

designing
learning spaces that
facilitate *active learning*

active **minds.**
active **learning.**
active **spaces.**

Steelcase[®]
EDUCATION



Your mindset?

1. What are several factors/challenges at USNA impacting what you do?
2. Write down key skills /personal attributes that have made you successful.
3. Reflecting on your answers in #2, What do you need to do, or accomplish, to continue to be successful in next 2-3 years?
4. What's stopping you from achieving #3?



Why Steelcase®?

EDUCATION

our mission: help schools, colleges and universities create the most effective, rewarding and inspiring learning environments that promote student success.

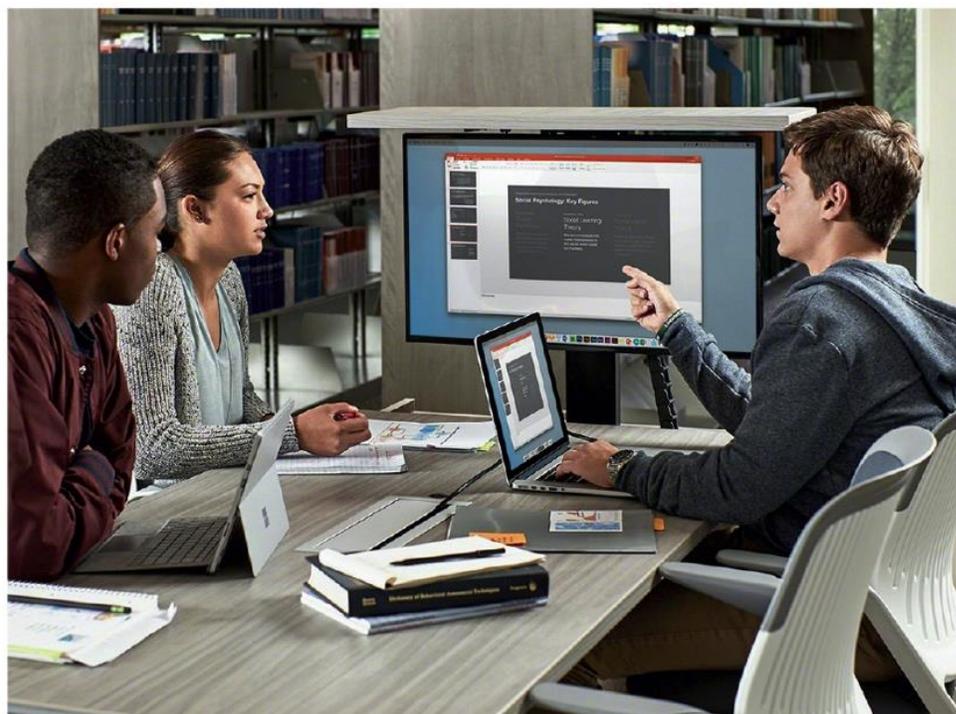
we are:

- a dedicated group within Steelcase focused exclusively on education
- research-based and insights-driven
- a leader in innovation with furniture, tools and technologies for active learning spaces



Students are changing.
Technology is changing.
Pedagogies are changing.





