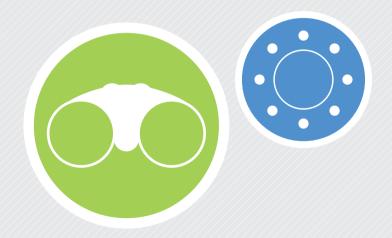
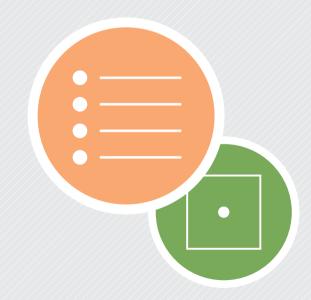
JURUPA USD FACILITIES MASTER PLAN

STEERING COMMITTEE WORKSHOP 01





September 4, 2019

District Welcome & Introduction



Learning Without Limits

By fostering a growth mindset in every child, Jurupa Unified School District empowers each child to unlock their potential and succeed in career, in school, and in life. We call this Learning Without Limits—the promise we make and pledge to uphold—to our students, their families and our community.

HMC Architects



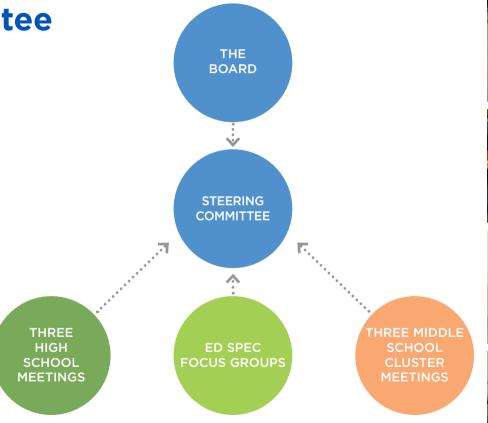




Purpose of JUSD Steering Committee

YOUR ROLE

- As leaders, bring thoughtful insight to discussions
- Develop Guiding Principles to use as discussion for the masterplanning process
- Review and vet input from other stakeholder groups
- Communicate back with your respective constituents
- Retain a District/Community long range perspective
- Provide Facilities Master Plan & Educational Specifications recommendations to District Board











Overall Schedule - Completion January 20, 2020

PLANNED WORKSESSIONS

• #1: September 4, 2019

• #2 : September 30, 2019

• #3: October 16, 2019

• #4 : November 26, 2019

• #5 : December 4, 2019

• #6: December 17, 2019

• #7 : January 8, 2020

• #8 : January 15, 2020



Purpose of a Facilities Master Plan (FMP)

A ROAD MAP TO GUIDE FACILITY IMPROVEMENTS OVER THE NEXT 10 YEARS

- District Educational Specifications
- Facility Condition Assessments
- Project Lists
- Implementation Planning / Phasing
- State + Local Dollars to Construct Projects















1. PREPARE

2. ANALYZE

3. FRAME

4. EXPLORE

5. RECOMMEND



This initial step focuses on working with the District to refine project scope and based on District goals and objectives tailor a planning process for the District, including a stakeholder participation plan and detailed project schedule. We compile and organize all existing District data and documents for review.



During this step all existing District information will be analyzed and an investigation of buildings and school site conditions will take place. Issues, challenges, and opportunities at each site will be identified. A data base of knowledge will be developed to provide a foundation for planning decisions.



The Frame step develops criteria to use as a lens to assist the District and stakeholders in making solid decisions for project priorities. The District's educational vision and integration with facilities is actional and



In this step we use the information, vision, and educational design approach developed in previous steps to collaboratively explore various options for each school campus layout, as well as explore project category prioritization in both school site and computity worksessions.



During this final step we will develop the final recommendations with the District using data, estimates, and the input from stakeholders throughout the planning process. The final LRFMP document will be completed in this phase and presented to the Board of Education for final approval.



Facility Condition Assessments







1 Pre-Survey

- Pre-Survey Questionnaire
 - Kick Off and Review Existing Data
- 2 Pilot Study Report
- Conduct Facility / Site Assessments
 - Sample Report for Review / Approval

- Facility Condition
 Assessments
 and Inventory
- Inspections of Building Systems
- Identification of Deficiencies
- Inventory of Assets (optional)
- Repair / Replace Recommendations
- Cost Estimating
- FCI Calculations and Prioritization

4 Deliverables

- FCA / Inventory Reports
- Capital Planning Reports
- Database and Optional Integration

Building Systems

- Site / Storm Drainage
- Structural Frame
- Building Envelope
- Roofing
- Plumbing / Sanitary
- · Heating / Air-Conditioning
- Flectrical
- Vertical Transportation
- Life Safety
- Fire Protection / Security
- Interior Elements / F.F.&E.
- Special Systems

Other Assessments / Services

- Functional Deficiency
- Mold / Water Intrusion
- Code Compliance
- ADA Accessibility
- Energy Efficiency / Audits
- Inventory
- Bar Coding / Tagging
- Preventive Maintenance

CREATING ENVIRONMENTS THAT SUPPORT 21ST CENTURY LEARNING

What are Ed Specs?

