



**IDEAS**

READY FOR WHAT'S NEXT?

artco |

Every Space is a  
Learning Space

ACTIVE LEARNING

Inspiring and Motivating

Is your furniture standards  
program holding you back?

Living Classroom Design for  
Customized Learning

NON LINEAR THINKING

Effective Learning Spaces

Access to Information  
and Tools

Untethered Technology Access

Mobility and Collaboration

Simplicity with Endless  
Possibilities

# 21<sup>st</sup> CENTURY LEARNING

“If a child can’t learn the way we teach,  
maybe we should teach the way they learn.”

- Ignacio Estrada



## CREATE A LIVING SPACE

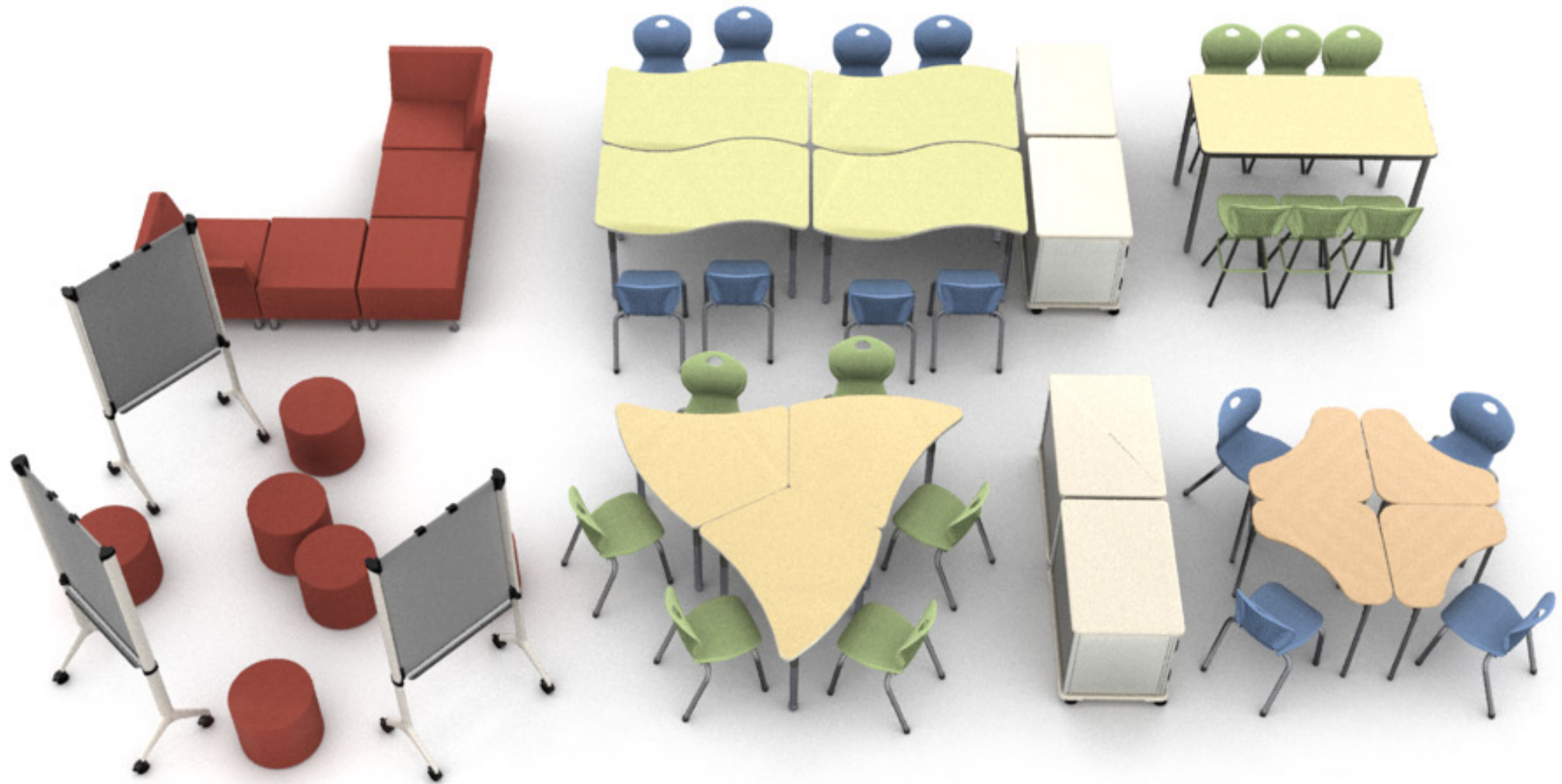
The idea of multifaceted living space - different types of furniture is used for specific learning purposes; **ONE SIZE DOES NOT FIT ALL.**

