K-12 BLUEPRINT

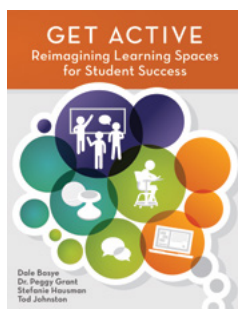Resources to support effective technology initiatives

Get Active: Reimagining Learning Spaces for Student Success

It's Time to Get Active About 21st Century Learning Spaces

If education occurs only within the four-walled confines of a traditional classroom environment—with its students lined up in rows and its teachers at the front of the class lecturing—is this adequately preparing students for lives and professions that will require creativity, collaboration and critical thinking skills?

This is the question that fuels *Get Active: Reimagining Learning Spaces for Student Success* (brought to you by Intel Education, Steelcase Education, and ISTE).

Active learning spaces and smartly designed furniture—scientifically proven to improve student success— are emerging as powerful tools for modern learning. Such spaces support student collaboration and interaction while igniting creativity, inquiry and exploration.

In each chapter of *Get Active: Reimagining Learning Spaces for Student Success*, you'll read about the many ways educators and administrators are designing dynamic learning environments that merge modern techniques such as blended, flipped and personalized learning with active learning concepts. These engaging, real-world examples were designed to help readers lead the charge for adopting active learning principles in their schools and districts.

Topics covered

The Impact of Environments on Learning, Shortcomings of Traditional Models, Digital Natives and Digital Spaces, Student-Centered with Active Learning, 21st Century School Architecture, Adaptable Learning Environments, Informal Learning Contexts, Pedagogy for Active Learning Spaces, Designing Virtual Learning Spaces, Reinventing the Classroom, Creating 21st Century Schools

The book also details planning processes and best practices creating or re-creating learning spaces through design thinking and collaboration among administrators, faculty, community members, and students.

Teachers, administrators and learning space decision-makers can use the exercises, activities, discussion prompts, reflections and resources found in the book to apply the learning to their learning environment, whether it is a single classroom, an existing school, or a new construction.

Intel® Education, Steelcase Education, and ISTE are pleased to bring you
Get Active: Reimagining Learning Spaces for Student Success.

Visit www.k12blueprint.com/get-active to purchase your copy now.

Making Space for Student Success

The adoption of active learning techniques means discarding the traditional notion of what a "classroom" is and developing a new type of contemporary learning space: one that is more flexible, agile and adaptive and equipped with technology to both personalize and expand conditions for learning.

The comprehensive research, real-world examples, insights and exercises contained within the pages of *Get Active: Reimagining Learning Spaces for Student Success* provide that crucial first step for any educator or administrator looking to support today's learners with active learning concepts that will best prepare them for tomorrow's world.

Chapter 1: Learning Spaces of the Future

Explore how today's students personalize their own learning with technology, and how the workplaces and daily lives of tomorrow's citizens require a new way of thinking about how schools and classrooms are designed.

Chapter 2: Teaching and Learning in the Digital Age

An overview of research about how students—especially students growing up in the digital age—learn. See how well-designed, flexible learning environments that seamlessly integrate technology can enhance student engagement and learning.

Chapter 3: Reimagining the Classroom

Dig in deeper and see how different kinds of spaces contribute to the ways in which students learn. It provides information about how to use technology, furniture, and other tools to create flexible learning environments, including spaces for subjects and students with special requirements.

Chapter 4: Redesigning Your Classroom

Tips, strategies, and design plans to meet the needs of teachers who teach in a traditional space, but would like to create a classroom that is more flexible, more responsive to 21st century students, and—overall—a more creative learning environment.

Chapter 5: Schools for the Future

Learn about how architectural features of schools, such as space, light, and organization contribute to student learning. The chapter cites research about how spaces influence human behavior and the general characteristics of school design that effectively meet the needs of students and teachers.

Chapter 6: Digital Spaces for Learning

21st century students do not limit their learning to the physical classroom. They use virtual spaces for both personal and academic learning. This chapter describes how to design these spaces, how to use virtual spaces to expand the possibilities of face-to-face instruction, and how to use the cloud to manage digital learning.

Chapter 7: Planning for Active Learning Spaces

Essential information and processes to help readers who want to participate in designing a 21st century school from the ground up or who want to modify an existing building to be more responsive to today's students and teachers. It describes a process for thinking about how to create or re-create learning spaces through design thinking and collaboration among administrators, faculty, community members, and students.

Visit **www.k12blueprint.com/get-active** to purchase your copy of **Get Active: Reimagining Learning Spaces for Student Success now.**