

Projector Screen

This retractable projector screen allows for teachers and students to present information to the class.

Central Table

Teachers can sit at this movable table to be directly involved in students' learning and engage in open discussion with the class.

Whiteboards

Larger whiteboards located throughout the classroom facilitate large group ideation and discussion.

Green

Green is associated with health, nature, and tranquility so it provides a calming sense.

Blue

Blue is associated with peace and tranquility and has been shown to increase productivity in attention-related tasks.

Yellow

Yellow is associated with being cheerful and warm, which helps maintain a positive atmosphere.

Hexagonal Desks

The desk shape allows for a max of an ideal group of six students to collaborate on projects, assignments, and discussions.

Laptop Cart

Laptop cart containing laptops for students to conduct research and work on projects.

Private Table

Teachers sit at this table to grade, have private conversations, and other tasks that don't need involvement with the class.

Windows

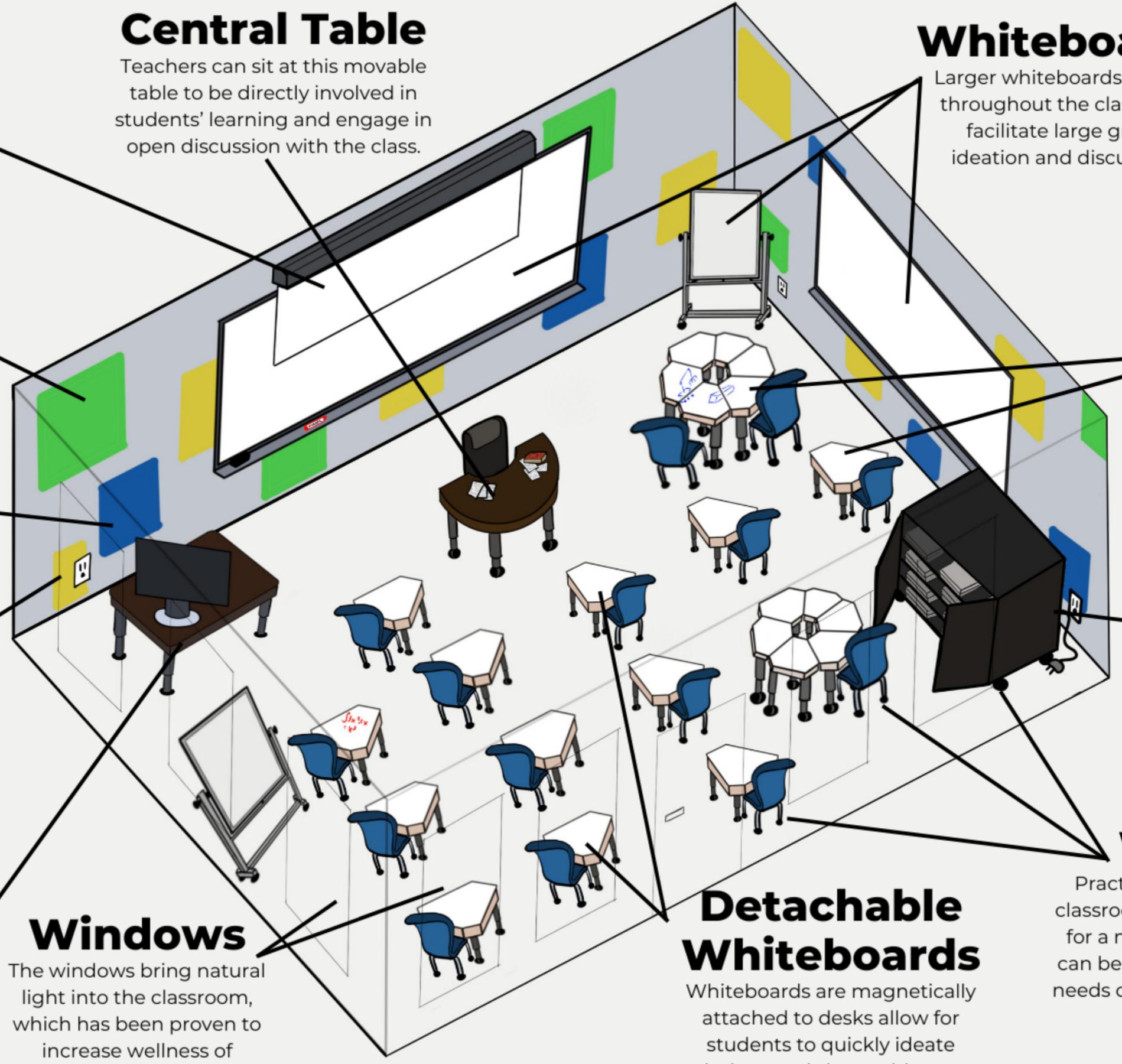
The windows bring natural light into the classroom, which has been proven to increase wellness of students.

