

## Design Patterns 2.0

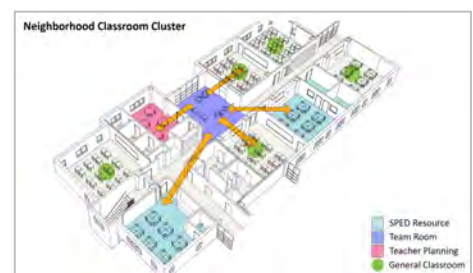
The following set of priority “21<sup>st</sup> Century Design Patterns 2.0” for the design of the Wakefield Memorial High School was developed by the Educational Visioning Group (EVG) during Workshop Three. Working in small groups, participants were given the opportunity to interact further with the Design Patterns that they had been introduced to during Workshop Two. Seven teams of 4-6 participants each worked to create their own set of 8-10 priority Design Patterns and attributes, which were later grouped by like themes and are listed below in order of the number of “votes” they received, with each pattern given 5 votes for every time that it appeared on a team’s list.

- **STEM / STEAM Adjacencies and Maker Space** (45 votes)
  - By design, STEAM ties together departmental areas
  - Engineering Lab/Robotics Lab
    - Proximity to the outdoors
    - Rockets, robots, etc.
    - Glass garage doors to open up to outdoor space
  - WCAT Studio Synergy between TV curricula and CAT - makes build more viable
  
- **Heart of the School/Learning Commons** (35 votes)
  - Collaborative learning spaces, comfortable seating, lots of light
  - Heart of the school, open, access from this hub to all other parts of the school
  - Welcoming arrival
  - The notion that there is a space that functions as a central gathering place and also directly supports the goals around community access through its adjacency to those spaces
  - Storytelling and history
  - Heart of the building
  - Centrality to main doors
  - Multiple hearts so that different student groups can have their own welcoming space
  - Counseling Suite adjacency
  - STEAM adjacency
  - Library Media Center / Learning Commons
    - Pushback to manage student expectations of quiet in the library or media center as an academic space



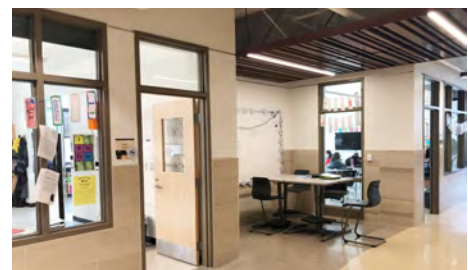
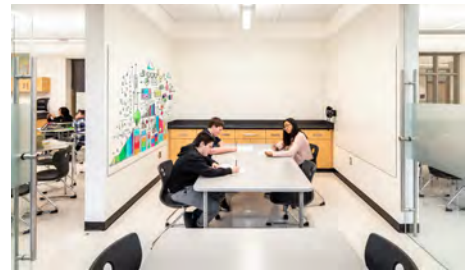
## Design Patterns 2.0 *Continued*

- **Community Access** (30 votes)
  - The community is able to use the shared spaces. Easy access locked off to the rest of the building.
  
- **Universal Design and Accessibility** (25 votes)
  - Lack of barriers/obstacles
  - ADA accessibility - more ramps
    - Special Education/Diversity, Equity and Inclusion (DEI)
    - Ensuring that appropriate technologies exist in the space
  - Signage and wayfinding
    - Using architectural elements to define identity
    - Increase visibility
    - Signage in multiple languages - imagery and wording is understood on all levels
  - Spaces should have the ability to have more than one use - current and future needs
  - Good use of color to make things understandable
  - Easy to navigate between different areas of the building
  - Options for single stall bathrooms
  - Standing spaces for students who cannot sit an entire period
  - Good acoustics
  - Various heights for counters
  - Use of world languages - welcoming for all student populations (building as teacher)
  
- **Agile Classrooms** (25 votes)
  - Would support project-based learning. The combination of these spaces with Anywhere, Anytime Learning spaces would support small groups as well as classes
  
- **Display & Exhibition** (20 votes)
  
- **Classroom Neighborhoods** (20 votes)
  - STEM/STEAM, possibly Humanities, specifics to be defined by what would best support educational programming and objectives.
  - The notion that the physical space is oriented to not only support adjacencies, but is a combination of different types of spaces that are flexible.



## Design Patterns 2.0 *Continued*

- **Dining as Social Commons** (20 votes)
  - Learning Commons/Dining Commons
  - Cafe / Forum
  - Foodservice options near the library (cafe)
    - Alternative eating spaces
  
- **Breakout Quiet Space / Anywhere Learning** (20 votes)
  - Small group rooms (glass, visible) for conferencing and student groups
  - Smaller conference spaces near library or a supervised space
  - Gives students a level of controlled autonomy
  - Quiet spaces for students and teachers
  - Counseling Suite - center for student services could serve this need
  - Special Education meeting spaces
  - Sensory spaces/therapeutic spaces
  - Smaller breakout rooms to self-regulate / deescalate
  
- **Extended Learning Spaces** (15 votes)
  - Would support project-based learning. The combination of these spaces with Anywhere, Anytime Learning spaces would support small groups as well as classes
  - Anytime learning area
  - Flexible furniture
  
- **Welcoming Arrival** (15 votes)
  - Soft furniture (colors hardness/softness of materials)
  - Comfort features
  - Lighting
  
- **Visible Learning & Transparency** (15 votes)
- **Professional Work Areas** (10 votes)
- **Enrichment Spaces** (10 votes)
  - Auditorium space insufficient at the GMS
- **Security and Welcome** (10 votes)
- **Indoor/Outdoor Connections** (10 votes)
- **Wayfinding and Streetscapes** (10 votes)
- **Flexible Science Labs** (5 votes)
  - Likely a given due to MSBA standards
- **Anywhere, Anytime Learning** (5 votes)





## Guiding Principles 1.0

The following set of “Guiding Principles 1.0” for design of the Wakefield Memorial High School facility was developed by the Educational Visioning Group (EVG) during Workshop Three. The EVG is a group of approximately 32 participants that includes WPS leadership, as well as WMHS administrators, teachers, parents, and community partners. Seven teams of 4-5 participants each worked to create their own set of priority Guiding Principles which were then grouped by like themes. These are listed below, with each Guiding Principle given five votes for appearing on one of the original team lists.

Guiding Design Principles offer a framework of educational priorities that prove invaluable in helping stakeholders and design team members to set design goals and focus their work. This first iteration of Guiding Principles may continue to develop as the design process unfolds.

1. **Integration & Synergy** (35 votes)
  - Collaboration and Community
  - Inclusive Environment
  - Relationship Building
  - Student Centered Spaces
2. **STEM & STEAM** (35 votes)
  - Art Integration
  - Mastery- and Competency-Based Learning
  - Project-Based and Autonomous Work
  - Real Connections to 21<sup>st</sup> Century Learning
3. **Visible Learning** (20 votes)
  - The Joy of Learning
  - Controlled Transparency
  - Celebration of Student Work
  - Students Instructing Students
4. **Adaptability, Flexibility & Utility** (20 votes)
  - Evolution
  - Seamless Technology
  - Supporting current learning model but adaptable to future models (e.g., interdisciplinary)
  - Rooms with purpose
5. **Small Learning Communities, Large School Pride** (25 votes)
  - School as Community
  - Sense of Belonging and Ownership
  - Placemaking at Center of Building Identity
  - Heart of School
6. **School as a Community Resource** (15 votes)
  - Safe Community Use
  - Elements that directly connect to the community: culinary and bank
  - Outdoor connections, collaboration, community