**Learning has evolved.
Student success has changed.**

21st-Century Skills

Learning Skills

Critical thinking

Creativity

Collaboration

Communication

Literacy Skills

Information literacy

Media literacy

Technology literacy

Life Skills

Curiosity

Adaptability

Empathy

Leadership

Cultural sensitivity

USNA FSAC Goals

USNA FSAC – Learning Outcomes Workshop

Assessment Basics: Student Learning Outcomes

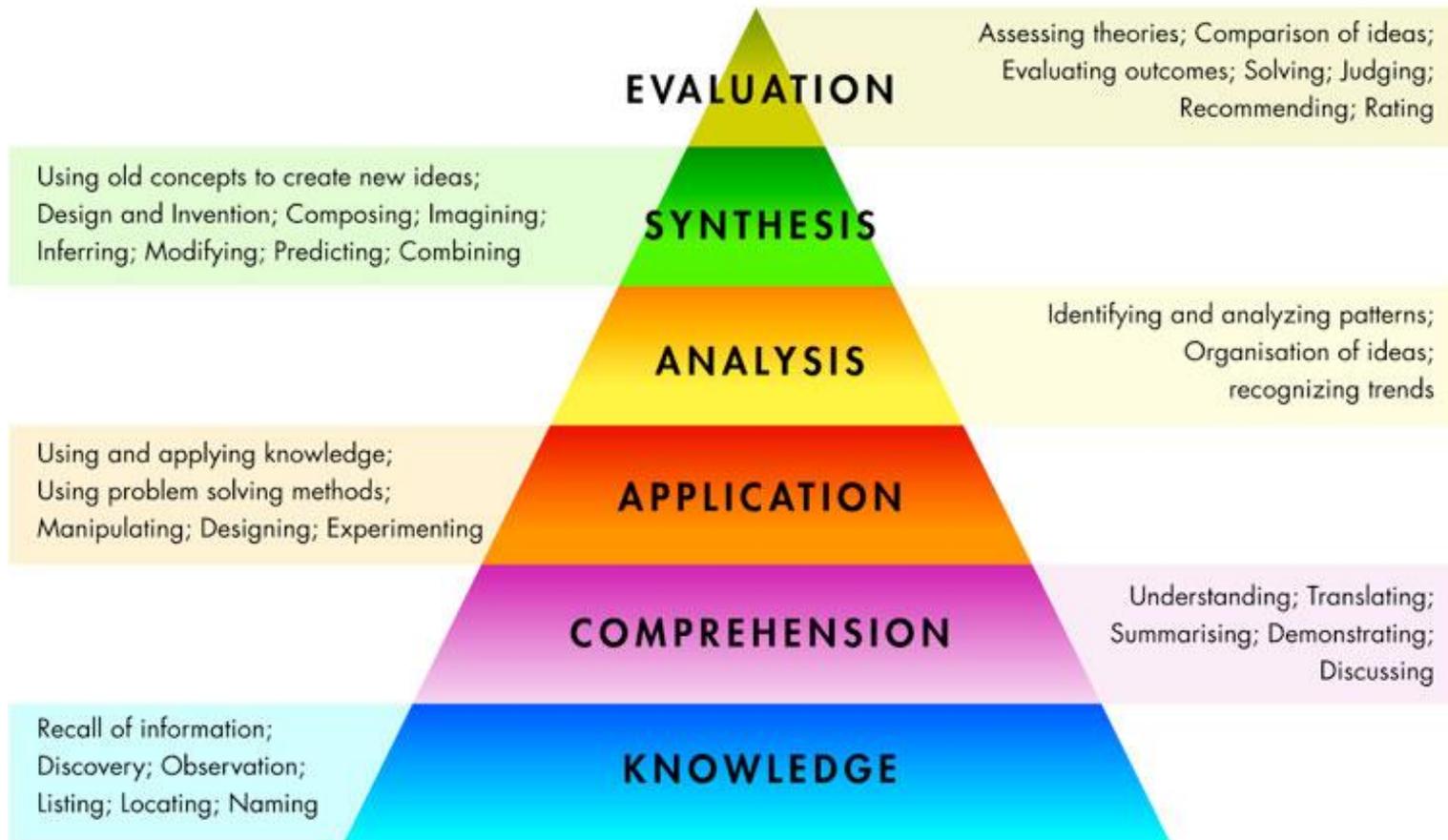
Faculty Senate Assessment Committee

Facilitator: Katherine Cermak
Assistant Dean for Planning & Assessment

February/March 2013

USNA FSAC – Learning Outcomes Workshop

B L O O M S T A X O N O M Y



USNA FSAC – Learning Outcomes Workshop

Learning Outcome Checklist

Is the learning outcome student/learner centered?	
Does the outcome address essential learning?	
Does the outcome contain an active/concrete verb?	
Is the outcome observable? Can the outcome be measured/assessed?	
Does the outcome address what a student should be able to do at the completion of the program (course or other educational experience)?	
Check, are the outcomes consistent with professional standards and program mission documents?	
Is the outcome written in language that relevant audiences will understand?	
Are the number of outcomes reasonable to assess?	

ACTIVE LEARNING CLASSROOM

Group 1:
Define/describe “active learning”
without using the terms *active* or
learning.

Group 2:
List characteristics of “active
learning”. What does it look
like/feel like or instructors &
students?

Group 3:
What are examples of “active
learning”? What are not examples
of active learning”?



ACTIVE LEARNING CLASSROOM



Active learning is a process whereby students engage in activities, such as reading, writing, discussion, or problem solving that promote analysis, synthesis, and evaluation of class content.

Active Learning

Active learning is "anything that involves students in doing things and thinking about the things they are doing" (Bonwell & Eison, 1991, p. 2).

Felder & Brent (2009) define active learning as "anything course-related that all students in a class session are called upon to do other than simply watching, listening and taking notes" (p. 2).



"I hear and I forget. I see and I remember. I do and I understand."

Think of places you went over the past month that brought a smile to your face. Why are they memorable?



