



The Paradigm Shift in School Design

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G Nairn

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The "Third Wave" of Civilisation

Alvin Toffler

Pre-Civilisation

Hunters and gatherers (tribal nomadic)

100 000 BC - NOW WORLD POPULATION 10 million

First Civilisation

Agriculturists (pets, planting and villages)

100 000 BC - NOW WORLD POPULATION 50 million

Second Civilisation

Industrialists (discipline, order, regularity, consistency, repetition)

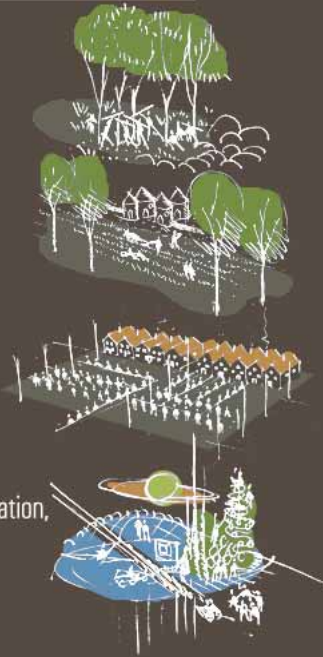
1700AD - NOW WORLD POPULATION 5 billion

Third Civilisation

Gestalists (information, communication, automation, virtual and constantly changing)

1950 - NOW WORLD POPULATION 7 billion

Fourth Civilisation?



Gestalt

A pattern of physical, biological, or physiological phenomena so integrated as to constitute a functional unit with properties not derivable from its summary of parts.