A process + document that articulate a

District's educational philosophy, programs,
goals, and objectives and translate them into
facility design guidelines + criteria.

The WHY develops the WHAT











How are Ed Specs used?

- Used to guide the design of an educational facility
- Used to access existing facilities
- In CA this document is to be Board approved and submitted to CDE with facility plans
- CDE uses the Ed Spec as criteria to review the facility design
- The Ed Spec will provide the rationale to modify spaces from Title 5 minimum guidelines



Why develop Ed Specs?

- Provides the criteria for the facility design
- · Convenes stakeholders to articulate vision
- Provides for well planned facilities with multiple perspectives
- Builds relationships + community buy in
- Puts student learning + development as focal point



Today's Main Goals

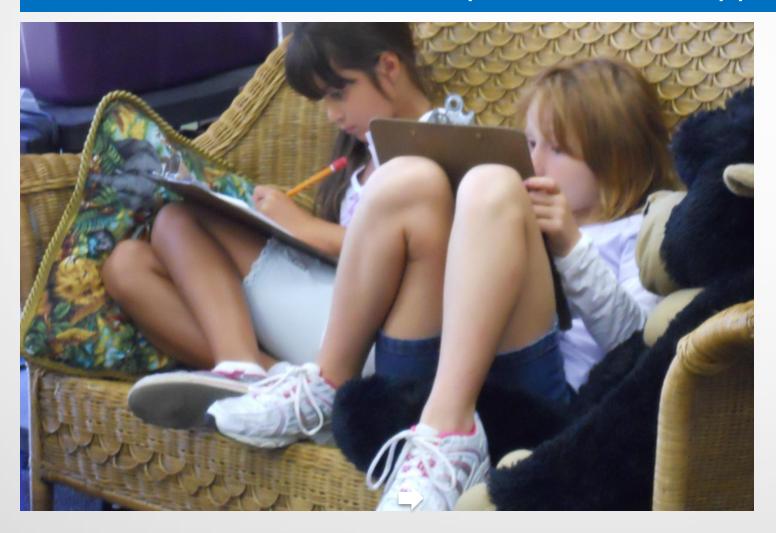
- Inspiration for 21st Century Learning Exposure
- Develop foundation for Guiding Principles





- All students do not learn in the same way
- Students have different learning styles
- Students have different backgrounds + resources
- We all need personalized learning opportunities
- We need to celebrate diversity of school + community

