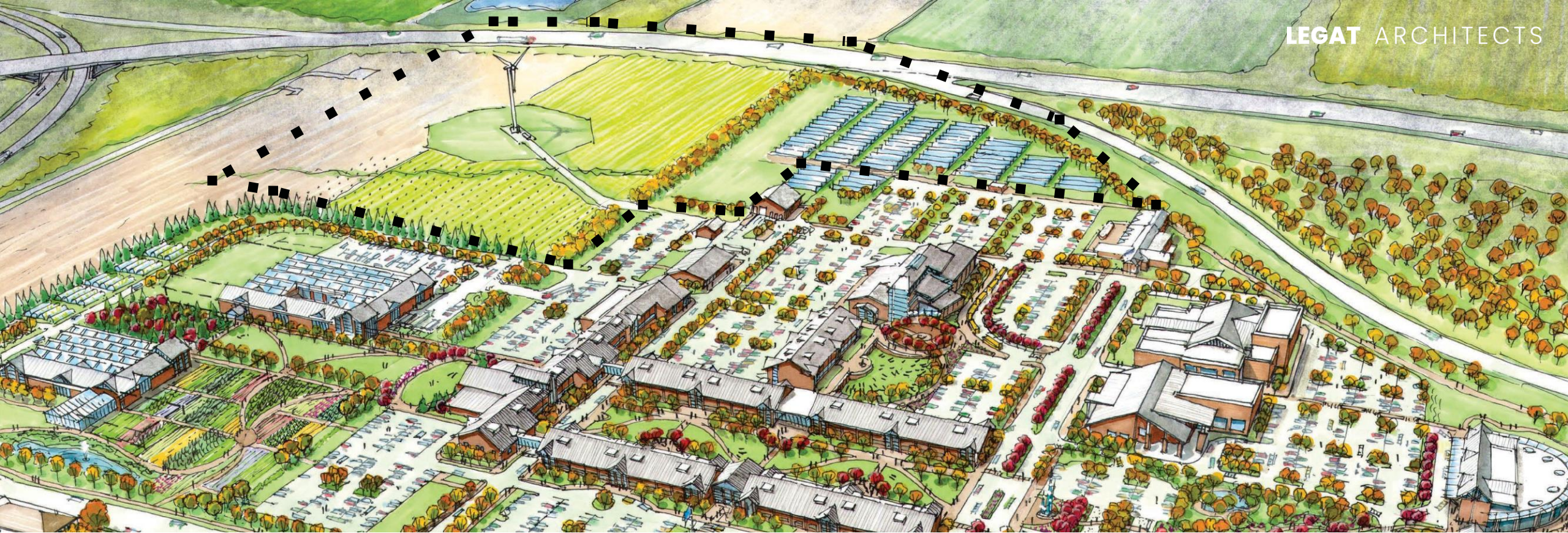




**FOCUS Classrooms
Improve Teaching & Learning**

....like going to baseball practice.





FACILITIES MASTER PLAN OBJECTIVES:

Academic Support Cluster

- Classroom Improvements
- Library Improvements

STEM Cluster

- Health Sciences
- Science
- Agricultural Program Complex

Career and Technical Cluster

- Career and Technical Education

Student Success Services Cluster

Enrollment and Student Services

- Fitness and Recreation
- Student Life Improvements
- Centralize Student Services and One-Stop Enrollment Center - Credit and Non-Credit

Community Engagement Cluster

- Child Development Lab
- Challenger Learning Center
- Event Space Improvements
- Performing Arts

Strategic Institutional Enhancements Cluster

- Building Maintenance and Interior Improvements
- Information Technology
- Landscape and Outdoor Improvements
- Public Safety
- Signage and Wayfinding
- Sustainability, Energy and Power (Infrastructure)