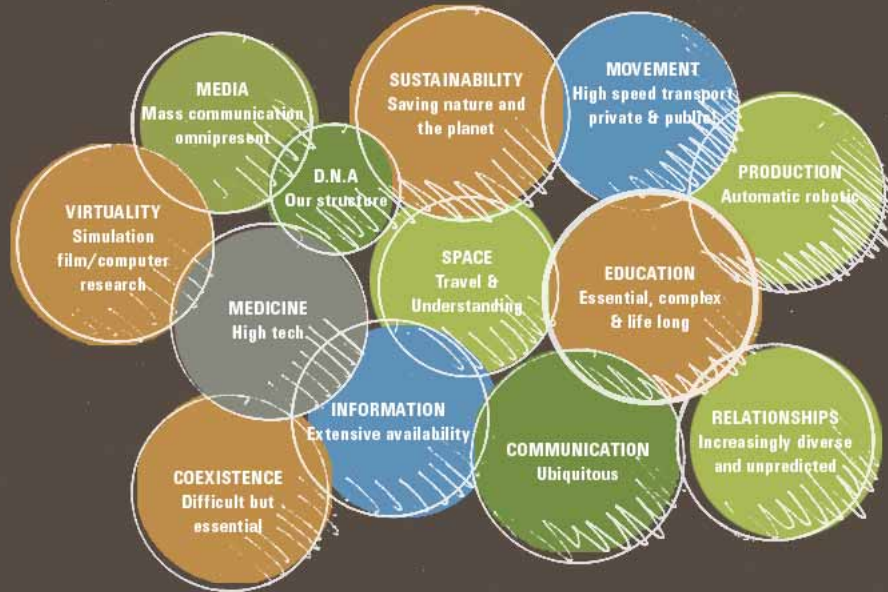


Industrial, regular & predictable model



Gestalt, creative & provocative model

The Brave New World



Education



The Individual

Mental & creative development

Bodily health & physical fitness



The Family

Communication, social & physical development



The Tribe

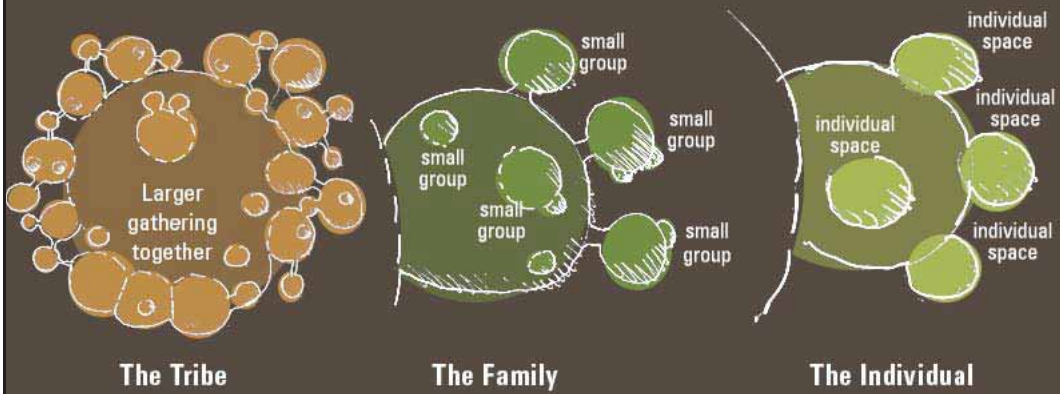
Sharing, celebrating & competing



How can the buildings help?

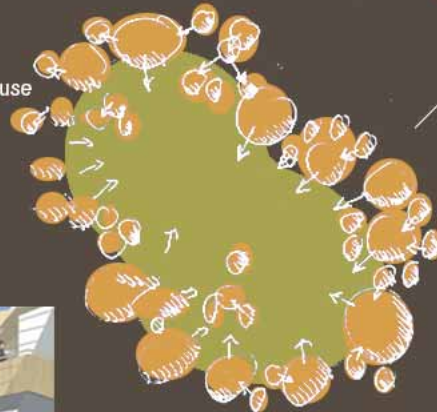
The Basic Building Blocks

Every instant in every place should be a learning experience, however, learning during childhood and youth can be enhanced in places and spaces that reinforce natural human behavior and personal development.



The Gathering Space

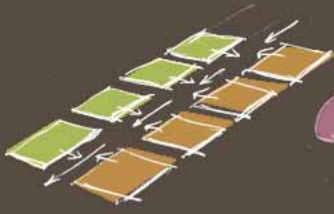
- The watering hole
- The campfire
- The village roundhouse
- The village pump
- The local church
- The community hall
- The village common



PEOPLE ARE GREGARIOUS

- The conference centre
- The convention centre
- The Olympic Games
- The street cafe

The Gathering And Movement of Space



The Old Way



The New Way



The Street



Cafeteria/Meeting Place



Alsop's Atrium

Small Groups and Individual Space

- "It is unnatural to group people according to age instead of interest and needs" Thornburg
- Different kinds of spaces provide choice - some transparent, some enclosed, some soft, some hard, some bright, some dark etc.
- Groups of 4-6 are potentially the most creative.
- "Creativity is society's most valued commodity" R. Fielding