FACILITIES IMPACT→ Spaces should support all learning styles





FACILITIES IMPACT → Flexibility of Space for student personalization





FACILITIES IMPACT → Flexibility of Space for student personalization



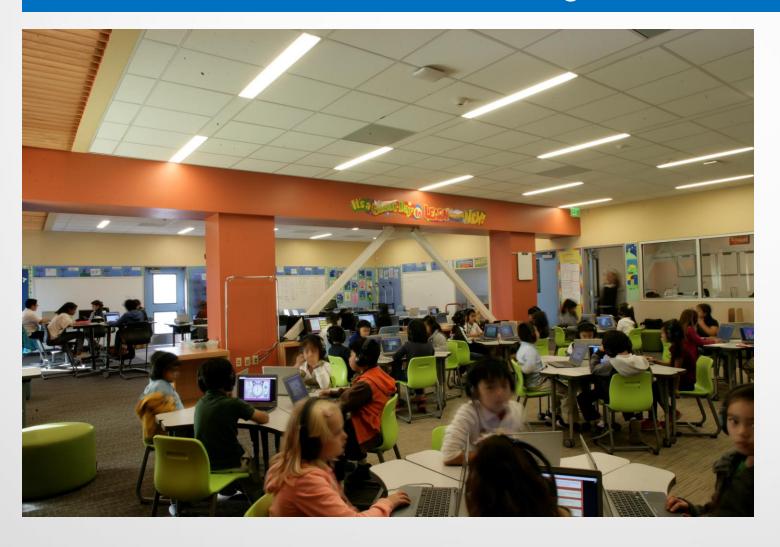


FACILITIES IMPACT → Spaces for group work + quiet concentration



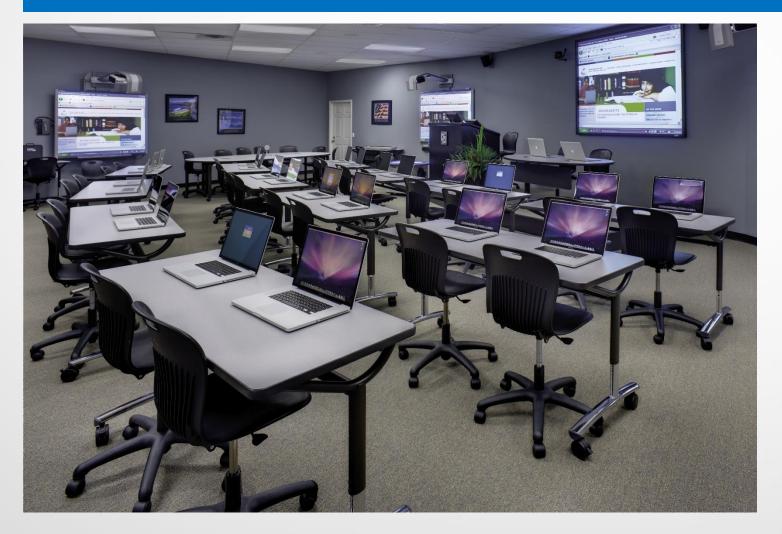


FACILITIES IMPACT → Learning environments to support blended learning





FACILITIES IMPACT → Provide resources + technology for all students





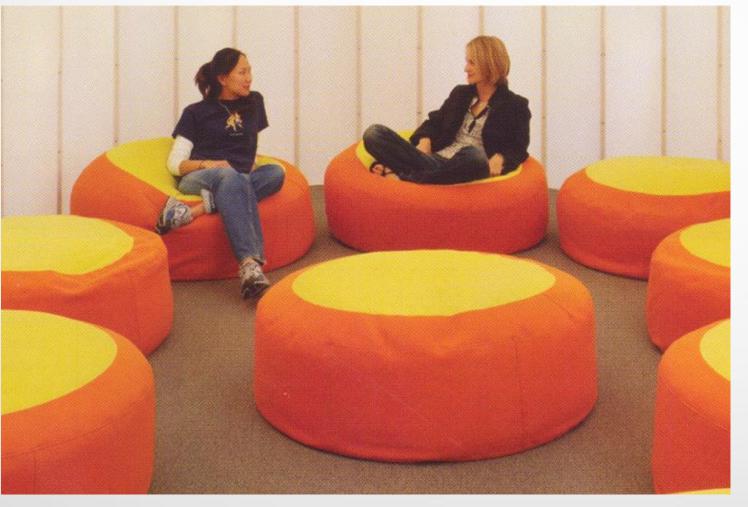
- Addressing social, emotional, physical, + intellectual development
- Test scores don't always = Student Success
- Role of a school is changing in this area

