

MARIE REED ELEMENTARY SCHOOL

DISTRICT OF COLUMBIA

DEPARTMENT OF GENERAL SERVICES

SIT MEETING
MARCH 25, 2015

AGENDA

OVERVIEW

- 1. Introductions**
- 2. Project Team**
- 3. Initial Programming and Design Ideas**
- 4. Comments / Discussion**



PROJECT TEAM

PROJECT TEAM



ARCHITECTURE / PROJECT MANAGEMENT
QUINN EVANS ARCHITECTS

Principal-in-Charge
Jeffrey Luker, AIA, LEED AP

Education Design Leader
Daniel Curry, AIA, LEED AP

CONSULTING TEAM

STRUCTURAL ENGINEERING
SK&A Structural Engineers

M/E/P ENGINEERING
JVP Engineers, P.C.

CIVIL/SITE ENGINEERING
Wiles Mensch Corporation

LANDSCAPE ARCHITECTURE
Bradley Site Design

ENVIRONMENTAL / HAZMAT
APEX

FOOD SERVICE DESIGN
Nyikos

STRATEGIC ENGINEERING & EN-
ERGY MODELING
In Posse

COST ESTIMATING
Forella

ACOUSTICS, AV & IT
Convergent Technologies



QUINN EVANS | RECENT WORK

21st CENTURY LEARNING ENVIRONMENTS

McKINLEY MIDDLE SCHOOL

A vision for learning environments where students engage in critical inquiry, collaborative problem solving, and the integration and transfer of knowledge across disciplines.



PROCESS

VALUES TO DESIGN SOLUTIONS



Values



Standards



Curriculum



Skills



Users



Modes of Learning



Technology & Furnishings



PROCESS

PRINCIPLES BASED DESIGN

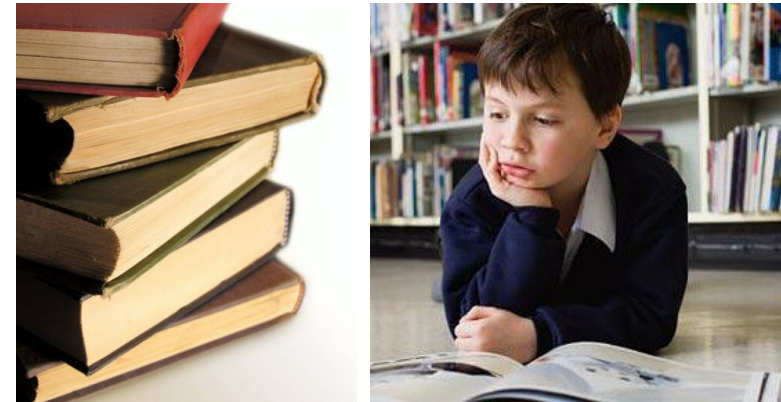
Arts Integration Principles

- Promote the artistic activities of creating, performing, responding, and connecting.
- Create spaces which spur creativity and imaginative thinking.
- Partner science and technology with the arts to promote the shared concepts of innovation and problem-solving.
- The architecture should support performance as a vehicle for personal growth and cultural and individual expression.
- Allow for informal performance spaces which reflect alternate theater structures - i.e. theater in the round, thrust stage.



