Additional Space Considerations

School Type: [EMH]

Functional Area Descriptions

1 The DoDEA Brand
Determine an aesthetic that both engages a DoDEA brand of school while also providing differentiated design per the location of the institution.

2 In-Between and Personal Reflection Spaces
In spaces that are too narrow or awkward to fit moveable furniture, or in spaces that are open due to egress requirements, provide built-in or other creative opportunities for spontaneous individual or small group gatherings. In low-traffic areas, provide less active spaces appropriate for personal reflection and quiet student work.

3 Student Creativity Display Spaces
Provide a student creativity display space where spaces cannot be used for spontaneous physical use, or on surfaces in spaces that are used for gathering. Provide a wide variety of opportunities for students to display work either spontaneously or as part of guided project displays.

4 Aesthetic Acoustics
Creatively utilize surfaces to provide appropriate acoustical attenuation.
5 Architectural Learning Opportunities
Identify a variety of design elements within renovated or new facilities that can provide visual or tactile learning opportunities that expose students to principles of structures, physics, and architecture.

6 Sustainable Design (passive and/or active)
Integrate sustainability both passively and/or actively into renovated or new facilities such that students can actively engage and learn green principles as part of their educational experience.

7 Accessibility
Design sustainability elements for multiple educational opportunities—building as a teaching tool.

8 Transparency (moveable and fixed)
Wherever appropriate, provide plentiful visual access. Also, provide plentiful moveable partitions so that rooms can quickly be combined or separated acoustically and visually. And finally, provide plentiful natural light as deep into the facility as possible.

9 Self-Guided Learning Opportunities
Provide clear, self-guided learning opportunities wherever possible, including areas previously mentioned in this section.

10 Field Trips/Community Learning
Design new and renovated facilities to facilitate community connections that foster learning through special community events and/or field trips.