FACILITIES IMPACT → Spaces to support + encourage social interaction



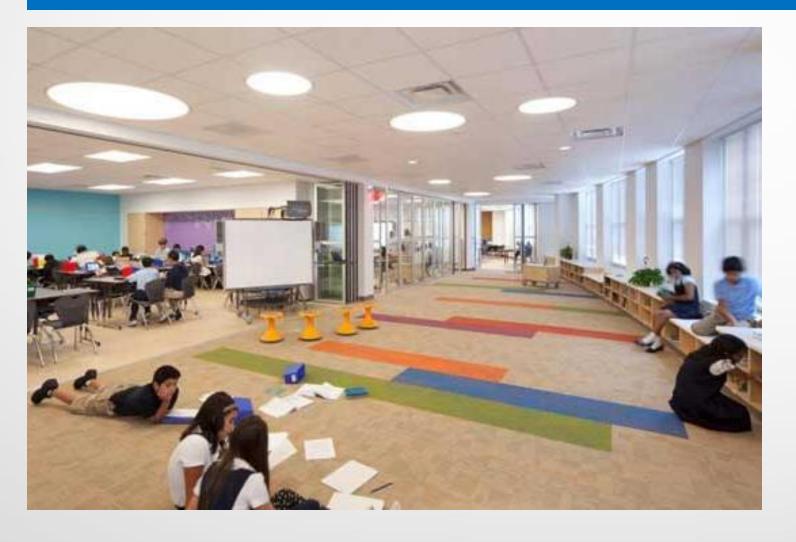


FACILITIES IMPACT → Creating comfort zones – creating a home



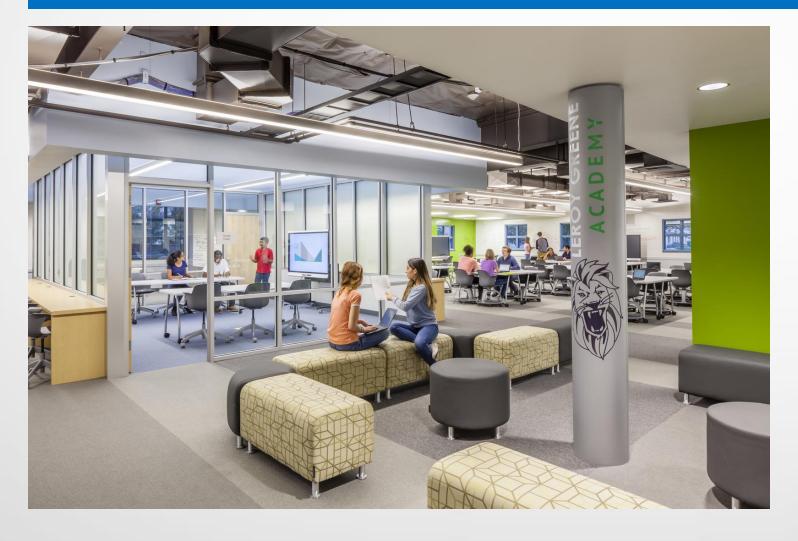


FACILITIES IMPACT → Furniture options are so important to students





FACILITIES IMPACT → Furniture options are so important to students



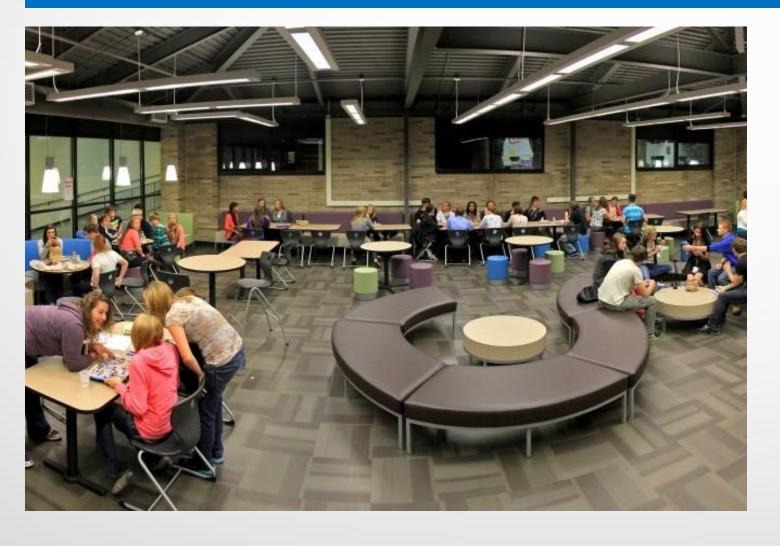


FACILITIES IMPACT → Furniture options are so important to students





FACILITIES IMPACT → Space for a great lunch break





FACILITIES IMPACT → Students need to move – and that is a good thing





FACILITIES IMPACT → Space to make healthy food from garden to table





FACILITIES IMPACT → Students have "stuff"





FACILITIES IMPACT → Restrooms are so important to students!





FACILITIES IMPACT → Safety + security are more important than ever





FACILITIES IMPACT → Safety + security are more important than ever

After the Columbine shooting in 1999, the FBI and the Secret Service each conducted studies of school shootings and shared their knowledge with the nation's educators. They found that there was no one "profile" of a school shooter. But, almost all students who committed homicide had told someone of their intentions.

FACILITIES IMPACT → Security but still welcoming





Learning has no Boundaries

- Learning does not just take place in the "classroom"
- Learning takes place everywhere, all the time
- Learning takes place across multiple disciplines + classes
- Everyone is a teacher, everyone is a student
- Collaboration expands between schools + communities
- Project collaboration becomes global