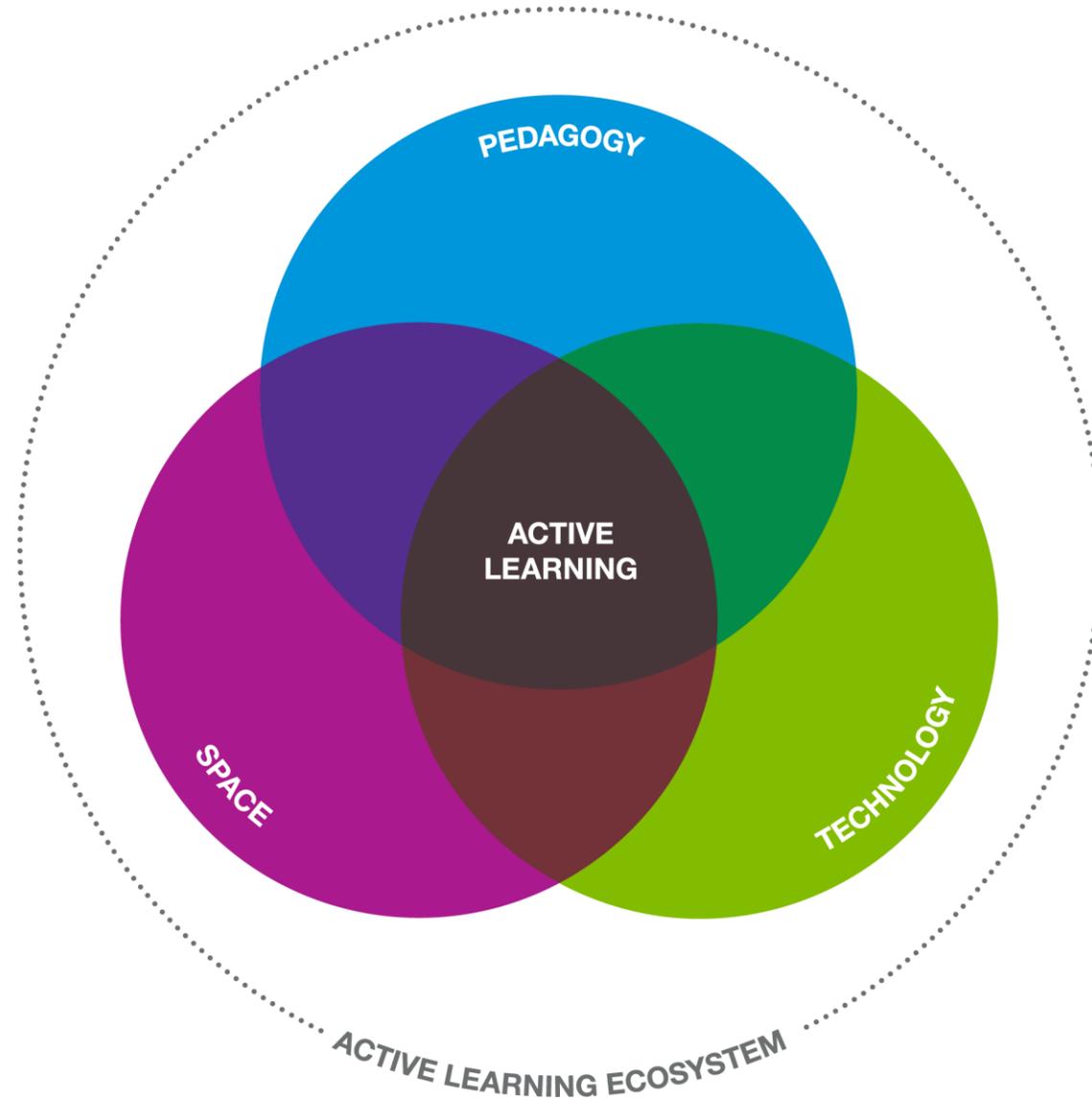


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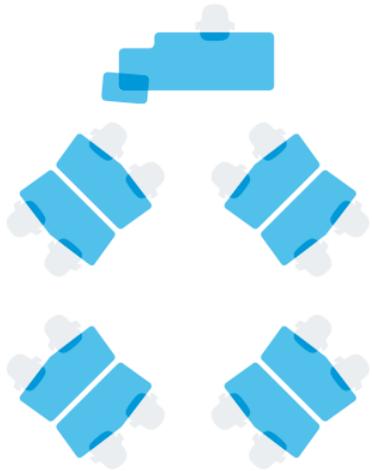


THE ACTIVE LEARNING ECOSYSTEM

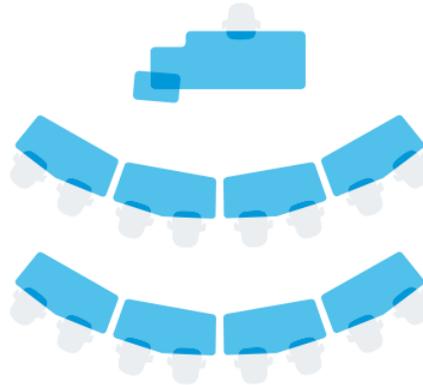


THE RHYTHM OF LEARNING

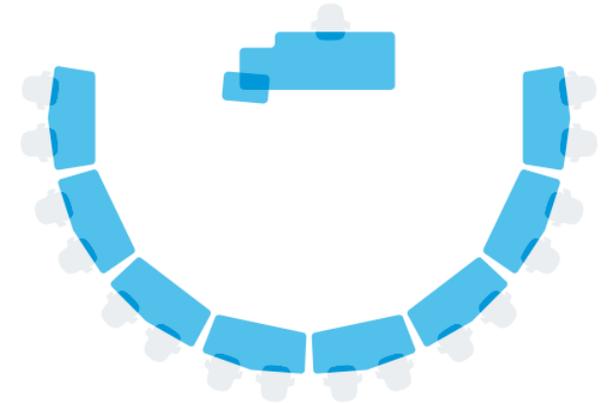
Group Mode



Lecture + Test Mode



Discussion Mode



What do the Spaces that support Student Success look like?

STEELCASE EDUCATION

Coastline College Video Case Study

See how an active learning environment emerges when two classes at Coastline Community College in California experience a new type of classroom for the first time. From multiple modes of learning to engaged and participative students, the Verb classroom collection from Steelcase Education instantly transforms the learning environment by offering flexible and collaborative tools.



<https://www.steelcase.com/research/videos/coastline-community-college-flexible-collaborative-environment/>

APPLICATION IDEAS



VERB ANIMATION SERIES

1 Flexible Classroom

Presentation Mode



28' x 35' = 980 SF

30 Students = 32 SF per student

VERB ANIMATION SERIES
3 Flexible Classroom

Group Mode



28' x 35' = 980 SF

30 Students = 32 SF per student

APPLICATION IDEAS

LearnLab



LEARNING MODES





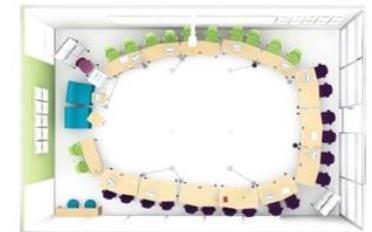
Kansas State University

APPLICATION IDEAS

Tiered Classroom



LEARNING MODES



APPLICATION IDEAS

Large Active Learning Classroom



LEARNING MODES





As a business executive, one issue that is so important to me is that students graduate from college with relevant skills that are in demand by 21st-century employers. That is exactly what's happening at Philadelphia University.”

Eileen Martinson '86, CEO of Sparta Systems, Inc. and Chair of the PhilaU Board of Trustees

Philadelphia University - Hayward 109-111
Active Learning Classroom - LearnLab(TM)

Steelcase
Education Solutions



Room 1 Before



Room 2 Before









TEXAS A&M CASE STUDY
ACTIVE LEARNING AT SCALE

Texas A&M Case Study
Active Learning at Scale

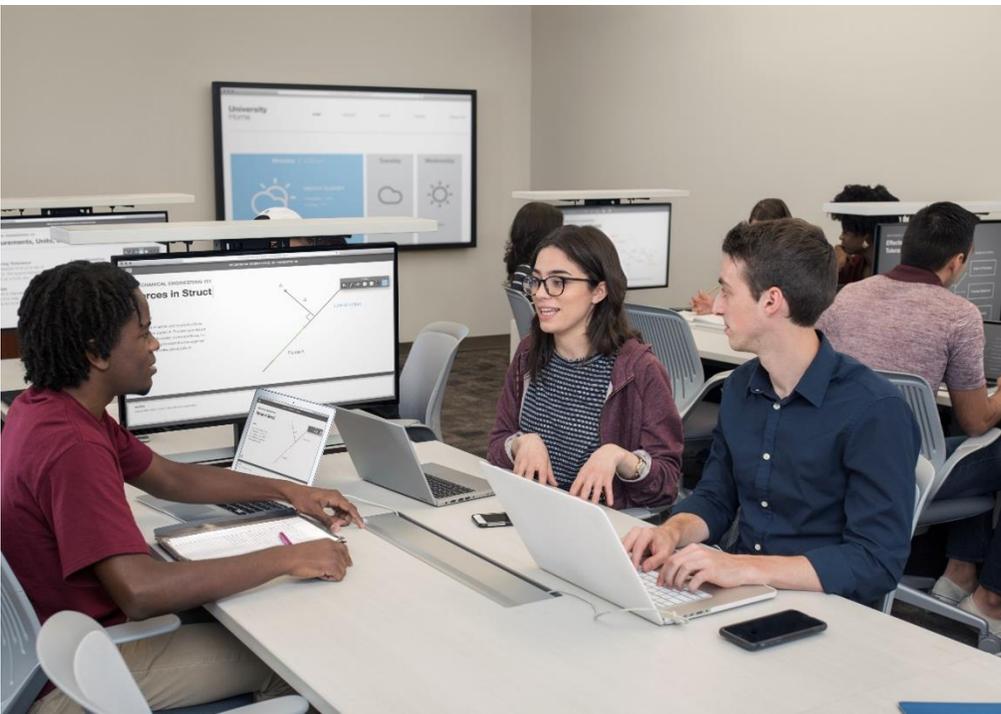


Large active learning classrooms and a custom table solution from Steelcase help transform the educational experience at Texas A&M University





