

## DESIGN COMPETITION GUIDELINES

When working with students to participate in this competition, teachers and volunteer mentors should consider the following issues in helping the students to develop their design projects.

- Students will work in groups to design the projects, following a planning process.
- Students will adopt roles representing all the key players on a planning team – architect, landscape architect, facility planner, engineer, owner, school district representative, interior designer, community member, business representative, elected official, etc.
- Teachers will utilize the award-winning School Building Week School of the Future Design Competition Curriculum, [www.cefpi.org/sbw](http://www.cefpi.org/sbw) to develop skills in math, language arts, communication skills, leadership skills, science, architecture and facility planning.
- Students will demonstrate their awareness of sustainable building including environmental and “green” building issues.
- Teachers will work closely with mentors and regional coordinators to develop their design competition projects.

The design focus can be on a single classroom, studio, laboratory or the entire school and can be new construction or a renovation project. The School Building Week Jury will consider the following requirements and criteria in selecting the School of the Future Design Competition award winners.

**Getting Started:** As you work with the students, it may be helpful to discuss the following topics and questions:

*Develop and implement a planning process:*

Who would be helpful to talk to as you create your ideal space or school? Why would that person or those people help your solution to be better?

*Community environment:*

How does your proposed learning environment connect learning to the community?  
What is special and unique about your community and how is that celebrated in the environment you’ve created?

Are there any partnerships between your learning environment and the community?  
How does the community benefit, and how do you?

How will this place help students tie learning to real life and make it more meaningful?

*Learning environment:*

Why is learning better in the environment you’re creating?

What will the learner be able to do that he or she can’t do now?

What would a typical day in your learning environment be like?

How does your environment help to make stronger relationships between students and between students and the teachers, and between the school and community?

*Physical environment:*

How will this place make it easier for students to learn?

How do people get here – are there buses or cars?

What are the materials, colors, and textures?

How does your design preserve the environment?

Given that **Learning happens best when...**

**...all of your senses are engaged.** Not just hearing and sight, but smell, touch and taste;

**...your technology is integrated.** It should not be an end in itself, but a tool, which enhances your learning experience;

**...you feel safe and secure.** Learning is about risk taking. A sense of safety and security encourages you to stretch outside of yourself to achieve your best;

**... you actively participate,** you are actively engaged in making your own learning happen;

**... you're connected to the world.** There are levels of connections that you make with other learners, with teachers or “guides,” with the school as a whole and with your community;

**...you feel a sense of pride** about your school and your community.

And acknowledging that **all of us can learn, anytime, anywhere, but that all of us learn differently**, so that we need to provide a **variety of learning spaces** to engage all learners. *Most importantly, encourage your students to be as creative as possible and have fun!*