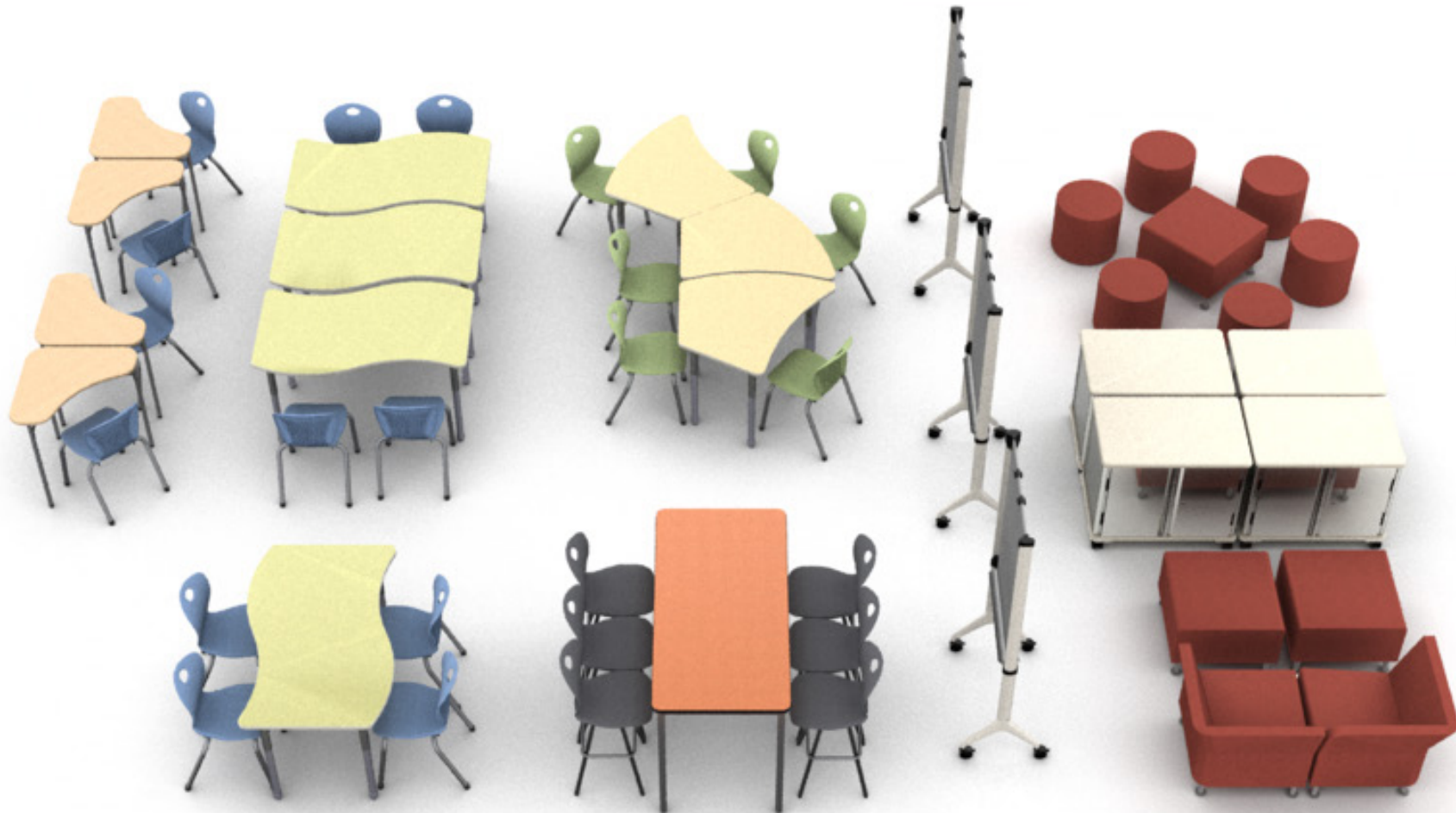
# SIX ZONE LIVING SPACE



## Day 1

### Six Zones of Learning

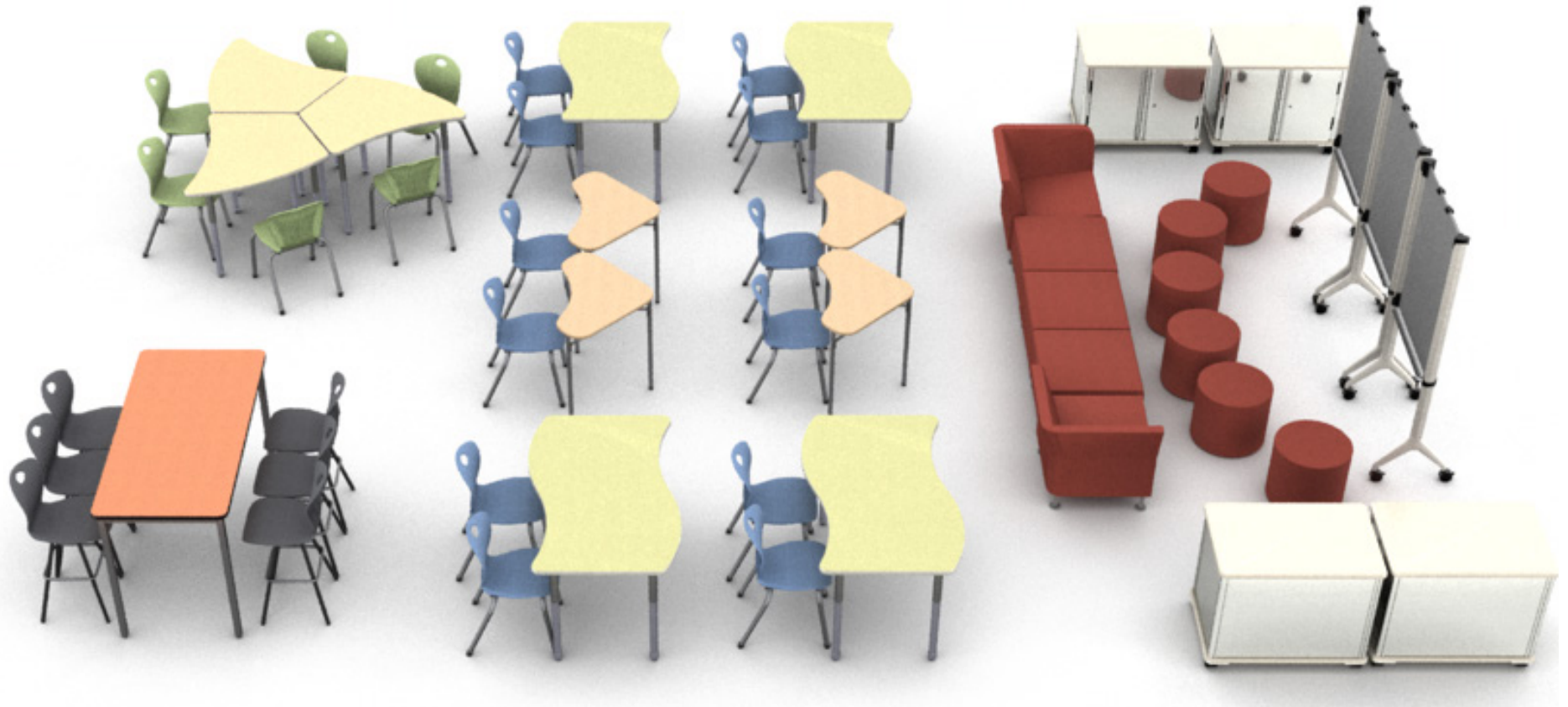




## Day 3

### Multiple Zone Learning





# LEARNING WITHOUT BOUNDARIES

Every space is a LEARNING SPACE and needs to be designed purposefully to ensure that multiple generations of students can unleash their true potential.

# HISTORY OF TECHNOLOGICAL CHANGE

1800

One-room  
schoolhouse



1900



1950

Classrooms in the 1950's were influenced by the industrial era. Linear thinking and teaching.