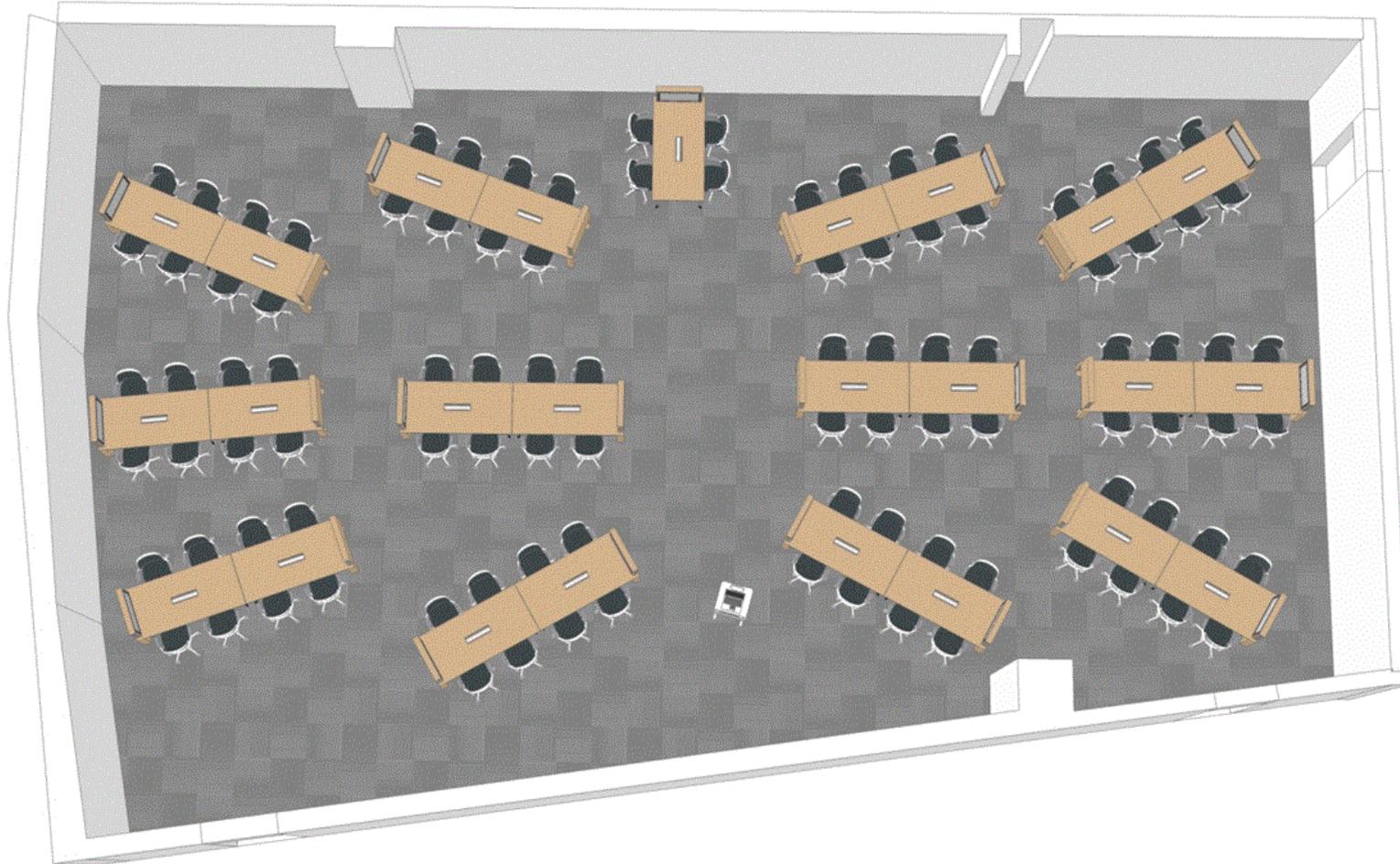
“We’re building learning environments that work for the different ways students learn, whether it’s interactive, collaborative on a large or smaller scale, or lecture. These are environments that readily adapt to students and instructors and how they need to work.”



Edwin Pierson, CIO and Director of Information Technology at Texas A&M the College of Engineering

Texas A&M Case Study

Classroom Application



Center for Character & Leadership Development



Innovation - Maker Spaces & Incubators

Making Process Focus Across Different Kinds of Makerspaces

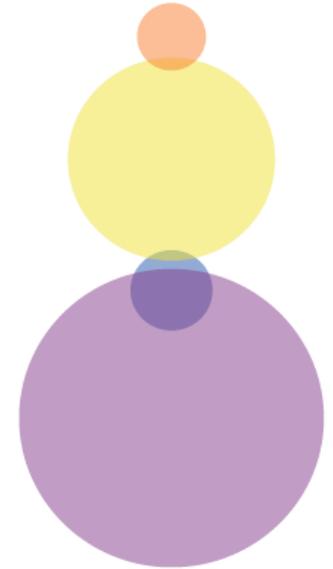
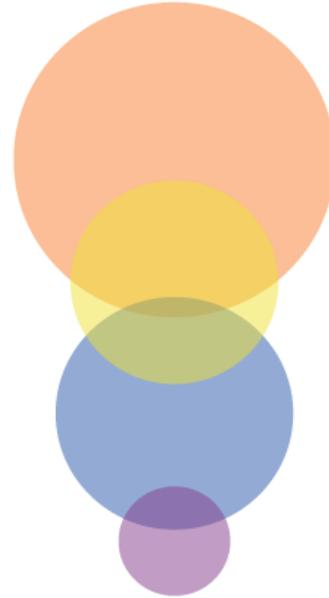
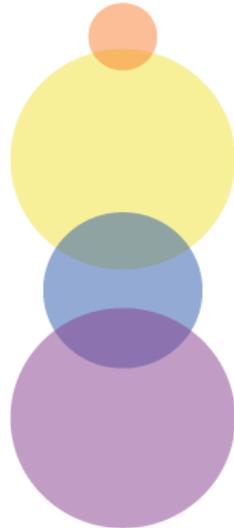
Makerspaces go by many names, but differences in naming sometimes indicate differences in focus of the space. Spaces more focused on thinking, sharing, and light weight making are better opportunities for Steelcase.

