



Connecting Design to the Brookline Ed Plan

- · Learning is ubiquitous extending beyond the classroom
- · Information available through both teacher and technology access
- · 4 C's of Critical Thinking, Communication, Collaboration and Creativity
- Intelligence and talent expressed in a variety of ways:
 - Applying knowledge
 - Creating products
 - Solving complex problems
 - Systems thinking
 - Design and testing
 - o Knowing how to learn



Connecting Design to the PSB Strategic Plan

Goal 1: Every Student Achieving

Ensure that every student meets or exceeds Brookline's high standards and eliminate persistent gaps in student achievement by establishing educational equity across all classrooms, schools, and programs.



Connecting Design to the PSB Strategic Plan

Goal 1: Every Student Achieving

Goal 2: Every Student Invested in Learning

Increase every student's ownership of individual learning and achievement by using rigor, relevance, and relationships to foster a spirit of inquiry and the joy of learning.



Connecting Design to the PSB Strategic Plan

Goal 1: Every Student Achieving

Goal 2: Every Student Invested in Learning

Goal 3: Every student prepared for Change and Challenge

Instill in every student the habits of mind and life strategies critical for success in meeting the intellectual, civic, and social demands of life in a diverse, every-changing global environment



Connecting Design to the PSB Strategic Plan

Goal 1: Every Student Achieving

Goal 2: Every Student Invested in Learning

Goal 3: Every student prepared for Change and Challenge

Goal 4: Every Educator Growing Professionally

Foster dynamic professional learning communities that inspire inquiry, reflection, collaboration, and innovation, and use data to improve teaching, advance student learning, and refine the programs and practices of the Public Schools of Brookline

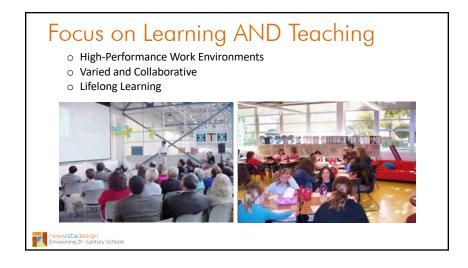


Focus on "Future Ready Skills"

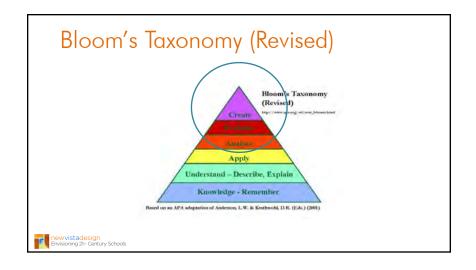


- Student-Centered
- Interdisciplinary
- Technology-Infused
- Fully-Inclusive
- Differentiated
- Community Connected
- Problem & Project-Baser
- STEM and STEAM
- Process & Product Oriented













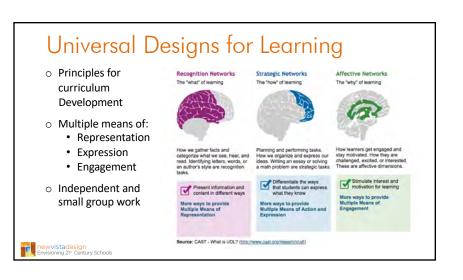
Student-Centered Learning

- Agency
- o Higher Order Thinking
- o Proactive Learning
- o Problem Solving
- o Organizational Skills
- Communication
- o Confidence









Push-In / Differentiated Instruction

- o Co-Teaching
- o Equity and Access
- Learning Stations
- Varied Modalities and Venues









Center-Based Instruction

- Materials for one type of subject grouped together
- o Independent learning and exploration
- o Child-accessible o Hands-on and minds-on









Health and Wellness

- Movement
- Varied Contexts for Learning
- o Indoor/Outdoor Play
- o Fitness (i.e. Yoga)
- Outdoor Connections





Technolgy Integration

- o Blended Learning 1:1
- o Technology as a Tool
- Production of Technology and Information







Anytime, Anywhere Learning

- o Extended Learning Spaces and Times
- o Self-Paced and Small Group
- Student Projects







Real World Connections

- o Authentic Contexts
- o Performance Assessment
- Product Creation







Hands-On Exploration

- Project-Based Learning
- Performance Assessment and Exhibition
- o Product Creation and Display







Maker Thinking and STEAM

- o STEM as Meta-Discipline
- $\circ\;$ Art and Humanities as Glue
- o Design Thinking Process