1990



TODAY

21<sup>st</sup> Century  
technologically  
advanced classrooms



## Day 1

### Team Learning





## Day 3

Collaborative Work

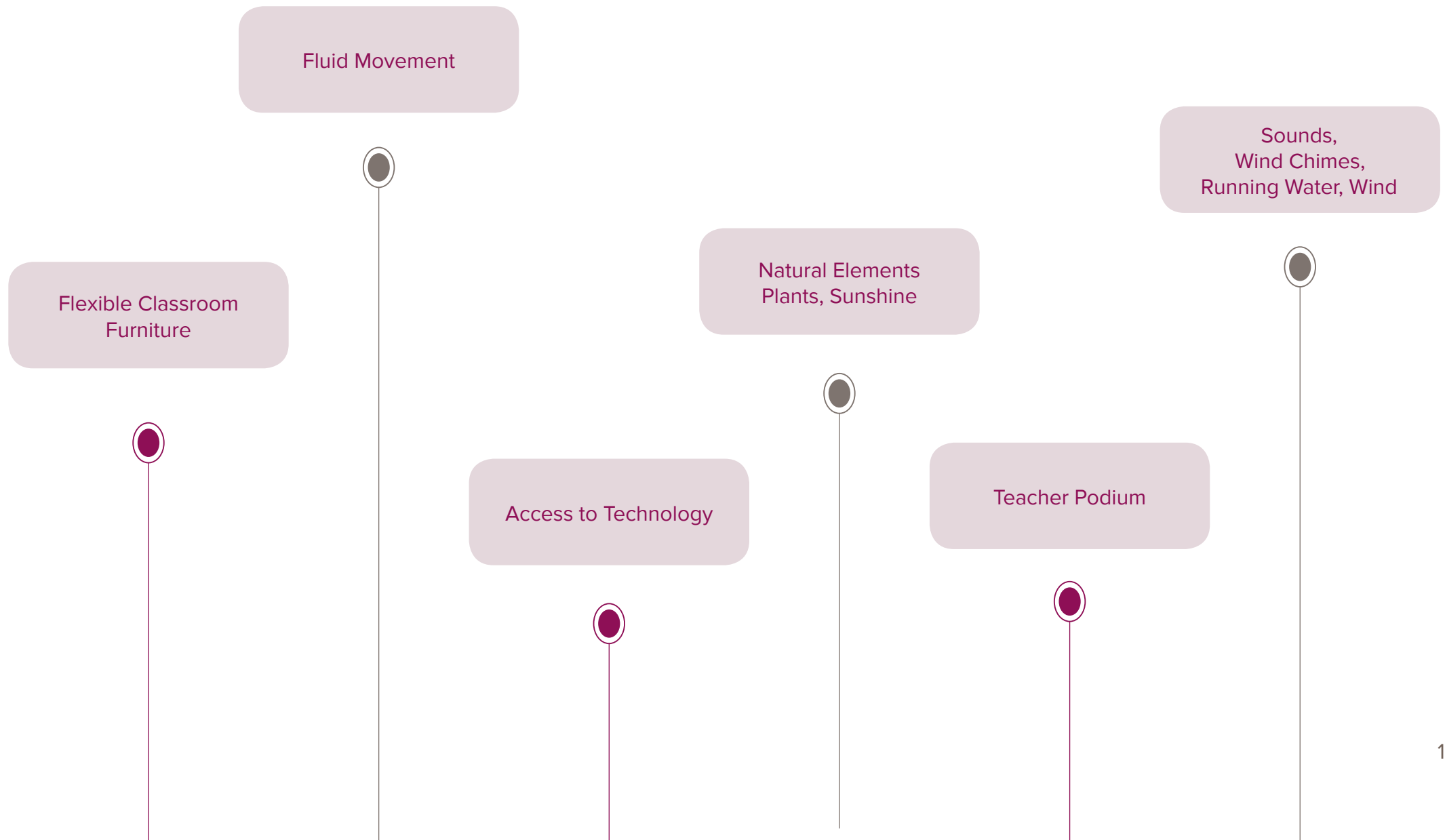