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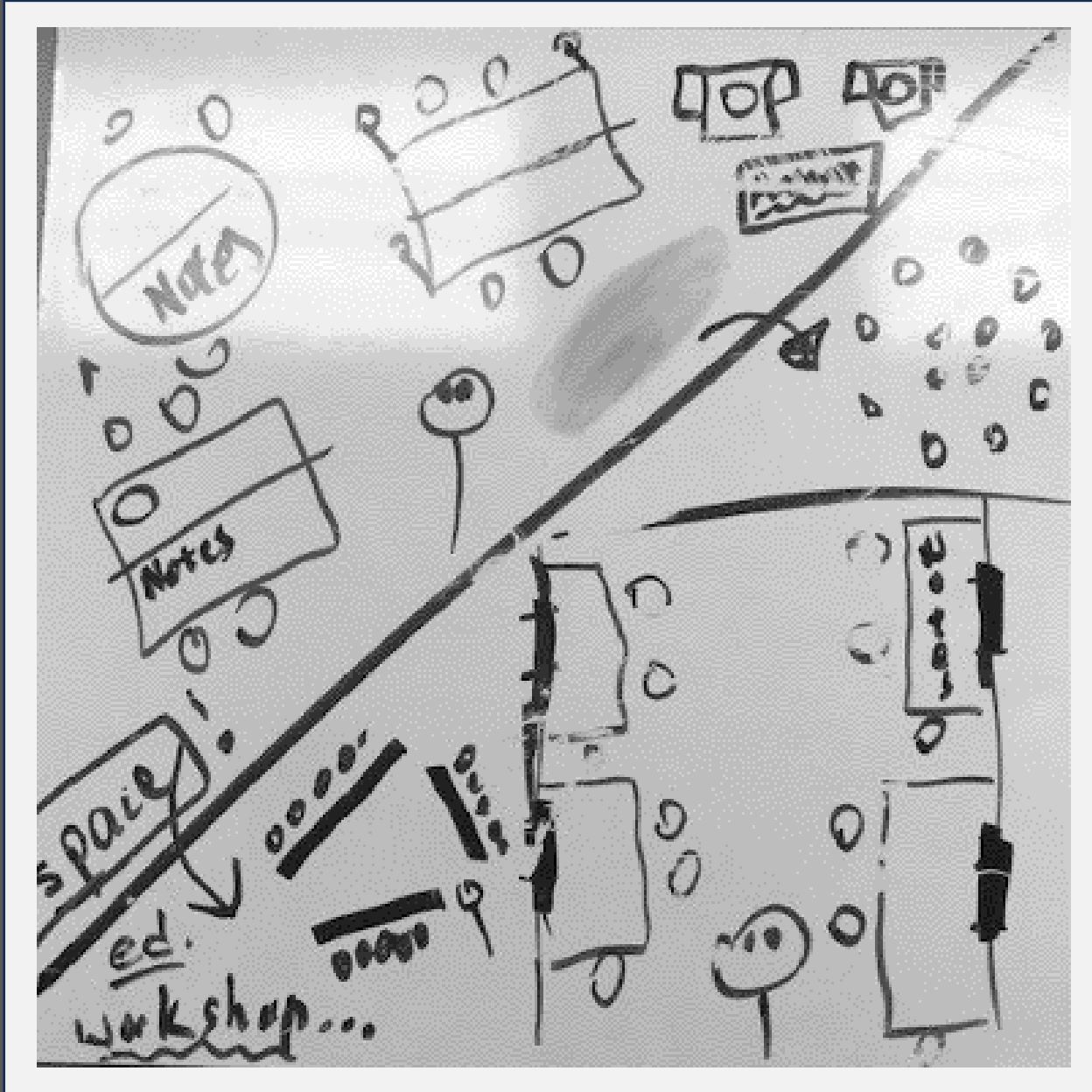