THINK 

MAKE 

SHARE 

Makerspace
Design Lab
Engineering Lab
Innovation Lab





Public University | Incubator Classroom



Public University | Incubator Classroom



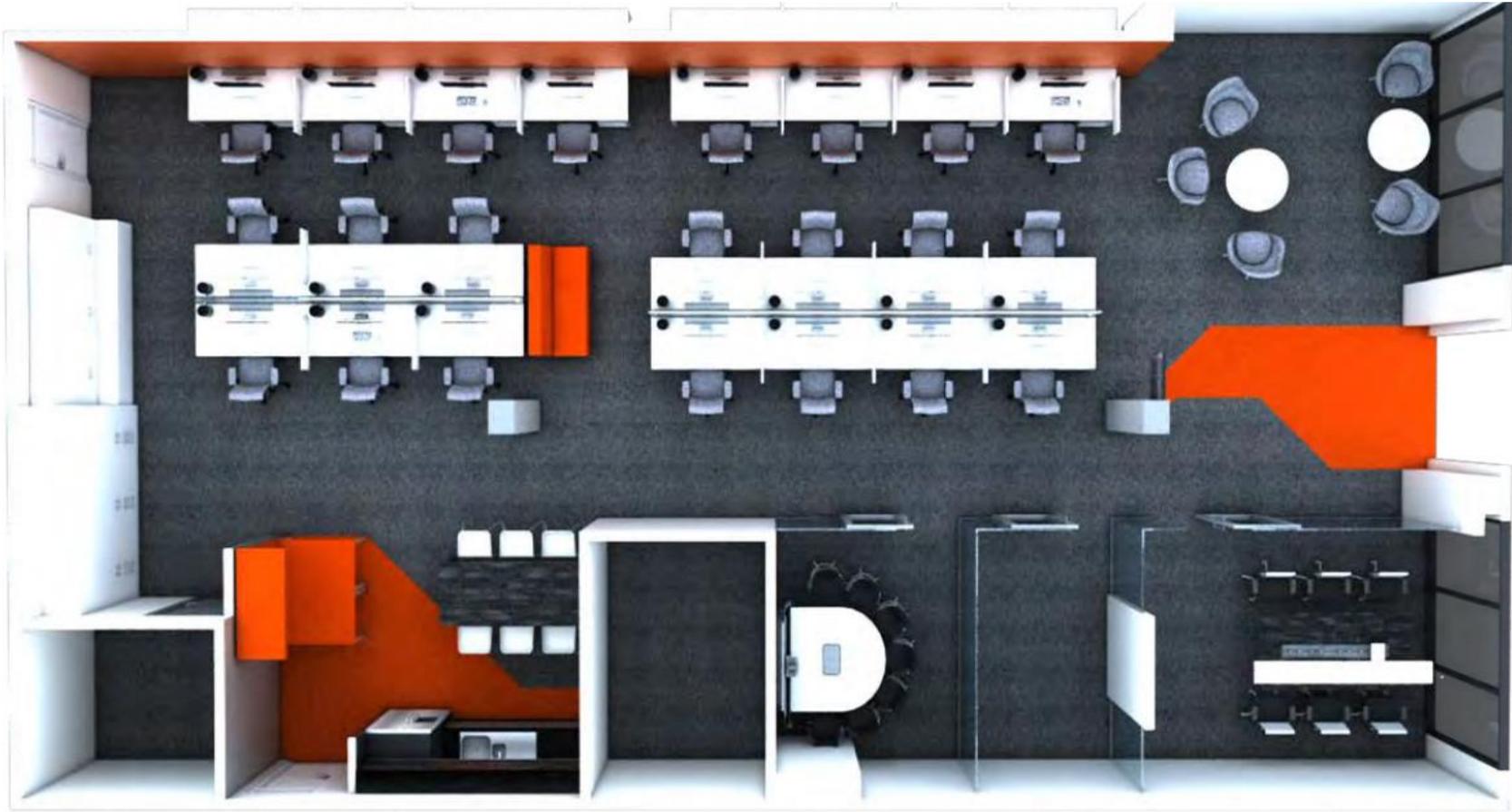
College of the Desert



Jackson State University