Proposed graphics for Ludlow Taylor ES

LITERARY ARTS



PERFORMING ARTS



VISUAL ARTS



APPROACH TO THE DESIGN OF LEARNING ENVIRONMENTS

GROWTH OF THE WHOLE CHILD

ELEMENTARY SCHOOLS SHOULD PROMOTE PERSONAL GROWTH AND A SENSE OF IDENTITY WITHIN THESE CONTEXTS



WAYFINDING AND IDENTITY GRAPHICS

PRECEDENT IMAGES

Graphics
~ Wayfinding
~ Teaching Tool



Architectural "Nodes"
~ Wayfinding
~ Placemaking



Bold Colors
~ Wayfinding
~ Defines Space



CLASSROOMS

PRELIMINARY PERSPECTIVES & CLASSROOM DETAILS



Individual Student Desks



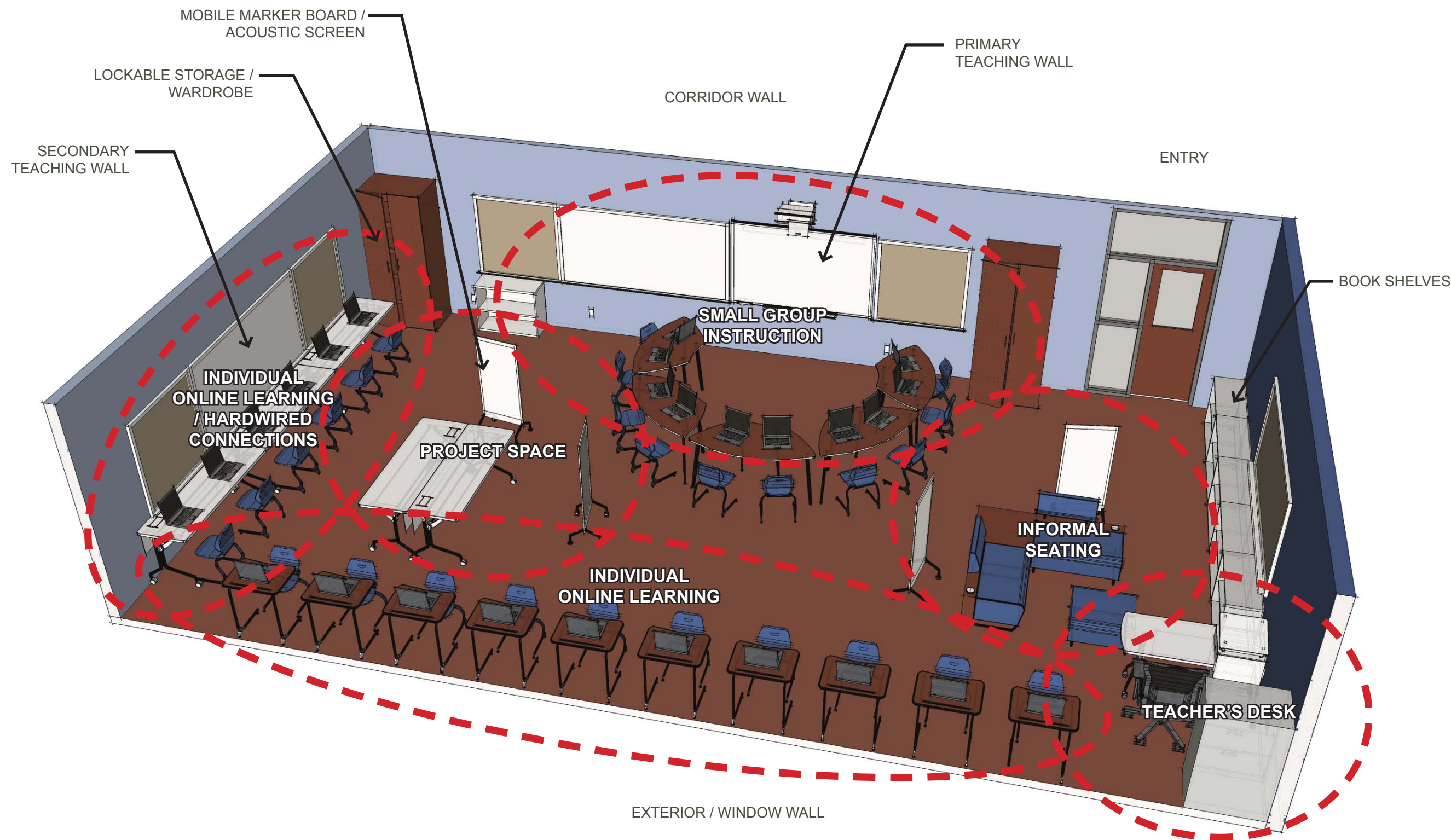
Upper Classroom Student Cubbies



Collaborative Learning



BLENDED LEARNING CLASSROOM
 KRAMER MIDDLE SCHOOL

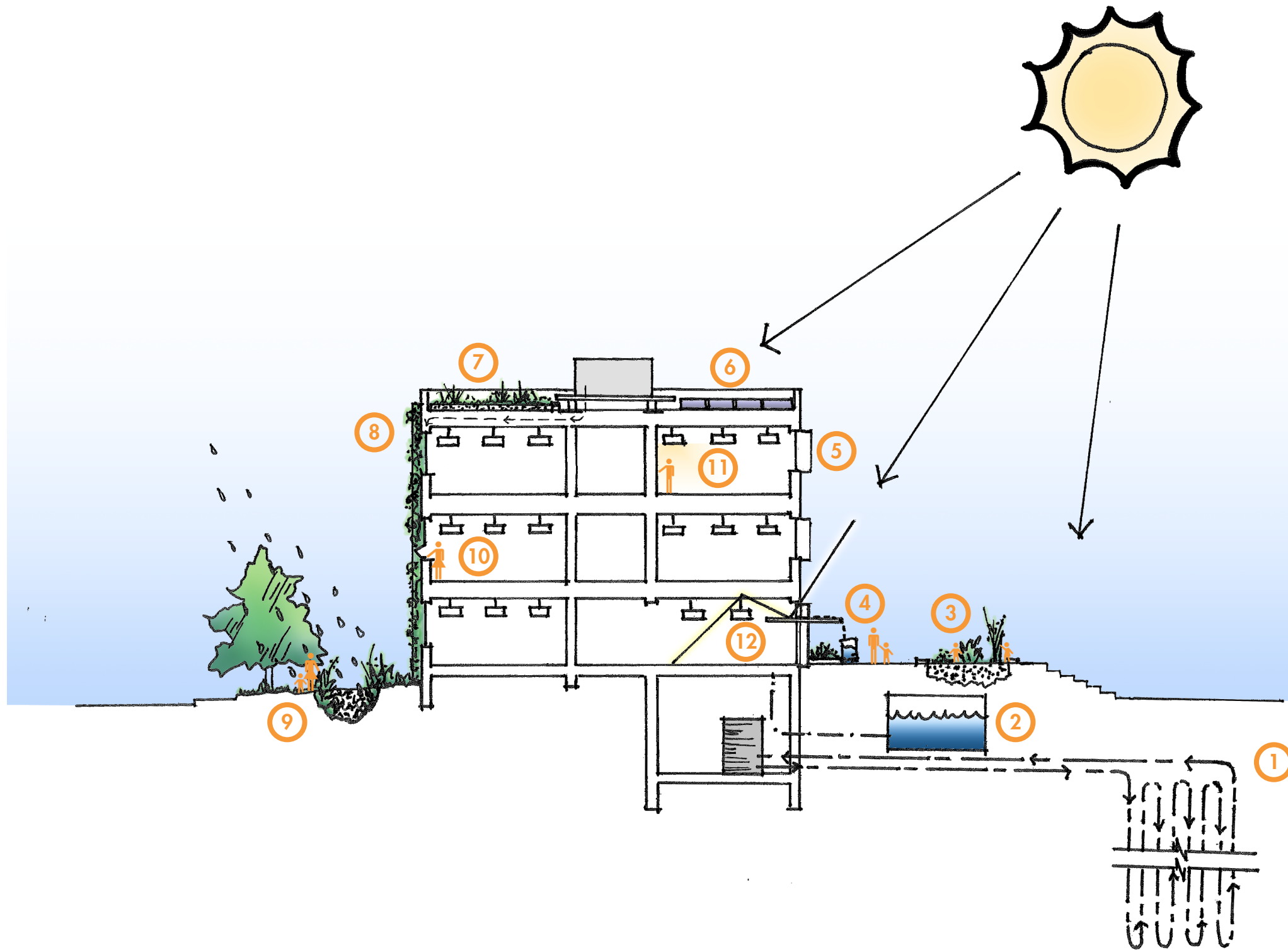


PROJECT BASED LEARNING ENVIRONMENTS

McKINLEY MIDDLE SCHOOL



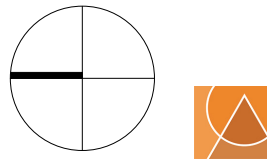
SUSTAINABLE STRATEGIES



1. Ground Source Heat Pump
2. Underground Stormwater Storage / Cistern
3. Community Garden
4. Above Ground Cistern
5. Sun Shading - Fins & Overhangs
6. Photovoltaics & Solar Thermal Panels
7. Green Roof
8. Living Wall & Condensate Harvesting
9. Rain Water / Dry Creek Bed
10. Operable Windows & Thermal Controls
11. Flexible Lighting Controls
12. Light Shelf



VAN NESS ELEMENTARY SCHOOL
CONCEPTUAL SITE PLAN



INITIAL THOUGHTS

DESIGN OPPORTUNITIES

CAFETERIA & STUDENT COMMONS

A flexible cafeteria space may be designed to function as an additional learning environment when not used for dining. It might also support informal performances during after school activities. Additional performance spaces would help develop communication and self expression skills to align with goals of the Common Core and the DC Scores Poetry programming.



RECORDING STUDIO

A recording studio might support the DC Scores goals to help students develop a deeper understanding of themselves through written expression and performance. Students would learn communications and media skills; they would also have the opportunity to review recordings of their poetry performances to reflect on and refine their craft.