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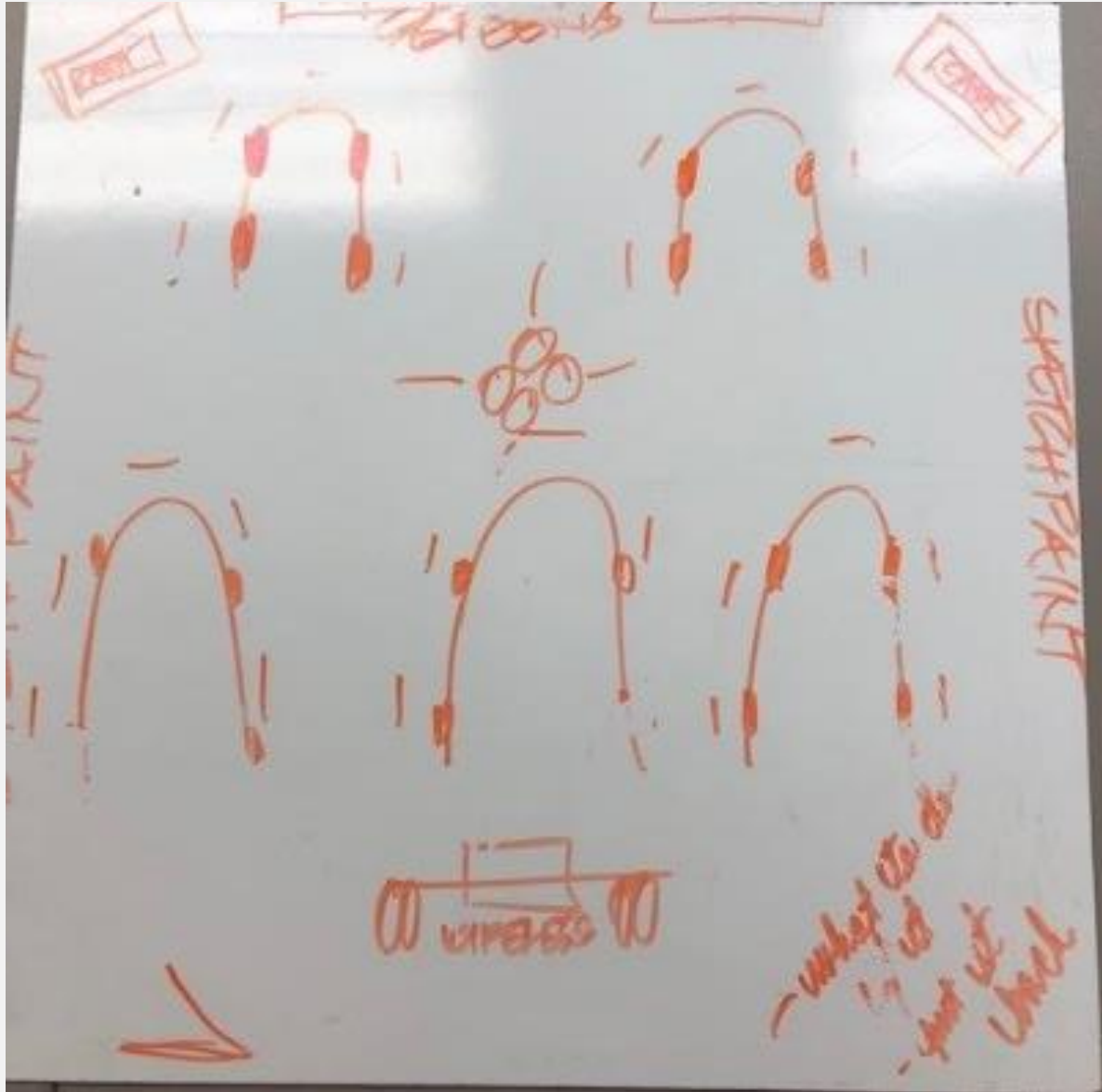
Active Learning



