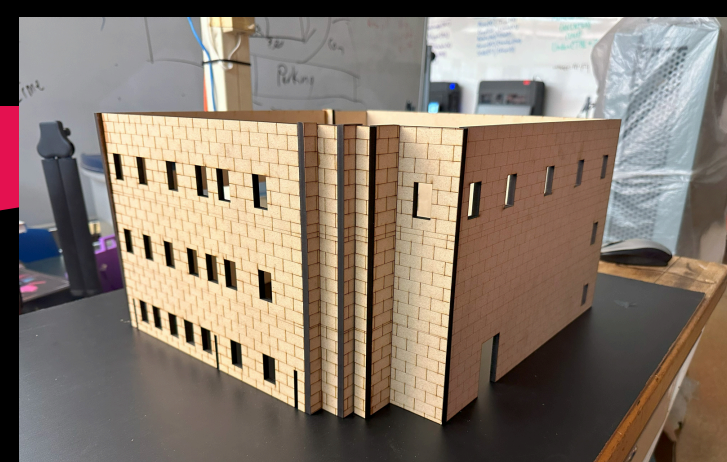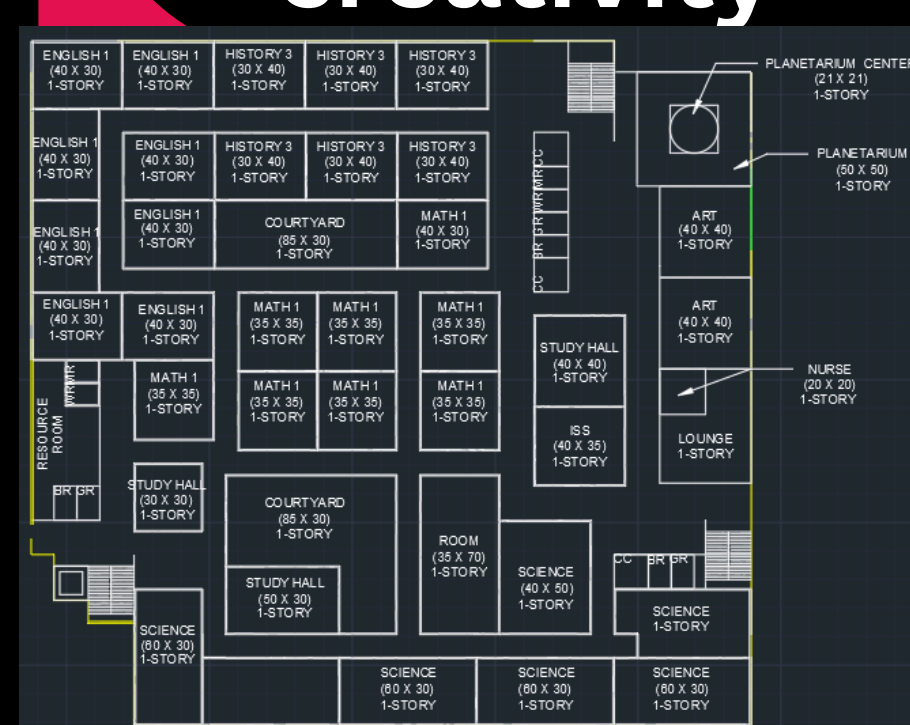
The Idea:

- Redesigning our school on a different part of campus
- Creating an Interactive Classroom setting that engages students
- Interweaving core curriculum classes with trade classes to eliminate the stigmas and increase learning potential
- Project-Based system where students are graded on their projects/presentation rather than a test
- Allow for open study rooms where students can collaborate on ideas and projects
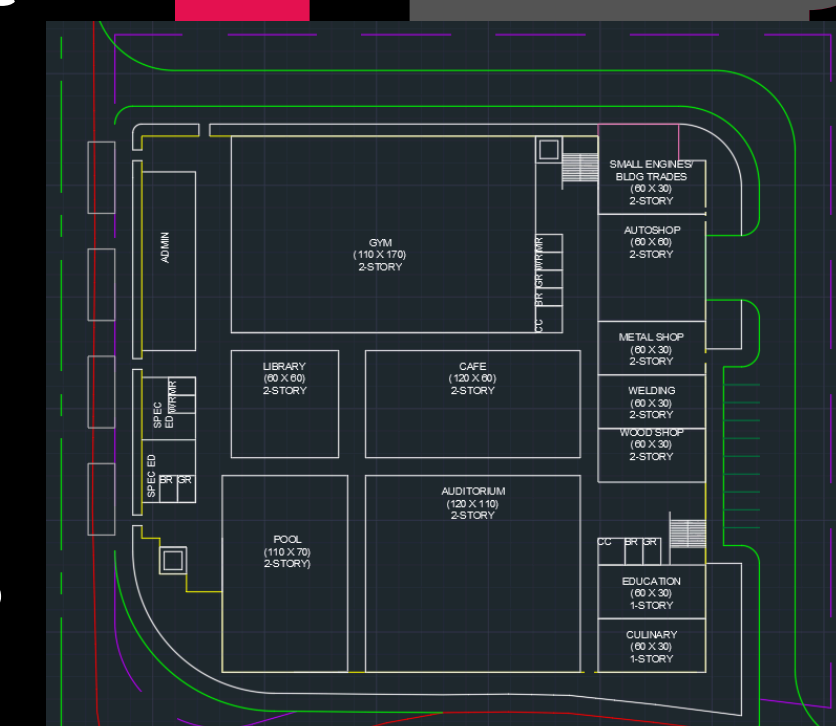
Engineering Design:
Brainstorm - Interactive School Idea to Advance Learning
Evaluate Spacing and Constraints - Zoning, Shops
Prototype - Initial Design and Redesign School
Final Design - Create 3-D Model
Evaluate - Consider any Future Modifications and Ideas
Communicate - Present Ideas in Video and Digital Poster

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Project Location