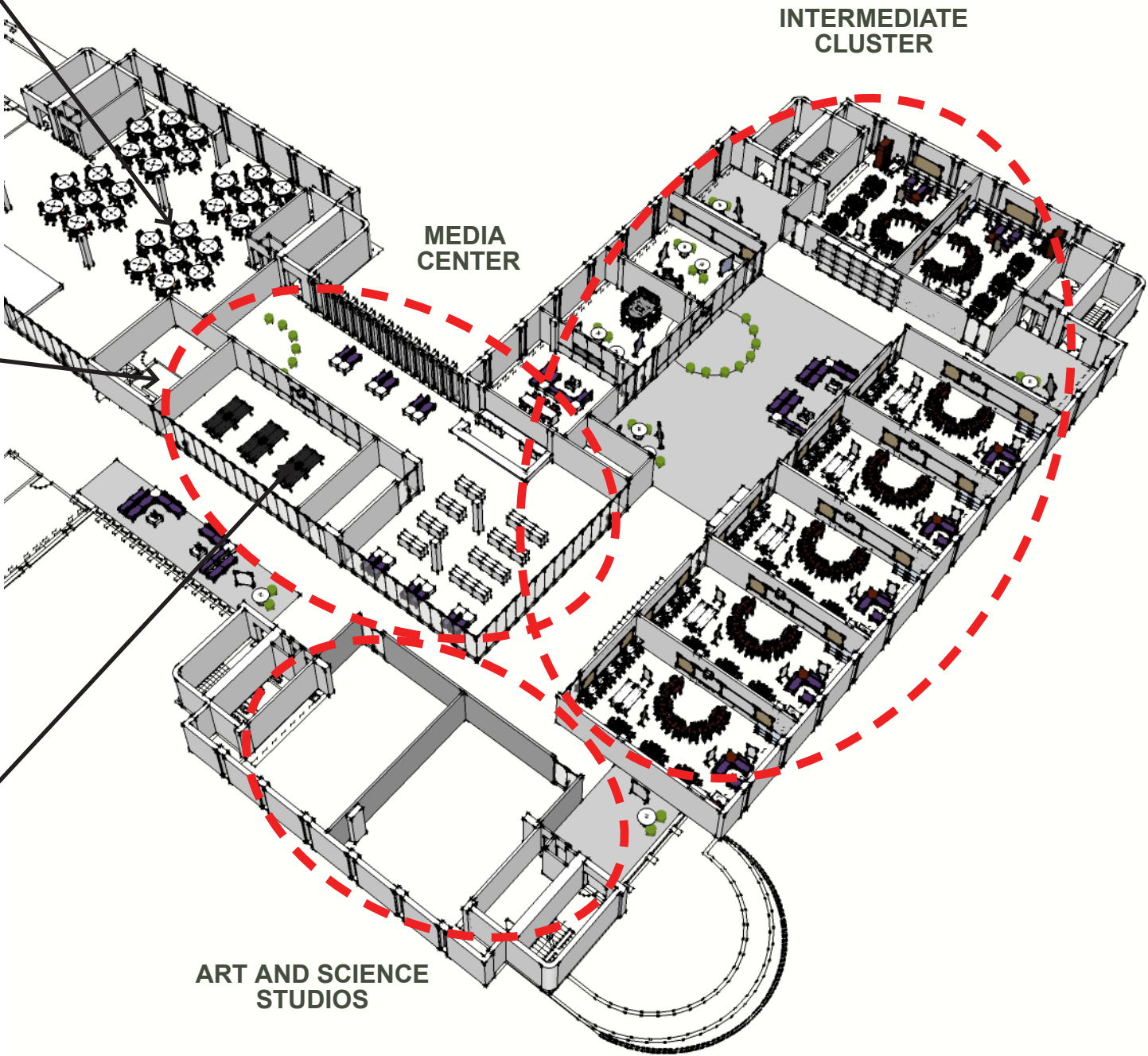


MEDIA PRODUCTION LAB

Digital media labs are versatile learning environments that allow students to create, edit, refine, and communicate ideas and information. Students could enhance communication, creativity, critical thinking, and media literacy skills through a technologically rich digital arts curriculum that would develop 21st century skills. This lab could also support after school programming.



MEDIA PRODUCTION LAB



DESIGN OPPORTUNITIES

RESOURCE ROOMS

Thoughtful integration of technology and furnishings will create flexible and adaptable resource rooms. These rooms will support teacher collaboration, small group instruction, and after school tutoring programs.



COMMONS

Commons spaces could support small group instruction and after school tutoring and social activities. Ample storage should be provided for after school programs and to secure personal belongings during after school activities. Tackable surfaces and display cases should display student work to promote a sense of ownership and pride.



COMMONS

Commons spaces could support Tools of the Minds theme-based play. After school programming such as chess clubs and one on one tutoring could make use of more intimately scaled environments.



CLASSROOM CLUSTER - INTERMEDIATE GRADES