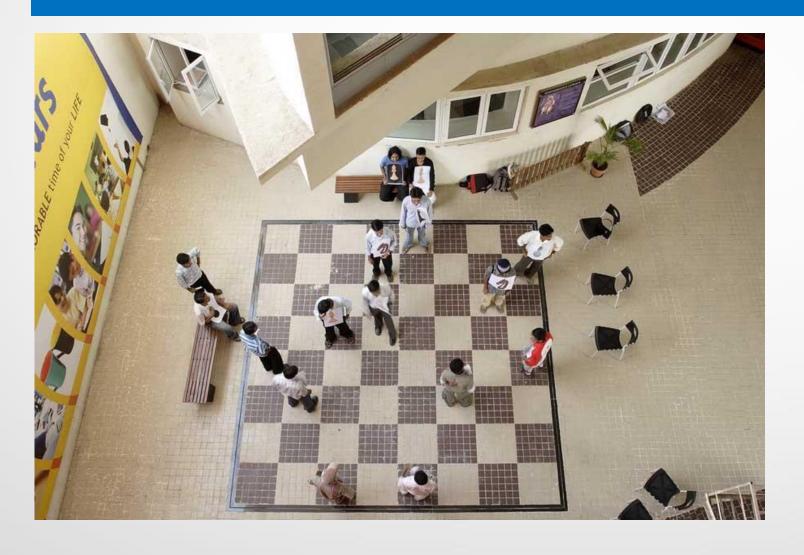
Learning has no Boundaries

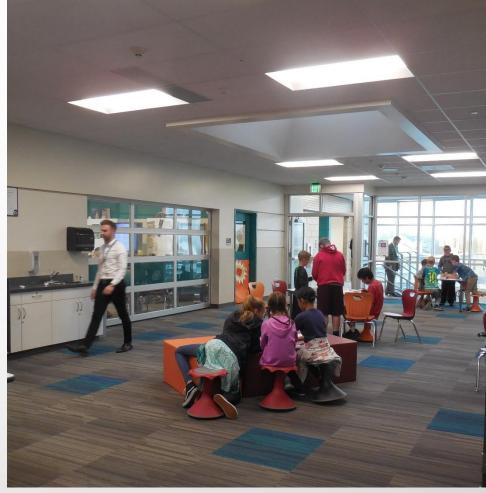
FACILITIES IMPACT → Learning takes place in the spaces in between





FACILITIES IMPACT → Circulation is the new "classroom"



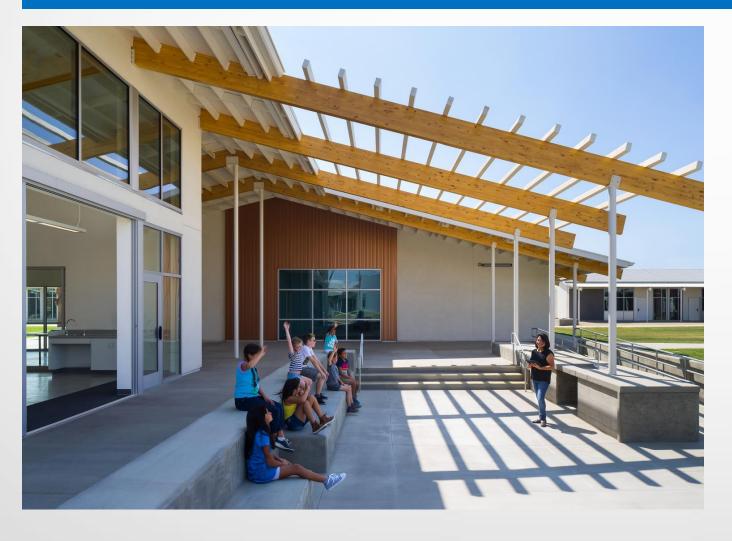


FACILITIES IMPACT → Outdoor labs expand instructional space



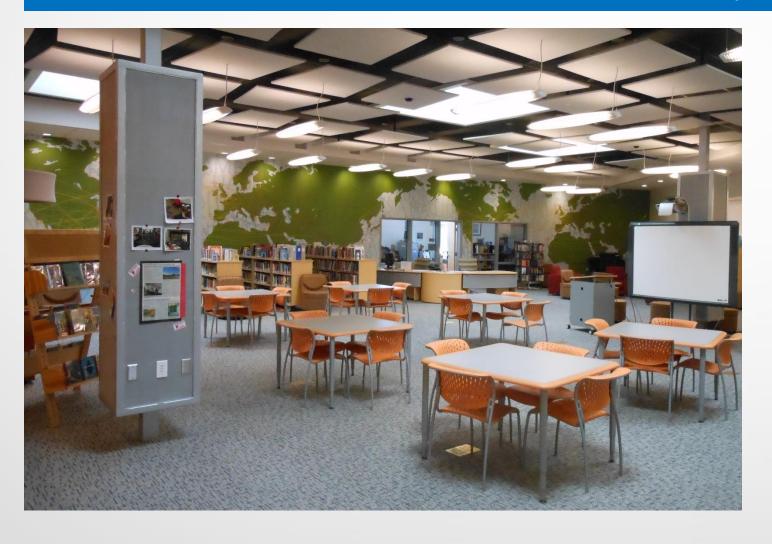


FACILITIES IMPACT → Being outside has so many positive benefits





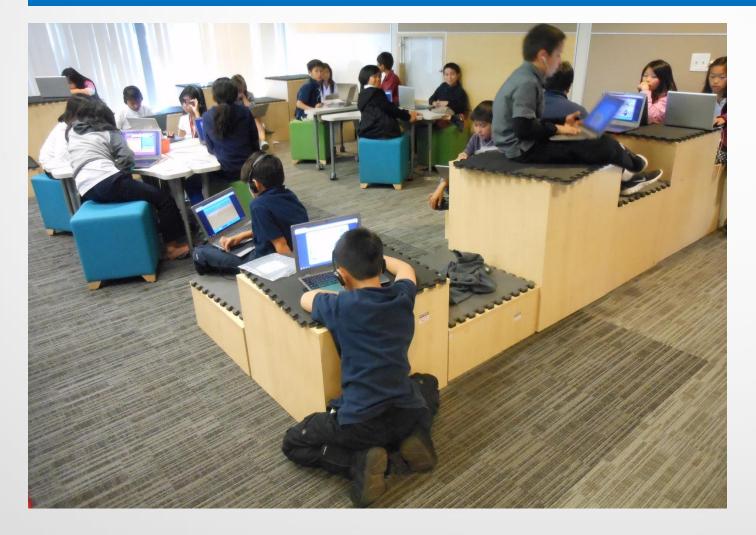
FACILITIES IMPACT → Include connectivity to all parts of the globe