CAVES



small group withdrawal

CAMPFIRE



small groups

WATERING HOLE



small group partial withdrawal

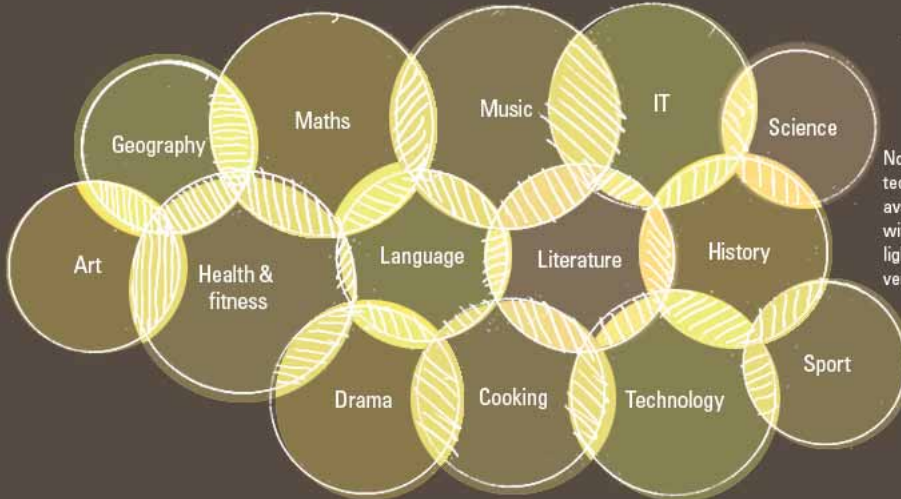
individual alcove

stage

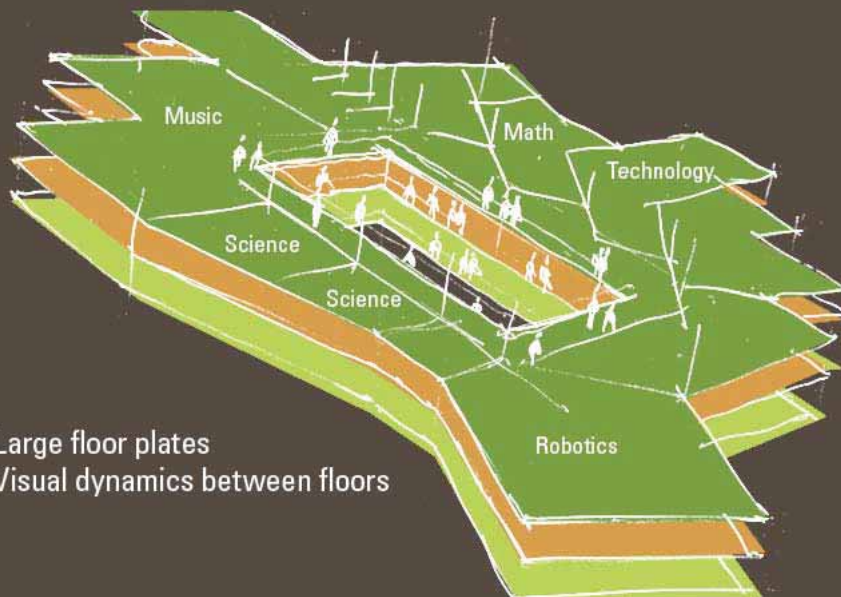
non rectilinear spaces

Interactive Learning Areas

- Creativity benefits through interactive stimulus.
- Completely new areas of research and development are occurring through combining previously separated disciplines.

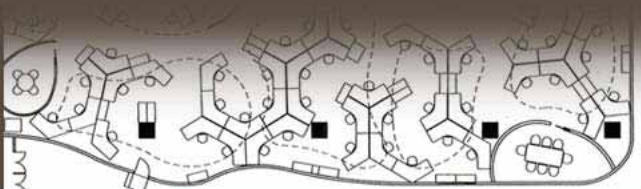


A Model Of Interactive Learning



Multi Disciplinary Open Space Learning

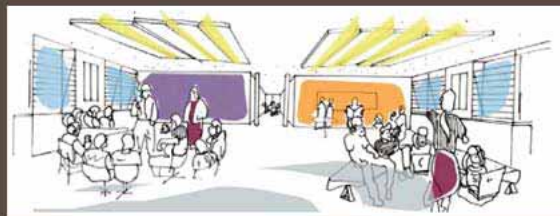
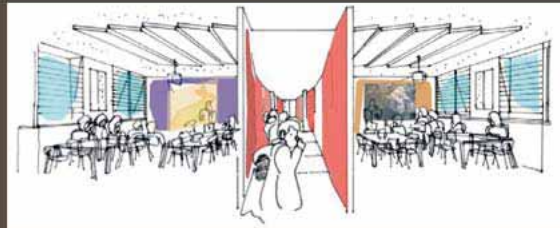
Multiskilled facilitators, sophisticated software with accompanying kits, boomerang furniture and wireless technology.



Note: This is actually an office plan

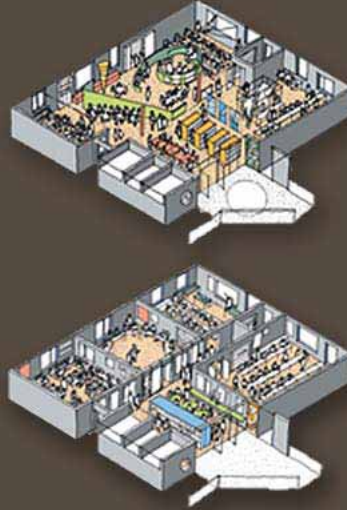
Flexibility

To allow for short term change, the FLEXIBILITY of moving walls, rearranging furniture and using mobile specialist trollies.



Adaptability

In the longer term, ADAPTABILITY involving rearranging internal walls to change the size and use of spaces is essential.



Learning As Play: Buildings As Playgrounds

Building are generally visual metaphors for their contents, activities and values.



Worship



Theatre



Prison

Schools/Community Learning Centers should be intriguing, challenging, comfortable, inviting and robust with the degree of playfulness appropriate to the age group.