## ADAPT TO YOUR SPACE

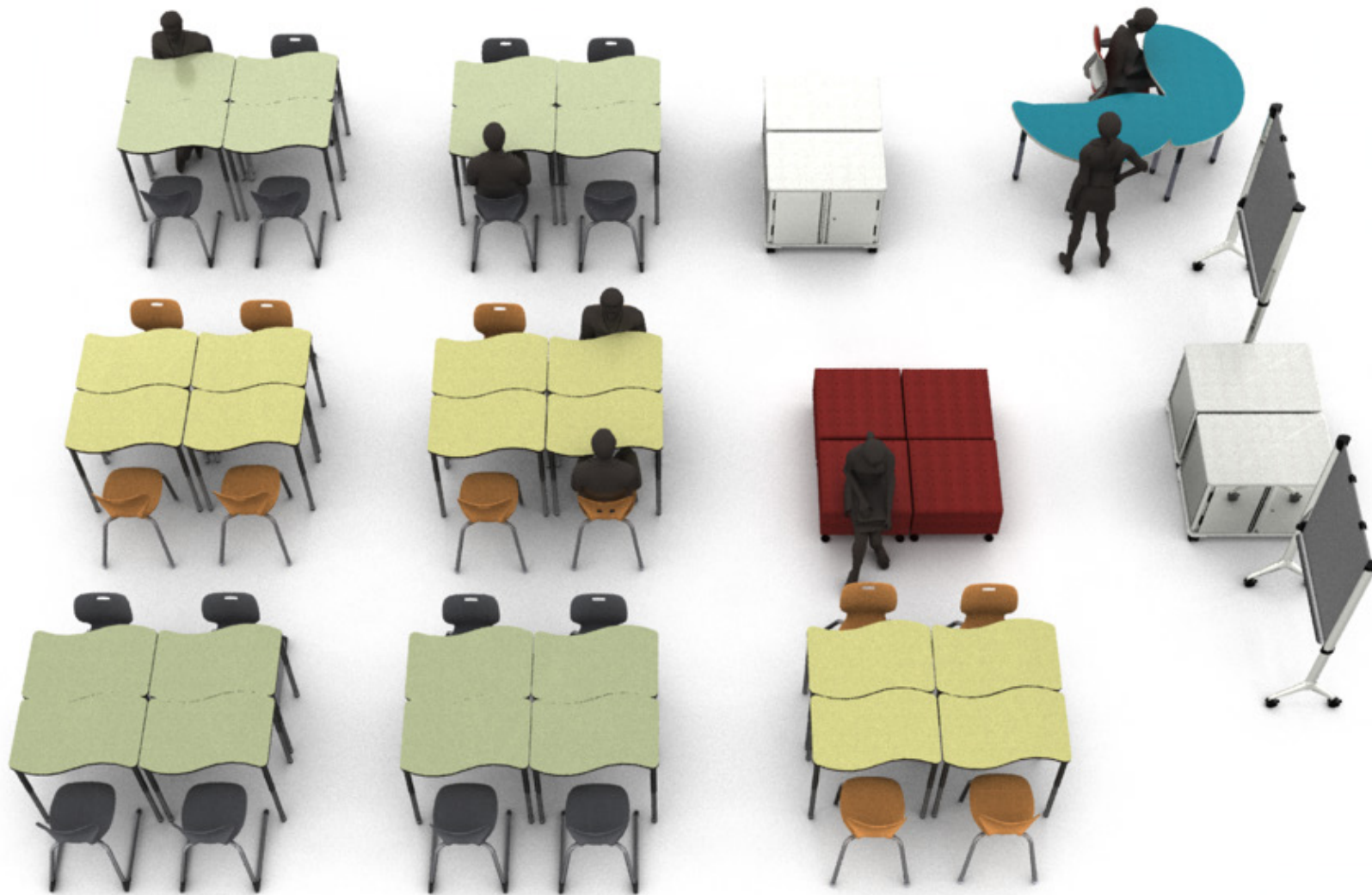
Good design needs to align learning with space layout; user facilitated change drives true customized learning. LEARNING IS NOT ONE DIRECTIONAL so let's create a flexible learning space.