- Learning how to use technology and not let technology use you
- Technology will change adaptability skills are key
- Technology for everyone, everywhere
- How to use current and emerging technology for learning
 - integrating gaming and virtual reality into curriculum
- Digging deeper than application promoting conceptual thinking (coding at all grade levels)

FACILITIES IMPACT → Access to technology everywhere



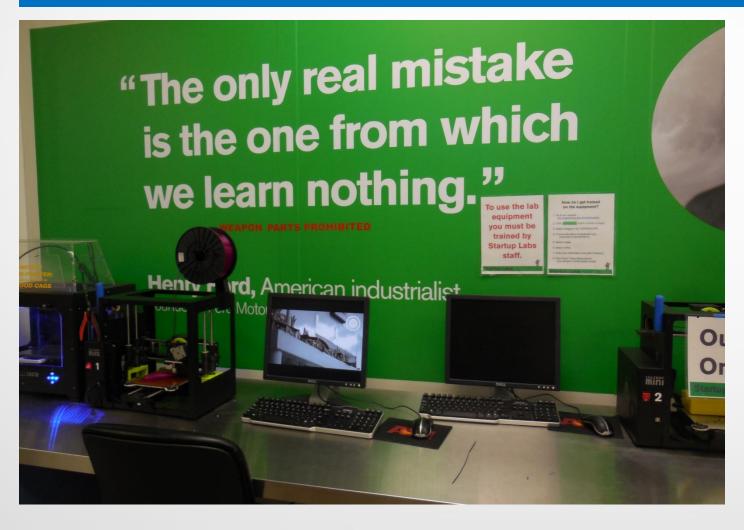


FACILITIES IMPACT → Spaces for gaming, virtual reality, + future technology





FACILITIES IMPACT → Spaces where technology + creativity blend







FACILITIES IMPACT → STEM, STEAM, + STREAM – oh my





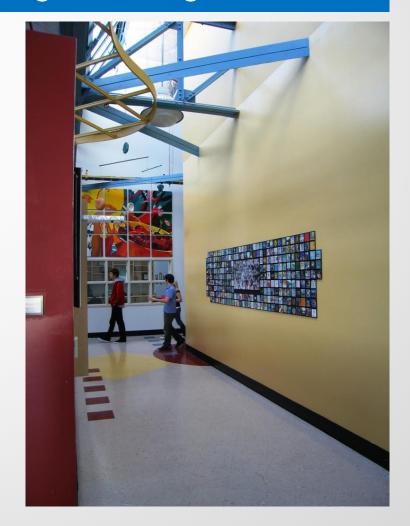
FACILITIES IMPACT → Emphasizing the A -spaces to express creativity