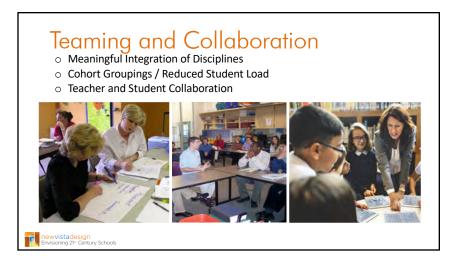






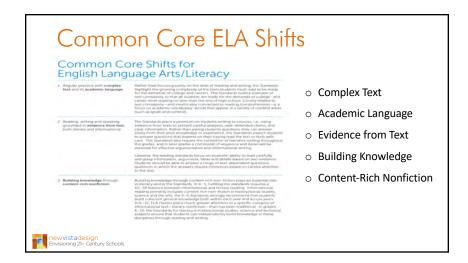


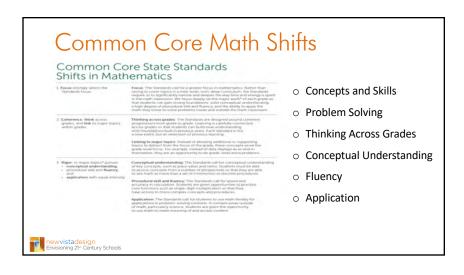














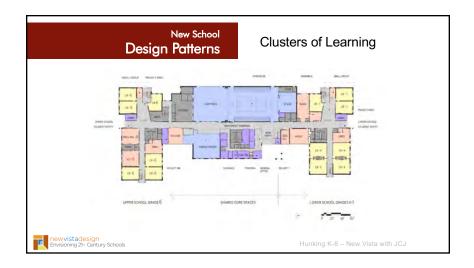


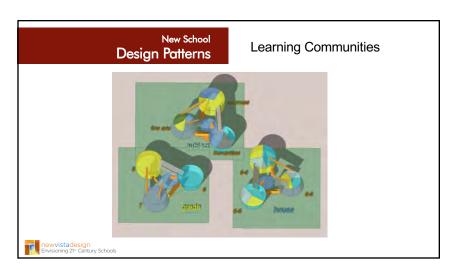


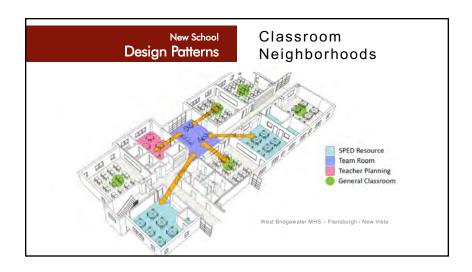






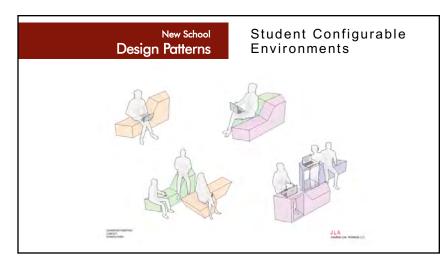






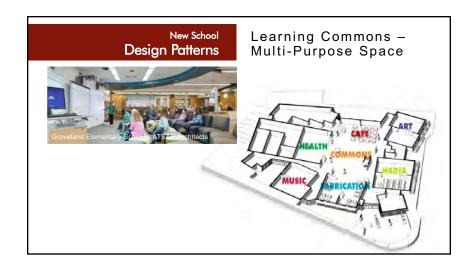












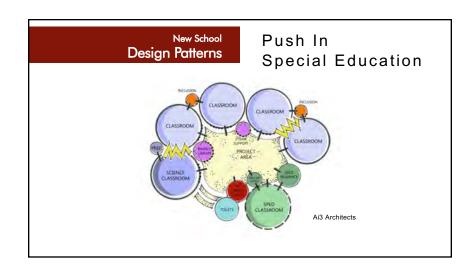


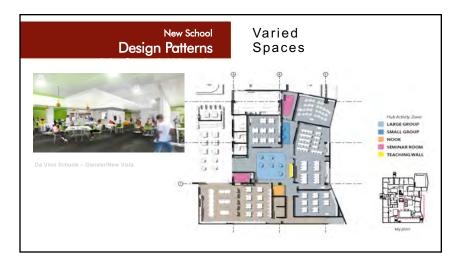


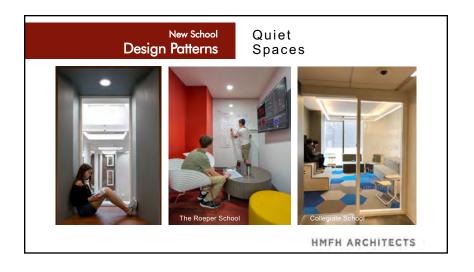








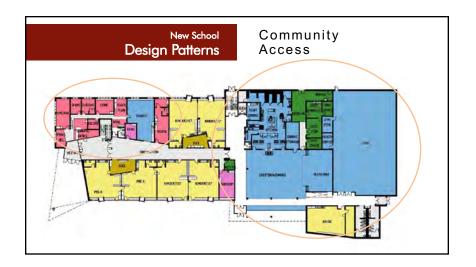


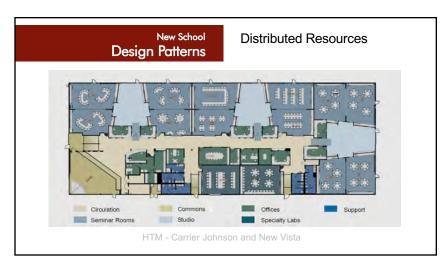


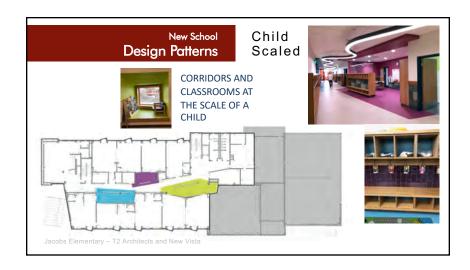


































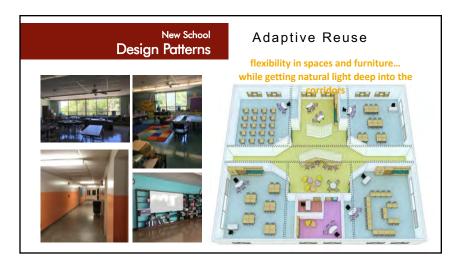
















Which Design Patterns resonate most for the Driscoll School?

Blue Sky Ideas

Write about one or more aspirational idea(s) and/or or space you would like to see take shape within the Driscoll School renovation and expansion project.