Flex Classroom

- 1 Different Learning Zones
- 2 No Center Stage
- 3 Low-tech and High-tech Collaborative Tools
- 4 Collaborative Environment
- 5 Engaging and Energetic Space

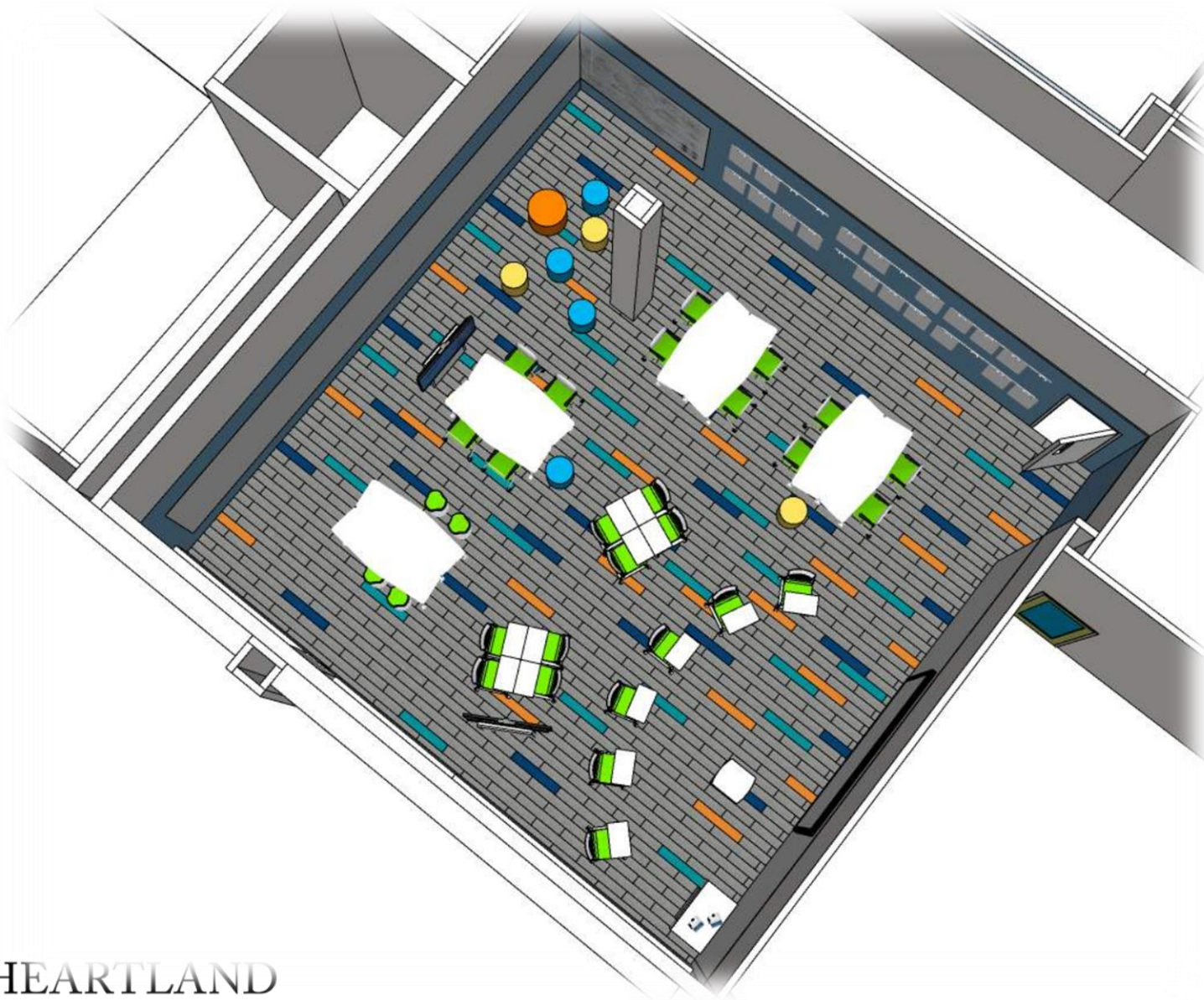
Active Learning