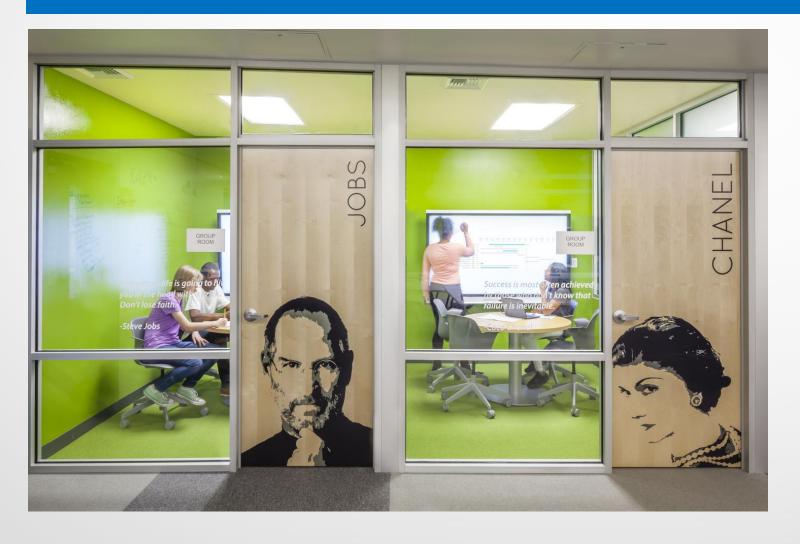


FACILITIES IMPACT→ Display space to celebrate design thinking



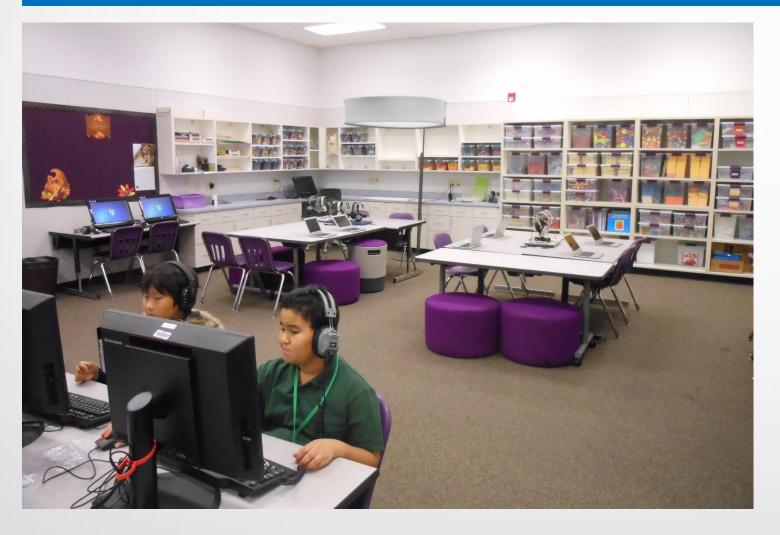


FACILITIES IMPACT → R = for research – think-tank rooms for team ideation



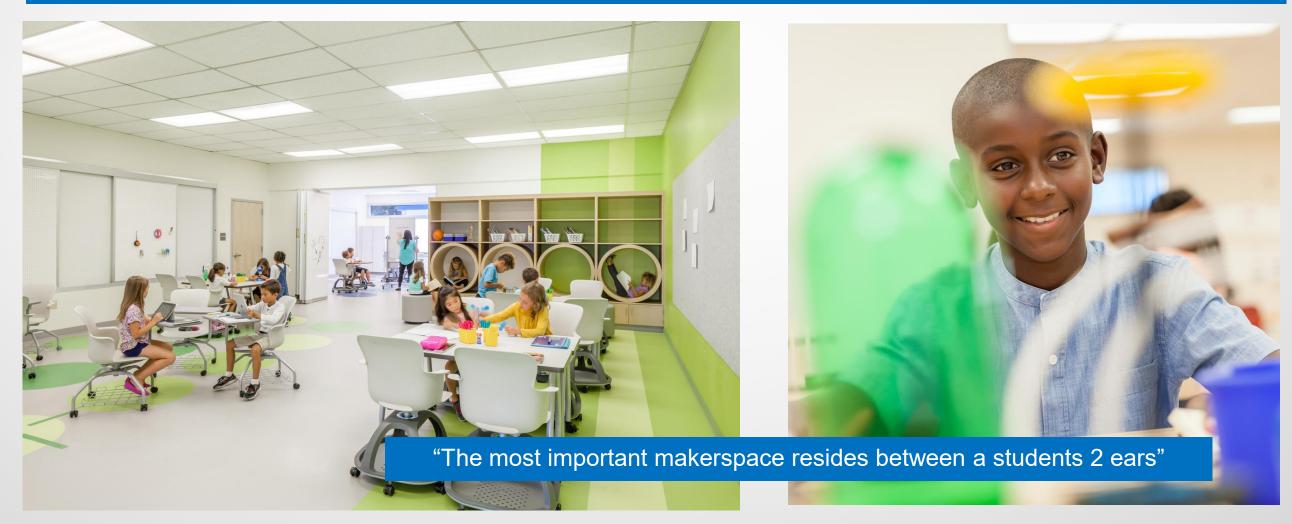


FACILITIES IMPACT → What is the "makerspace"?