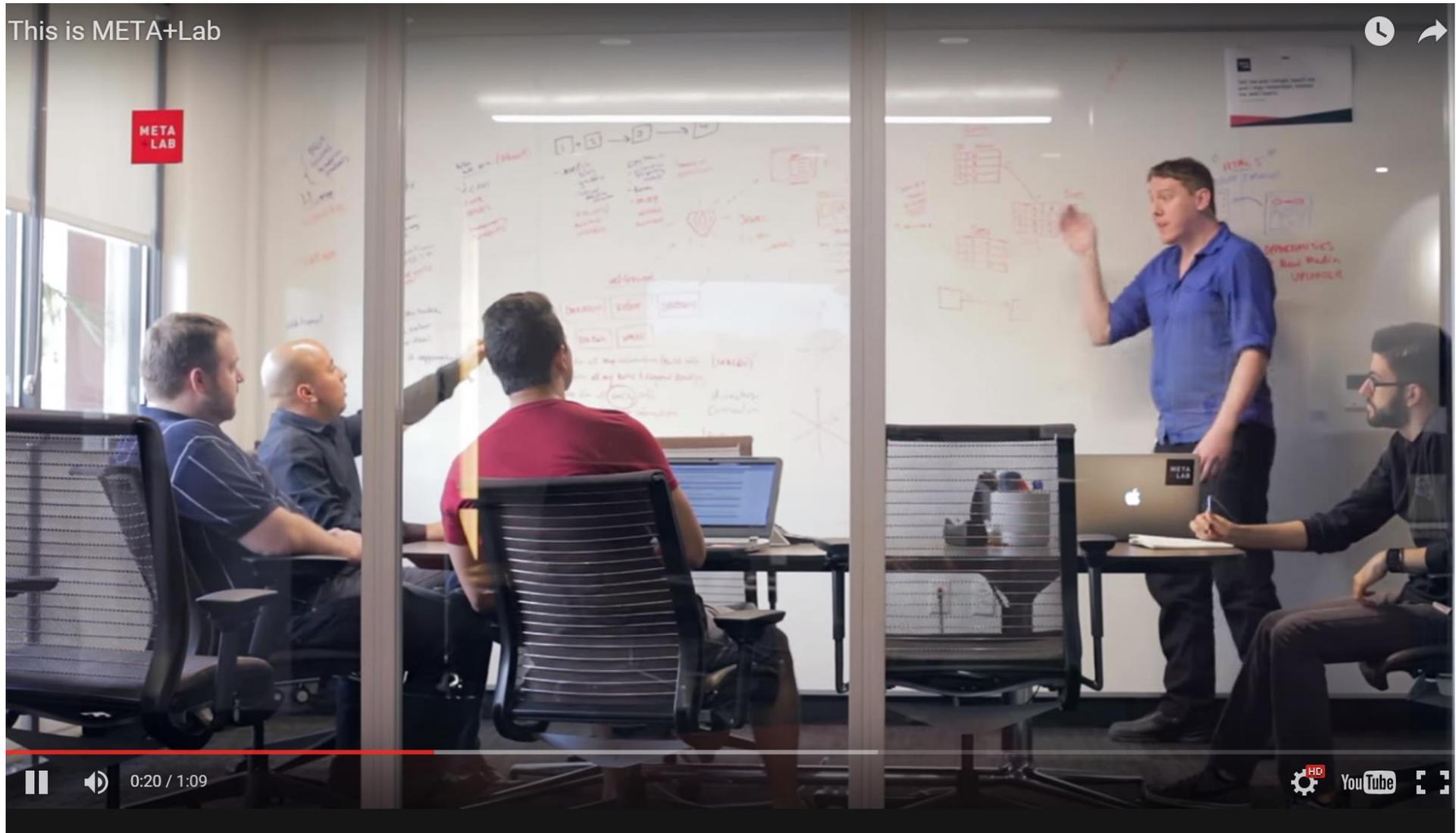
Northwestern University



Cal State – Northridge

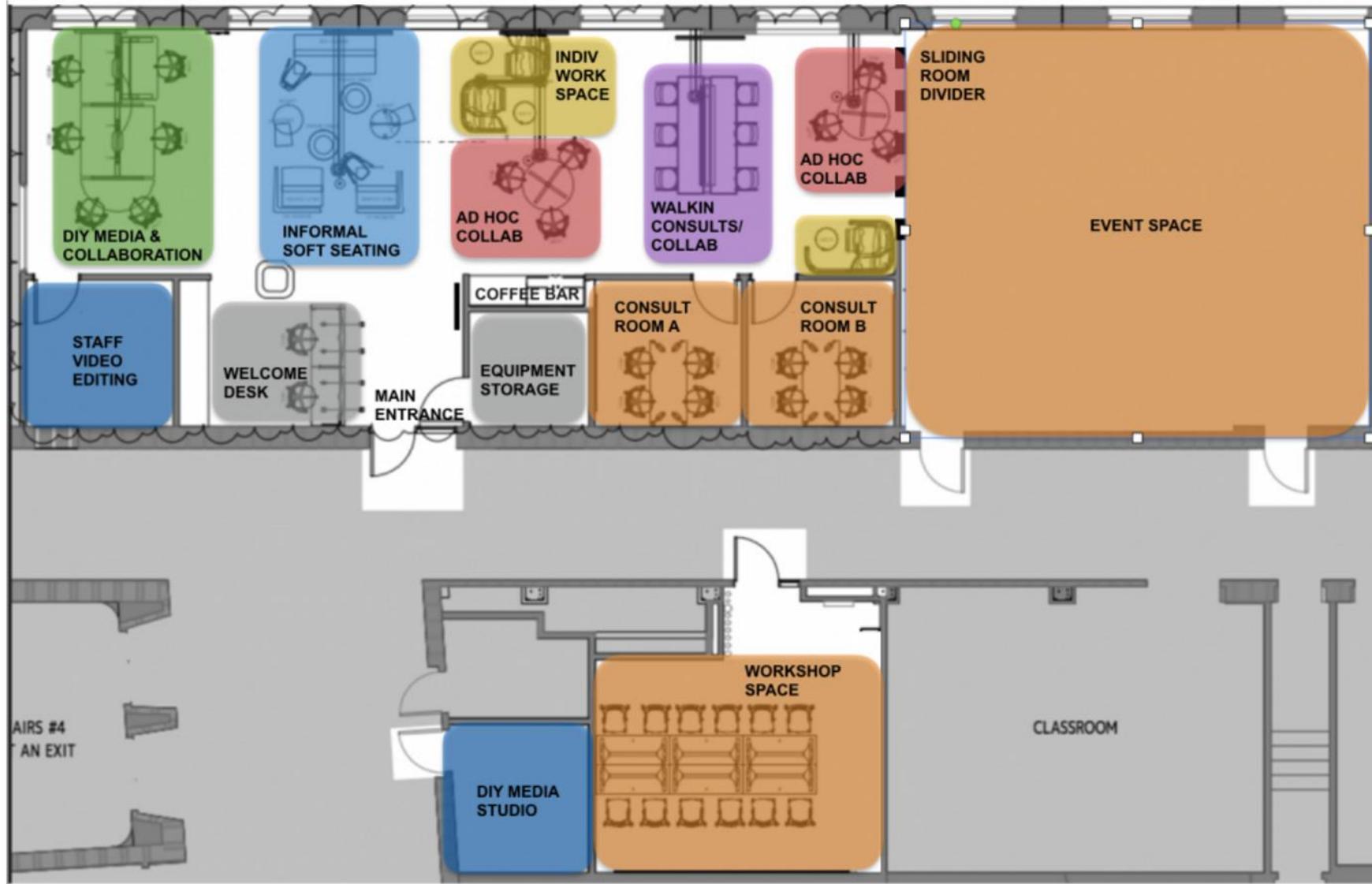


Cal State – Northridge



Click image above from Slide Show mode to see a video of this space in action!