# ORGANIC LIVING CLASSROOM TOOLBOX



## Day 1

### Project Based Learning

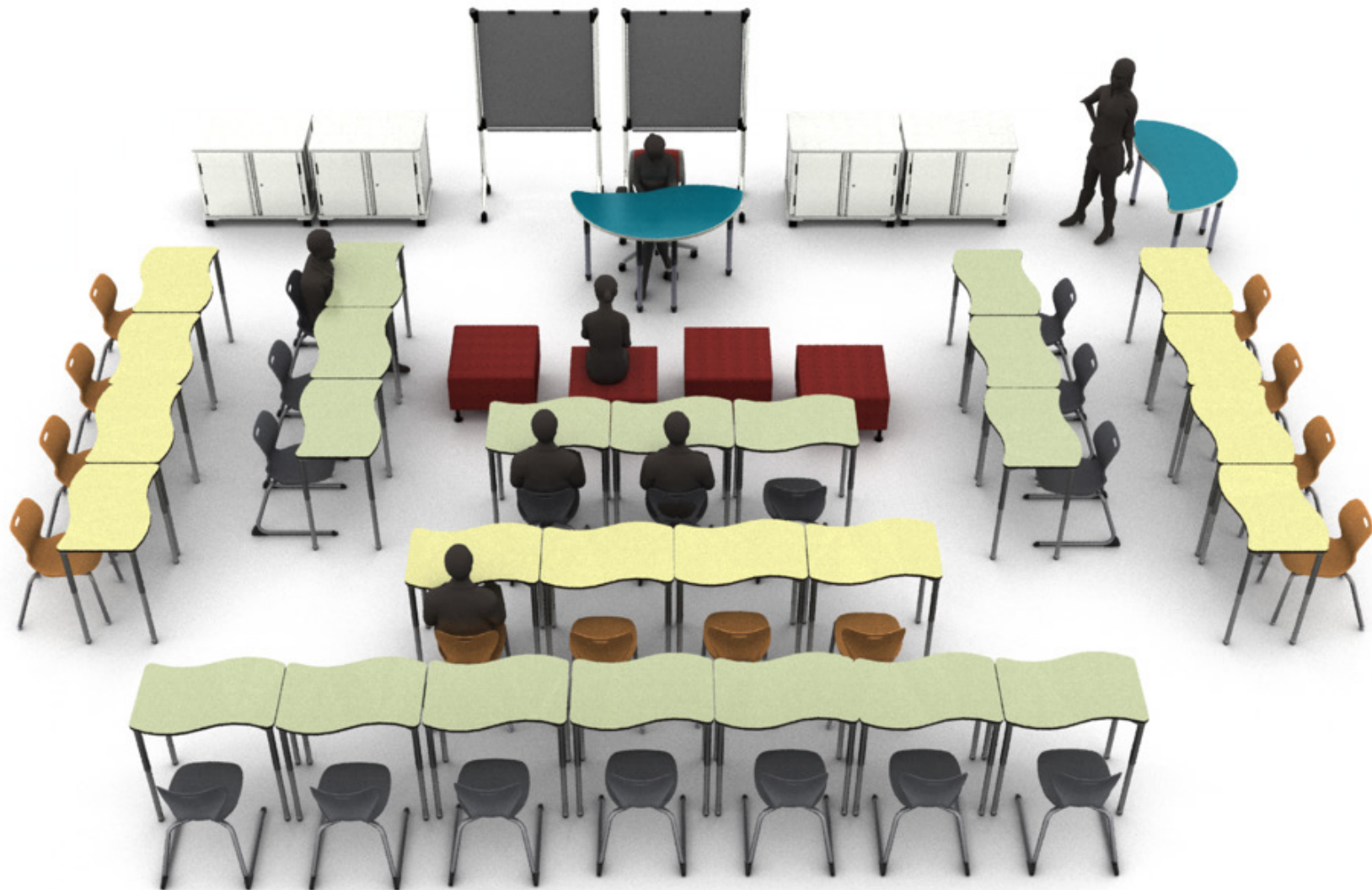




## Day 3

### Instructor Led Learning





# LEARNING IS FUN

Having small spaces does not mean students cannot have choice; THINK DIFFERENTLY and embrace multi-style learning.

# THREE TYPES OF LEARNERS



## AUDITORY

Learners who prefer lessons being read to them.



## VISUAL

Those who learn best by viewing graphics or watching presentations and demonstrations.



## KINESTHETIC

Hands-on learners who process information better if they are participating in the activity or lesson.

## Space 1

Zoned Learning 1





## Space 3

Collaborative Learning





## SIMPLICITY RE-DEFINED

For team projects, students gather in groups of two, four, or more. Table and desk shapes are designed to work individually or in many different combinations—just the way kids work. From conversation practice to group science experiments, there's a combination for every activity.

# BENEFITS OF COMMUNITY LEARNING



## SOCIAL SKILLS

Practice important communication and listening skills



## CONFIDENCE

Students build confidence through teamwork



## PEER TUTORING

Encourages asynchronous conversation with Q&A sessions



## SELF-ESTEEM

Students take ownership of their own learning

## Day 1

### Lecture Style Learning





## Day 3

### Project Based Learning







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FOR WHAT'S  
**NEXT**



contact info  
[www.artcobell.com](http://www.artcobell.com)