







PRINCIPAL ARCHITECT
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INTRODUCTIONS



AGENDA

- 1. LEARNING OBJECTIVES
- 2. PROFILE OF A GRADUATE
- 3. PROGRAM ELEMENTS FOR A STEAM HUB
- 4. DESIGNING FOR STUDENTS
- 5. PEDAGOGICAL DESIGN IN ACTION







- 1. HOW THE STEAM HUB CAN ENHANCE DIVERSE CURRICULAR PROGRAMS
- 2. PROGRAM ELEMENTS & DESIGN TECHNIQUES THAT WILL CREATE AN INCLUSIVE & COLLABORATIVE ENVIRONMENT
- 3. HOW DESIGN STRATEGIES CAN TRANSFORM A SPACE WITH A LIMITED BUDGET
- 4. UNDERSTAND HOW STUDENTS EXPERIENCE AN INTERDISCIPLINARY SPACE TO ENCOURAGE EXPLORATION AND EXPERIMENTATION

LEARNING OBJECTIVES





NEW HOPE-SOLEBURY SCHOOL DISTRICT

- SCHOOLS IN THE DISTRICT: 2 ELEMENTARY SCHOOLS,
 1 MIDDLE SCHOOL, 1 HIGH SCHOOL
- STUDENTS: 1,311
- HIGH-PERFORMING DISTRICT
- PART OF THE AASA LEARNING 2025 SYSTEM









PROFILE OF A GRADUATE

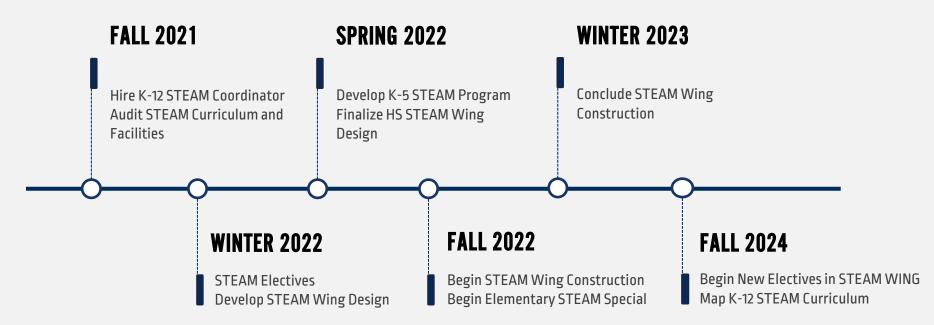
- Integrity
- Creativity
- Resilience
- Curiosity
- Confidence

- Global Responsibility
- Communication
- Collaboration
- Social-Emotional Intelligence
- Critical Thinking









STEAM TIMELINE













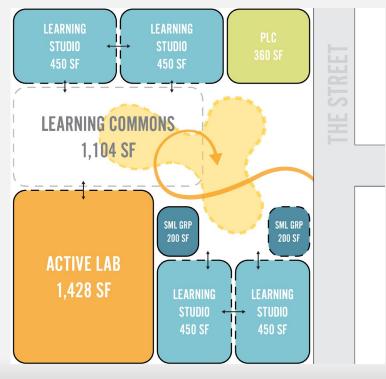










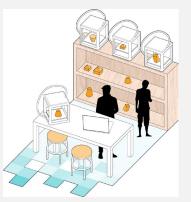


LEARNING COMMONS CONCEPT





TOOLS FOR SUPPORTING CREATIVITY



PUBLIC AND PRIVATE SPACES



VARIOUS GATHERING / SEATING OPTIONS



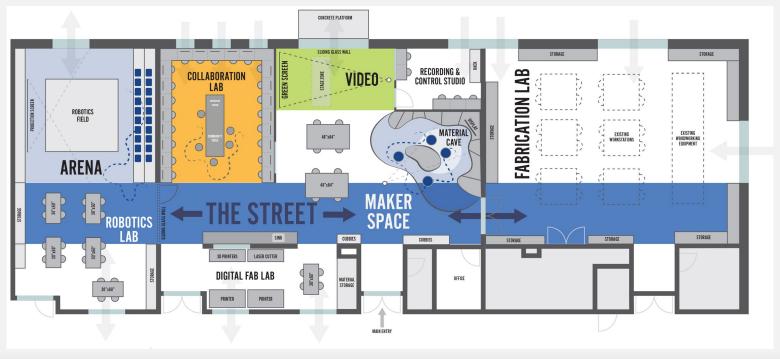
ACCESS TO NATURAL LIGHT AND OUTDOORS



DESIGN PATTERNS







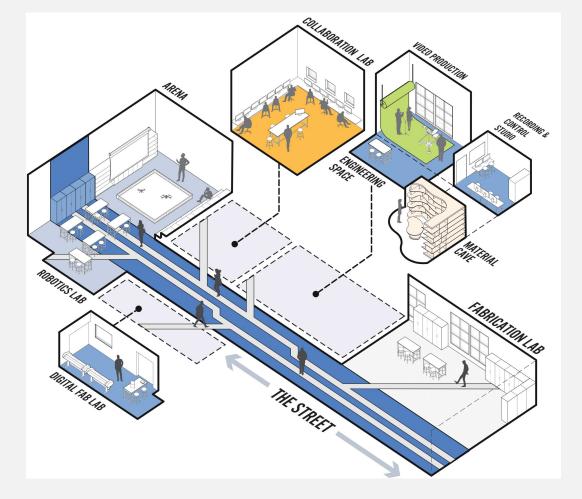
COMMONS TO HUB





STEAM WING DESIGN













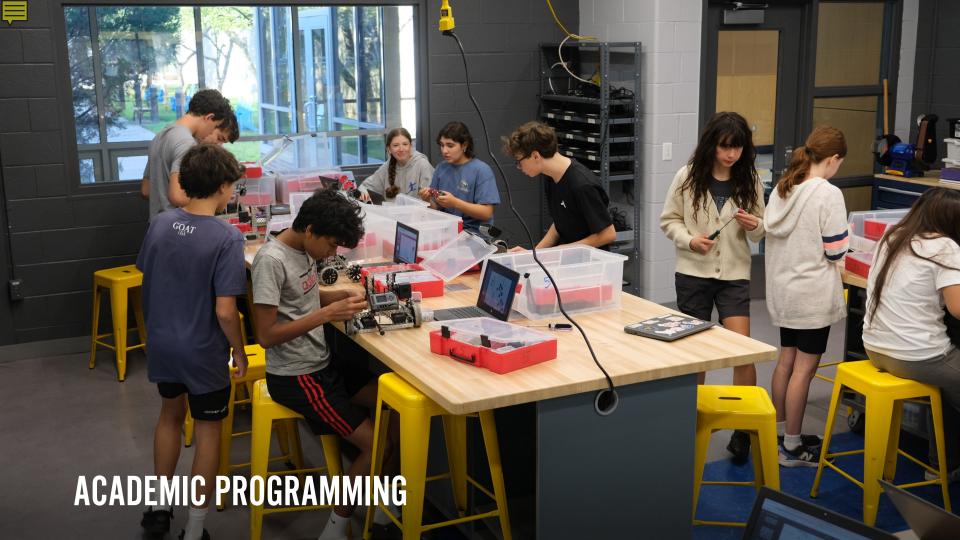






















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