Cal State – Northridge





University of California - Berkeley



University of California - Berkeley

VR AR MR | Immersive Learning

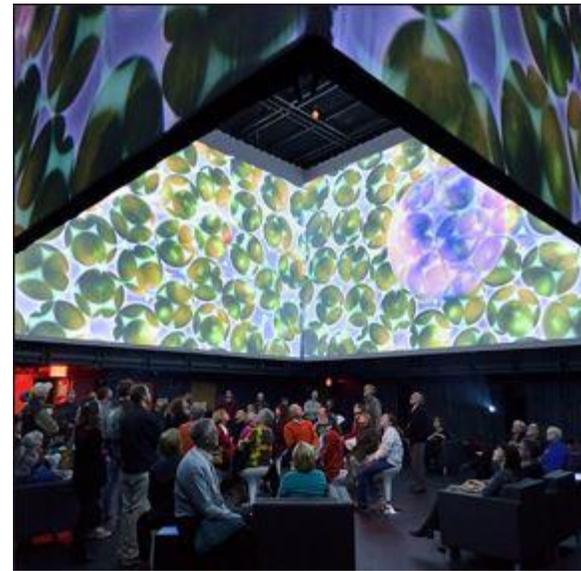
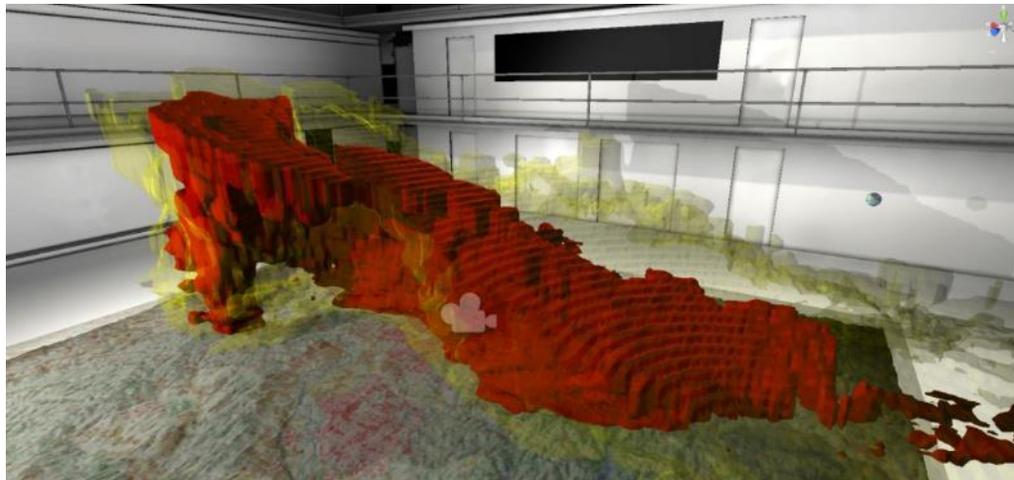
IMMERSIVE LEARNING THOUGHT STARTERS

IMEX | Penn State



IMMERSIVE LEARNING THOUGHT STARTERS

Cube | Virginia Tech



IMMERSIVE LEARNING THOUGHT STARTERS

Creating Immersive Pedagogy & Experiences



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IMMERSIVE LEARNING THOUGHT STARTERS

Creating Immersive Pedagogy & Experiences



Tiered Classroom Ideas

UNC CHAPEL HILL – GREENLAW 101

Project Opportunity

Review & design of three spaces: Greenlaw 101

- Tiered Lecture Hall, Capacity: 143
- General education classroom with a variety of courses taught between various faculty members



UNC CHAPEL HILL – GREENLAW 101

Project Opportunity

Why redesign?

Classroom Design Goals:

- Student Interaction
- Instructor movement throughout the room
- Transitions between instructional modes
- Flexibility - movement
- Promote sense of community

Fall 2017 Semester Schedule

- 14 Different Instructors/ Professors
- Courses include:
- Classics, Exercise & Sports Science, Marine Sciences, American Studies, Geography, Biomedical Engineering, English & Comp Lit, Sociology, Communication, History, Journalism, and Math