Pods Classroom

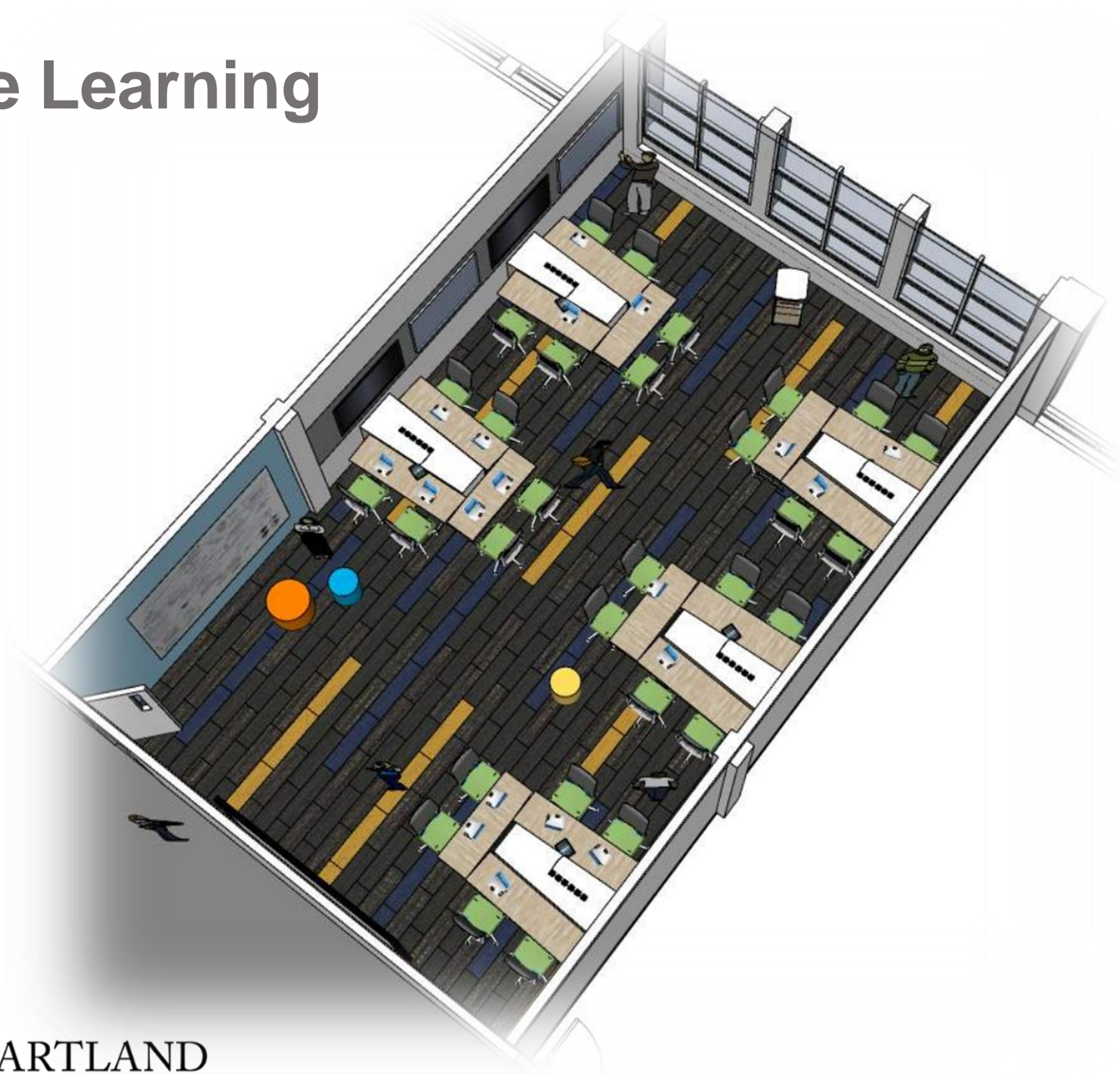
- 1 Group and Individual Study
- 2 Ease of Computer Access
- 3 Low-tech and High-tech Collaborative Tools
- 4 Visual and Acoustic Comfort
- 5 Teacher Mobile Station