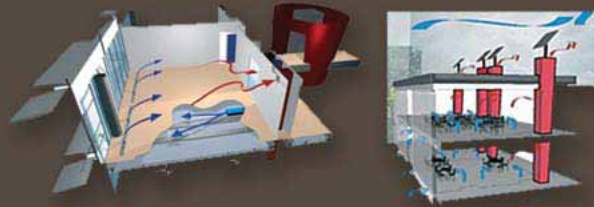


Ecologically Sustainable Design

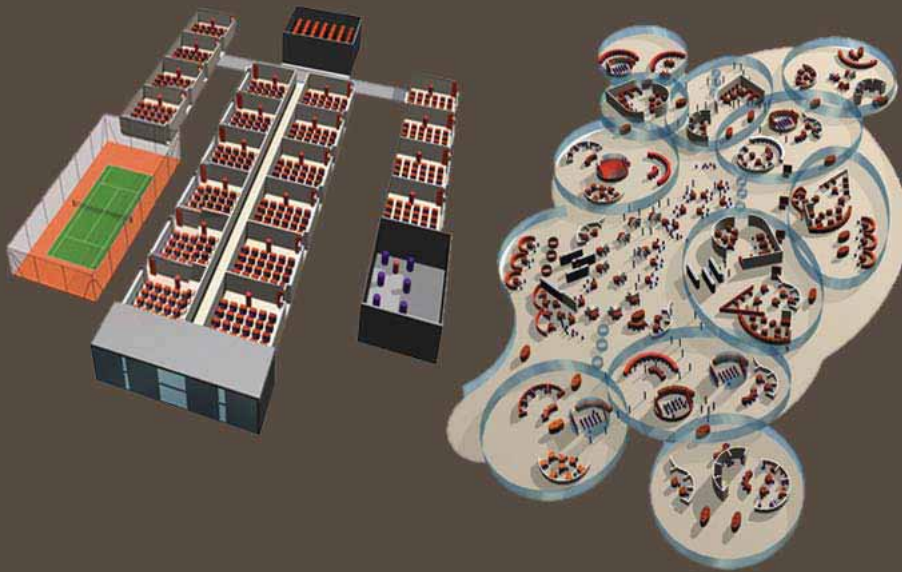
CONSERVE ENERGY: AVOID WASTE

Correct relationship
between buildings,
site, sun and wind.

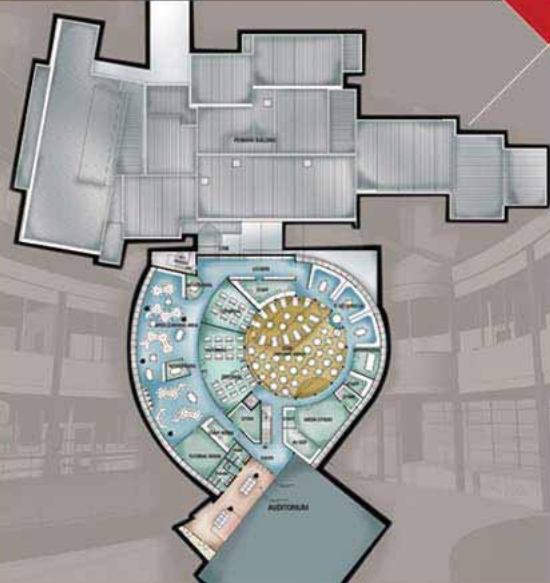
- low embodied energy
- recycle buildings
and material
- minimise heat gain/loss
- collect water & recycle
- collect solar & wind energy
- long life buildings -
low maintenance



The Old & The New Paradigm



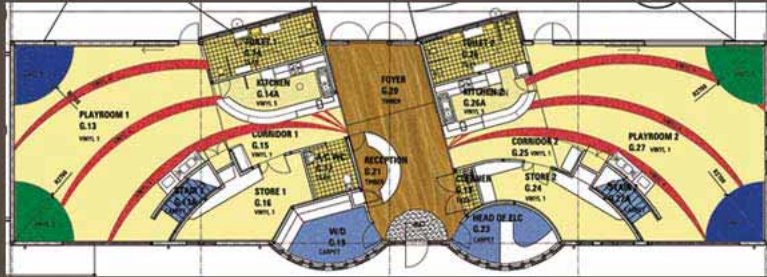
Overnewton Plans & Views



St Columbia Plans & Views



John Paul College ELC & Senior Centre



Immanuel College



Geelong Grammar School - Glamorgan Campus



Discussion