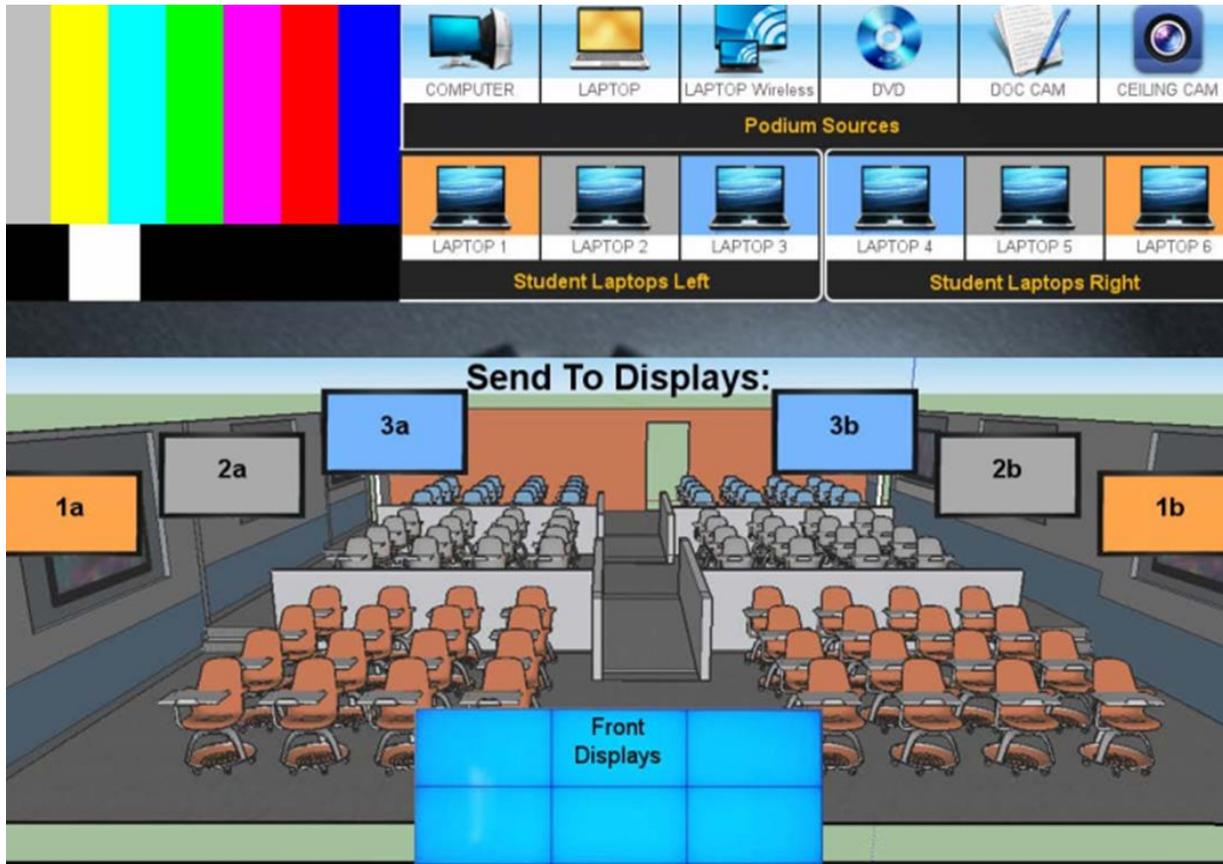
UNC CHAPEL HILL – GREENLAW 101

Large Active Learning Classroom



UNC CHAPEL HILL – GREENLAW 101

Large Active Learning Classroom Technology

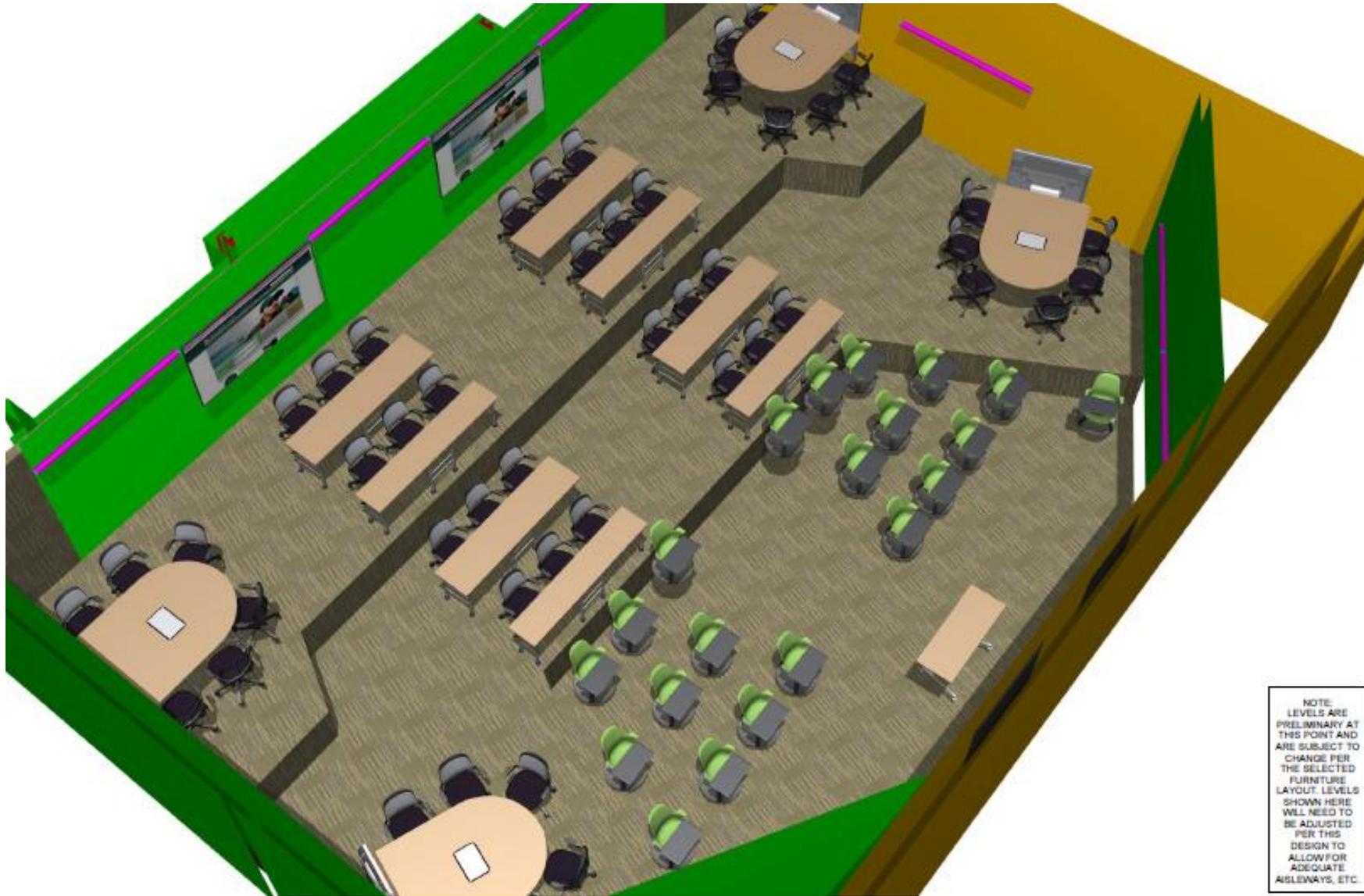




University of North Carolina: before



University of North Carolina: new ALC classroom



NOTE:
LEVELS ARE
PRELIMINARY AT
THIS POINT AND
ARE SUBJECT TO
CHANGE PER
THE SELECTED
FURNITURE
LAYOUT. LEVELS
SHOWN HERE
WILL NEED TO
BE ADJUSTED
PER THIS
DESIGN TO
ALLOW FOR
ADEQUATE
AISLEWAYS, ETC.



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6 birds on a wire. 3 decide to fly away.

How many are left?





LEAVING

Your Comfort Zone

Steelcase
EDUCATION