Active Learning



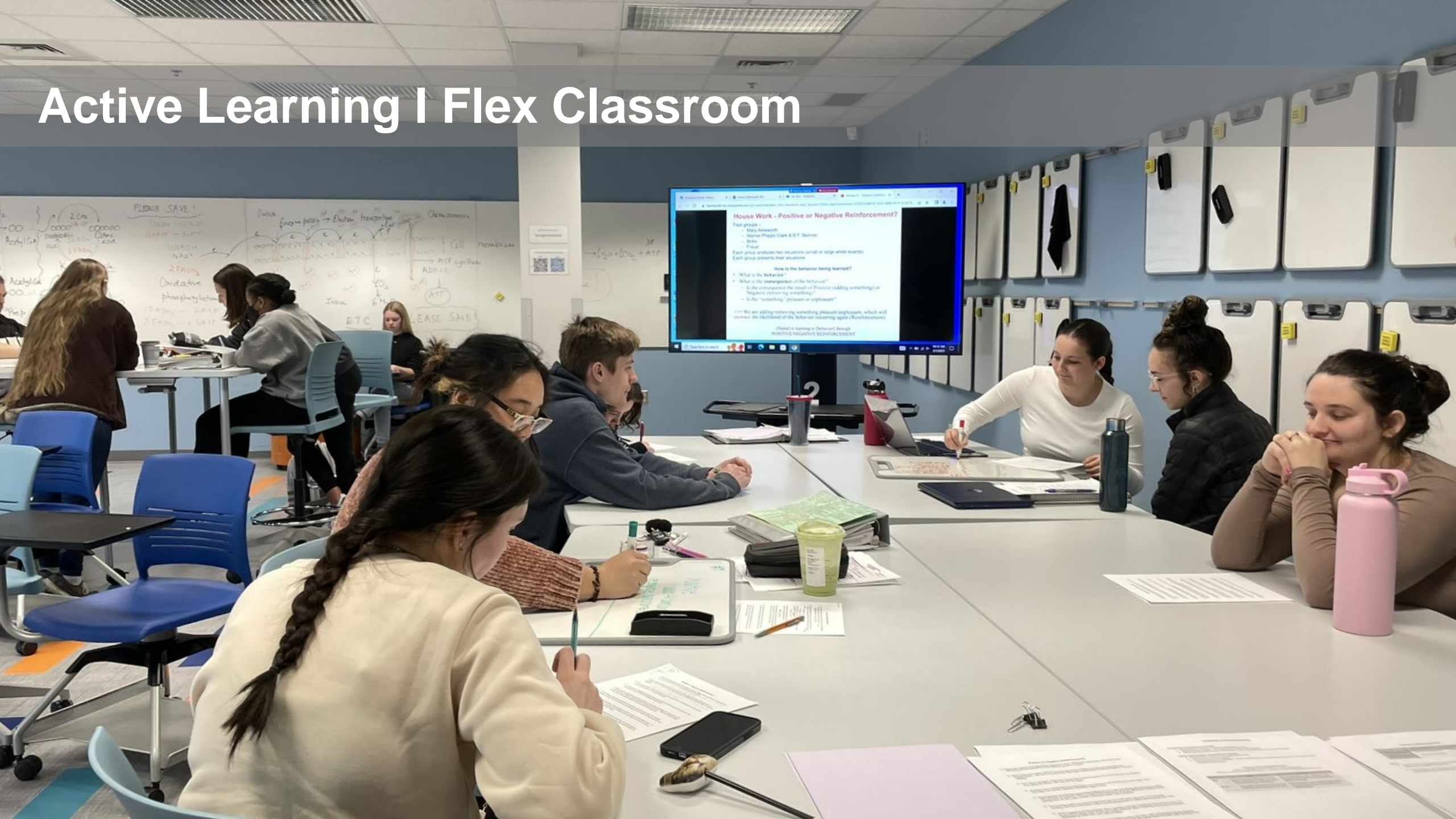
Flex Classroom
Rm 2301

Active Learning



Pods Classroom Rm 1008

Active Learning | Flex Classroom



House Work - Positive or Negative Reinforcement?

