

Get Active: Redesigning Learning Spaces for Student Success

GET ACTIVE

Reimagining Learning Spaces for Student Success

Active learning spaces offer students opportunities to engage, collaborate and learn in an environment that taps into their innate curiosity and creativity. Students well versed in active learning – the capabilities that colleges, vocational schools and the workforce demand – will be far more successful than those educated in traditional classrooms.

Get Active is a practical guide to inform your thinking about how best to design schools and classrooms to support learning in a connected, digital world. From classroom redesigns to schoolwide renovation projects and new building construction, the authors show the many ways that active learning spaces can improve the learning experience. You'll find dynamic case studies as well as exercises and opportunities for reflection.

ABOUT THE AUTHORS

Dale Basye is an award-winning writer with more than 20 years of experience developing multimedia experiences for children. He is co-author of *Personalized Learning: A Guide for Engaging Students with Technology* as well as the author of the *Circles of Heck* series.

Peggy Grant is co-author of *Personalized Learning: A Guide for Engaging Students with Technology*. She taught junior high English and reading before earning her Ph.D. in literacy education.

Stefanie Hausman has been a classroom teacher, a teacher coach, a teacher trainer, an education writer and is currently the content manager at Clarity Innovations.

Tod Johnston was a classroom teacher for 10 years, focusing on creating flexible and student-centered learning experiences for students. He now uses his classroom expertise as a content developer for Clarity Innovations.

ISTE International Society for
Technology in Education
iste.org
Connected learning. **Connected world.**

EDUCATION/TECHNOLOGY



Basye • Grant • Hausman • Johnston

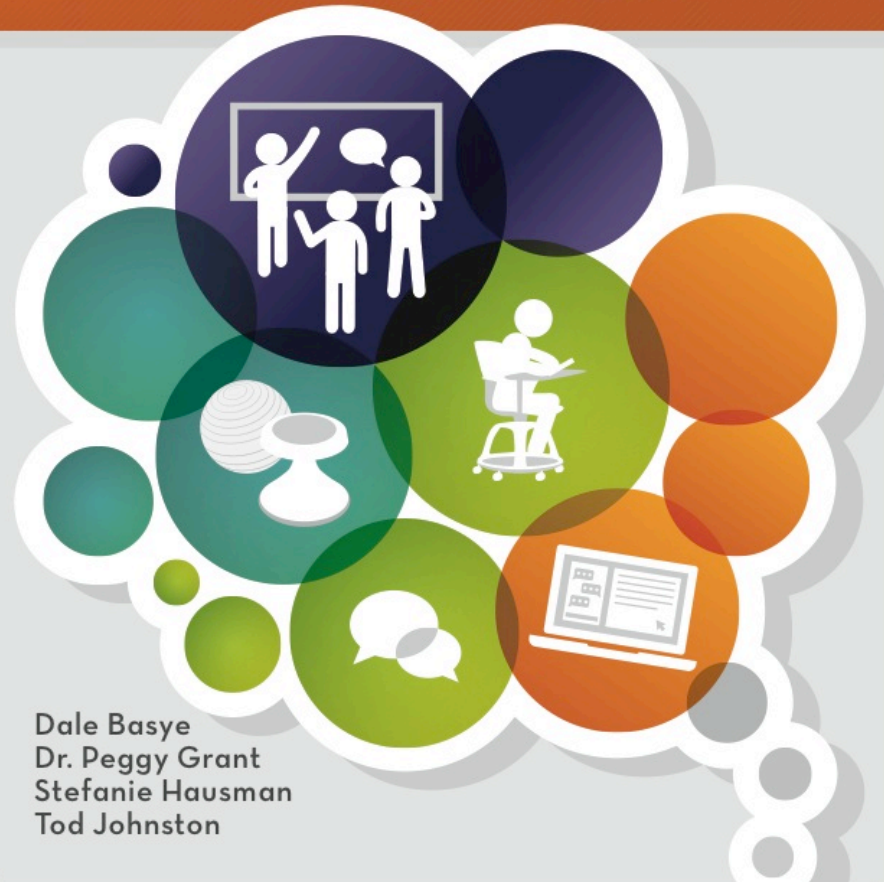
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ISTE

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Dr. Peggy Grant
Stefanie Hausman
Tod Johnston



Reimagining Learning Spaces

“In your hands is a ticket to understanding the power of an active learning space. These are places that help students develop the skills they need in the digital age—communication, collaboration, creativity, and critical thinking—and where they become actively involved in the learning process. “

Sean Corcorran,
General Manager, Steelcase Education
Forward, *Get Active: Reimagining Learning Spaces for Student Success*

Reimagining Learning Spaces

“... [C]reating these vibrant spaces and environments *today* will make classrooms more enduring, adaptable, and accommodating for what learning will look like *tomorrow*. I hope the information and insights provided in this book will help you and your school or district make the important first steps toward bringing the promise of active learning to your students and communities. “

Paige Johnson

Education Strategist, Intel Corporation

ISTE Board of Directors

Introduction, *Get Active: Reimagining Learning Spaces for Student Success*

The Authors



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Tod Johnston, a classroom teacher for ten years, focused on creating flexible and student-centered learning experiences for elementary and middle school students both in the United States and abroad.