FACILITIES IMPACT→ Every classroom should be a makerspace



FACILITIES IMPACT → Re-thinking library space for best use





FACILITIES IMPACT → Re-thinking library space





FACILITIES IMPACT → Re-thinking library space

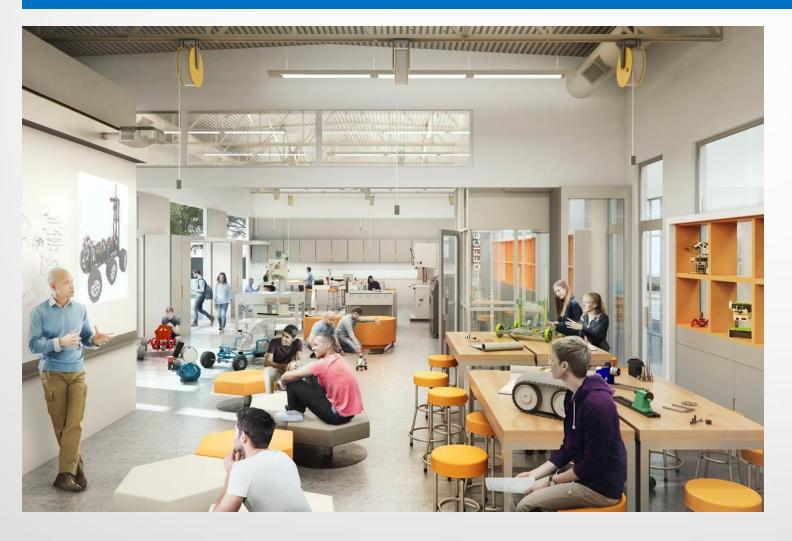






Creating the Real World Portal

FACILITIES IMPACT → Spaces to support project-based learning





Creating the Real World Portal

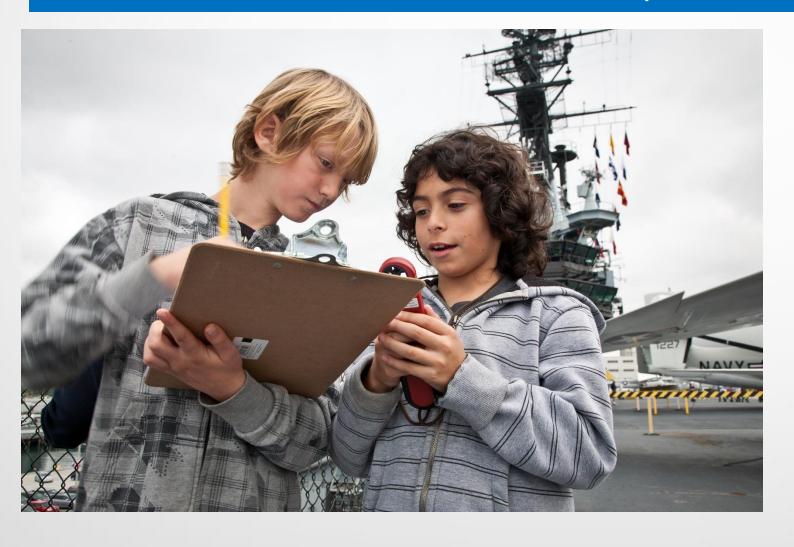
FACILITIES IMPACT → Flex space for role playing + career days





Creating the Real World Portal

FACILITIES IMPACT → More field trips, internships, + job shadowing





Promoting Global Sustainability

- Raising awareness and encouraging action
- Understanding immediate vs. long-term gratification
- Opportunities for community + global collaboration
- New career opportunities for research + products
- Operational efficiencies + economic benefits for districts

Promoting Global Sustainability

FACILITIES IMPACT → Sustainable buildings can influence the culture





Guiding Principles

What are Guiding Principles

- Do not have to relate to facilities but can
- Your facilities are what support your desired culture
- Your facilities are what reflect your beliefs and values
- Alignment with your District Mission
- Should be big picture to inspire the vision
- Should stand the test of time
- Provide a filter for decisions





Communication and Collaboration Foster Parent and Community Involvement.

Students, staff, parents, and community members work together in an open, honest, and transparent environment to build a common intellectual wision. Teamwork is expected and encouraged. Parents are recognized and supported as partners.

Facilities Support

Small schools provide students with options of relevant programs that reflect unique learning needs and interests. Facilities are flexible, adaptable, safe, inviting, and met the dynamic learning and instructional needs of students and school staff. Spaces are provided for tearwork, and the display of student work. Outdoor learning and options and the display of student work. Outdoor learning and optimizing spaces nurture relationships and extend classroom walls.

Career-focused Programs Within Small Schools

Every student is challenged with curricular options that have value beyond high school. Partnerships are developed with businesses and higher education to create authentic projects and opportunities for students.

Student-centered.

Student achievement and student success are at the center of all decision-making.

Innovative Thinking and

21st Century Technology.

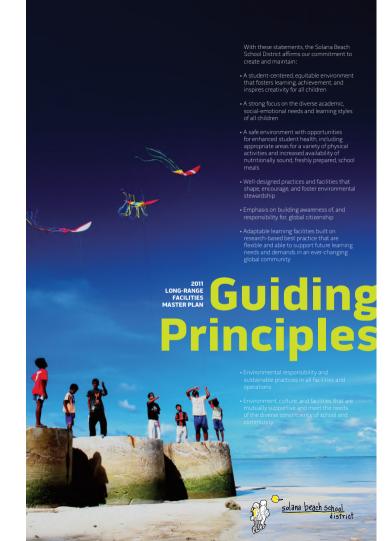
"Thinking outside the box" is encouraged. Effective technologies are integrated into learning and the curriculum contributing to relevance.

High Expectations For All.

High expectations are clearly communicated to students and all members of the school community. Students are engaged in an ambitious, rigorous course of study and are given the appropriate support to leave school prepared for future success.

Personalization.

Every student is known well, respected, and appreciated. Emotional and intellectual needs are met. Differences are respected. Every student has an adult advocate and a personal plan for progress.



Group Work & Discussion

THEMES

- Student Diversity
- Whole Child
- Learning Has No Boundaries
- Digital Fluency
- Design Thinking
- World Portal
- Sustainability