Fast groups -

- Mary Anwar
- Marisa Phipps Clark & B.F. Skinner
- Boris
- Prasad

Each group analyzes two situations (small or large white boards)
Each group presents their analysis

How is the behavior being learned?

- What is the behavior?
- What is the consequence of the behavior?
- Is the consequence the result of Positive (adding something) or Negative (removing something)?
- Is the "something" pleasant or unpleasant?

*** We are adding something (pleasant/unpleasant), which will increase the likelihood of the behavior occurring again. (Positive/Negative REINFORCEMENT)

(Based on learning in behavior through POSITIVE/NEGATIVE REINFORCEMENT)

PLEASE SAVE!

2.6m

Acetyl CoA

ADP → ATP

Oxidative phosphorylation

ATP synthase

ETC

PLEASE SAVE!

ATP synthase

ADP → ATP

ETC

PLEASE SAVE!



House Work - Positive or Negative Reinforcement?

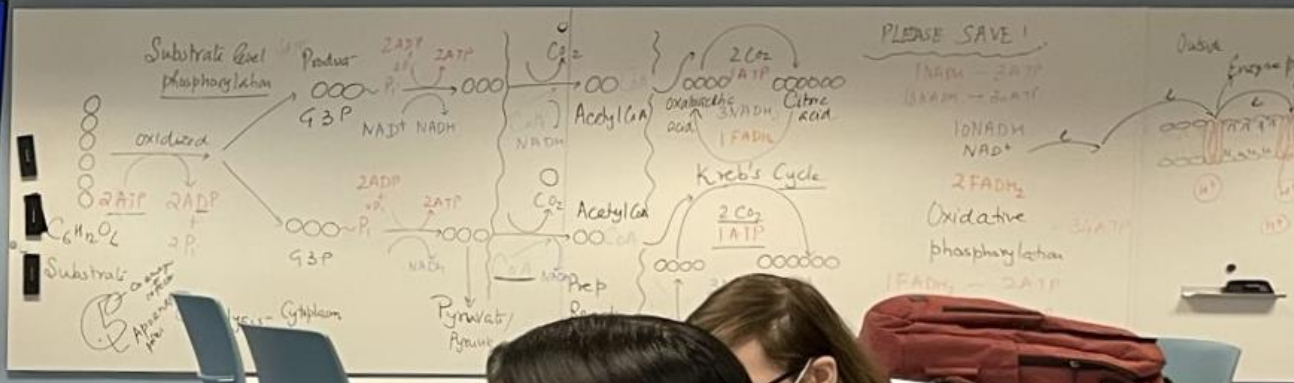
Four groups -
- Mary Annworth
- Marie Phipps Clark & B.F. Skinner
- Bobo
- Freud

Each group analyzes two situations (small or large white boards).
Each group presents their situations.

How is the behavior being learned?
- What is the behavior?
- What is the consequence of the behavior?
- Is the consequence the result of Positive (adding something) or Negative (removing something)?
- Is the "something" pleasant or unpleasant?

2022... removing something pleasant/unpleasant, which will
of the behavior occurring again (Reinforcement)

Learning is influenced through
NEGATIVE REINFORCEMENT



Active Learning | Flex Classroom

Active Learning | Pods Classroom





Create your own Robot

Now... Based on what we just learned about robots go back to the whiteboards and add a Robot to your Dystopian Society.

This Robot **MUST** have a purpose.

It can be whatever size/shape/color of your choosing.

Be sure to make sure this robot is cohesive with your Dystopian Society.



Governmental control
via surveillance
Progression
(Bureaucracy) killing any opposition
curfew
no free press
no free speech



Active Learning I Pods Classroom

Research



66.7%

**Student Participation
& Engagement**
(Faculty)

83.3%

**Student Mood &
Energy Level**
(Faculty)

100%

**Ease of
Collaboration**
(Students)

91.3%

**Ease of
Technology
Access**
(Students)

How do you learn?



MADISON SCOUTS

Thank You

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