Book Features

Get Active: Reimagining Learning Spaces for Student Success includes features designed to inform, inspire, and help educators to re-think classroom and school environments:

- Discussions of theory and practice about student achievement, technology, and flexible learning spaces
- Practical advice for redesigning learning spaces from recognized experts in the educational field

Book Features

- Case studies of reimagined learning environments from across the country.
- Learning activities and discussion prompts to guide educators to further exploration and application of the concepts addressed in the book

Active Learning Defined

Get Active views education from an **active learning** perspective. This diagram from Steelcase Education illustrates how technology, pedagogy, and space all contribute to a wide range of approaches that place students at the center of the learning process.

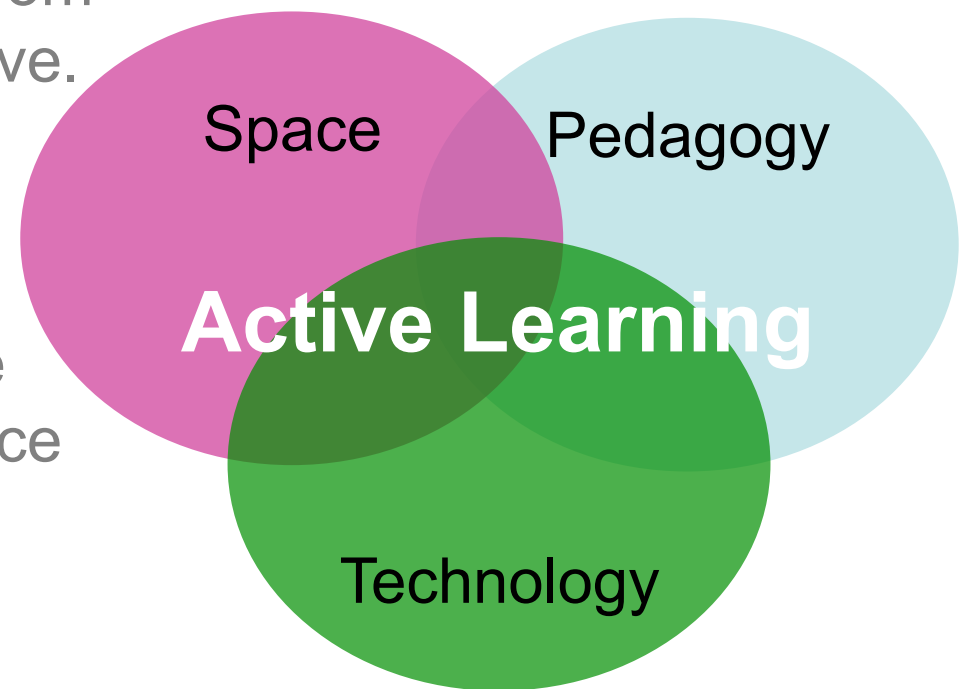


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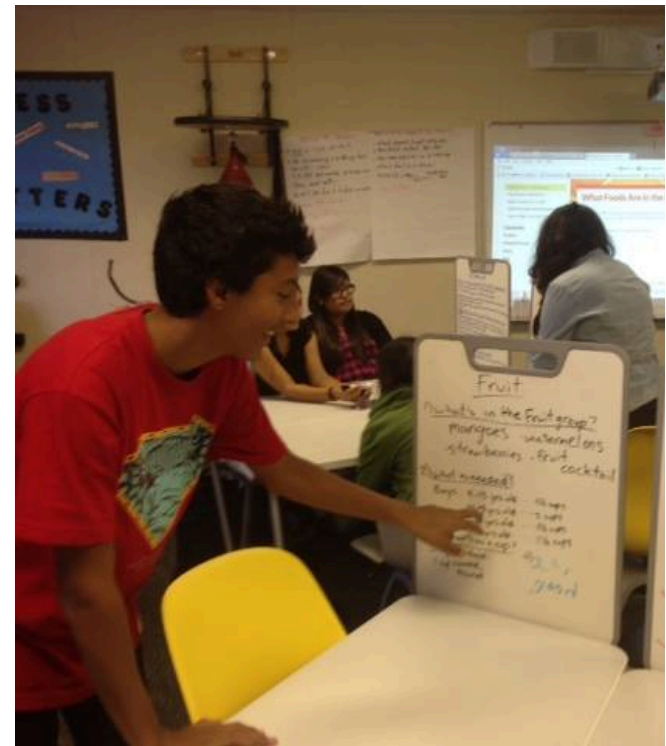
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Appendix A: ISTE Standards

Case Study: The Academy in Santa Ana, California

“The Academy is engaging kids like no other school I’ve ever seen. But engagement through neat and engaging learning spaces coupled with phenomenal teachers is, unfortunately, not the traditional formula. That’s why we have a 97% attendance record: kids *really* want to learn this way..”

Anthony Saba, Head of School



Case Study: Design39Campus



As the last and 39th school in Poway unified School District, Design39 is based on Design Thinking for learning experiences within active learning spaces, and all of the spaces reflect that mission. One type of flexible space at this school is *collaboratories* that provide space for collaboration, individual work, and presentations.

Professional Learning with *Get Active*

Educators apply what they are reading to their specific situations in Your Turns, Discussions, and Reflections.



YOUR TURN

Is your classroom ready for active learning? Consider the following activities common in active learning classrooms, and then assess a learning space with which you are familiar.

Activity	What works?	What doesn't work?
Small group collaboration		
Large group discussion and instruction		
Use of technology to gather, process, and synthesize learning		
Independent study		

Read more about active learning spaces:

K-12

BLUEPRINT

www.k12blueprint.com/get-active.