Detachable Whiteboards

Whiteboards are magnetically attached to desks allow for students to quickly ideate solutions and share with peers.

Wheels

Practically every part of the classroom is on wheels to allow for a modular classroom that can be rearranged to meet the needs of teachers and students.



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CLASSROOM2030
"Elevator" Pitch

T RANSPARENCY

The Problem

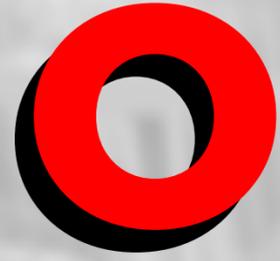
Our classroom design leaves students **unprepared** for college and workplace environments. It does not encourage collaboration, flexibility, creative thinking, or just about any other skill **essential** for a student's future. Instead, students are confined to rows, forced to blankly stare at teachers as they drone on about topics that they have no interest in.

Who It Effects

This problem affects **every** high school student that isn't enrolled in some lucrative private school. Because they have only ever known an **inactive** learning environment, they are largely **unprepared** for college or the workforce. They learn to be obedient to their teachers, instead of learning how to **collaborate** with others.

Why Us?

All of us are **victims** of outdated classroom design. We accepted it as **normalcy**, until we were exposed to a project-based experiential learning center with a drastically improved classroom **environment**. In this new environment we were able to forge projects that created measurable **impact**.



PPORTUNITY

The Idea

We designed a classroom that pushes curriculum through a **flexible** design that actually encourages collaboration as opposed to the traditional rigid and discipline-oriented one. Our classroom can be **rearranged** to enable multiple teaching styles.

Relevance to the Problem

By prioritizing **collaboration** and **flexibility**, our classroom pushes students to learn **soft skills** such as communication. These soft skills cannot be replicated by AI and will allow students to **thrive** in their futures.

Nature

Every element of this classroom prioritizes collaboration and flexibility. **Everything** is on wheels so the class can be rearranged in ways that promote both **group** projects and **independent** studies. Whiteboards are implemented throughout the classrom for students to ideate.

A ANALYSIS

Other Efforts

Many elite private schools prepare students for the Fourth Industrial Revolution. For example, Phillips Exeter **encourages collaboration** and creativity through the Harkness method in classes as small as 12 students. However, public schools don't have the **funding** to replicate this.

Inspiration

Our design is cost and space efficient to **accommodate** the large public classroom. We have also put an emphasis on the **relationship** between the teacher and students by formatting desk position and classroom flow to **facilitate collaboration** between students and their teachers.

STRATEGY

Resources Needed

We require funding to produce desks, chairs, whiteboards, etc. Since our desk design is **proprietary**, we would also need to work with desk manufacturers to create them in the most efficient and sustainable manner possible.

Plan of Action

Our classroom was designed to be versatile and able to be **universally** adopted. Ideally, it would be implemented in the Hart District. Currently, we are in the process of getting our design approved by staff and faculty that are aware that change in classroom design is **necessary** to better prepare students for their future.

T RANSFORMATION

Defining Success

We aren't ignorant enough to believe that high schools would eagerly adopt a classroom design created by highschool students. Success for this project isn't **defined** by having public schools adopt our classroom design (or a modified version), but rather for classrooms to adopt a design that actually fosters collaboration, creativity, and other soft skills key to **empower** students.

Envisioned Impact

The ideal **impact** of Classroom2030 ten years from now is for multiple school districts across the country, including the Hart District, to adopt a classroom design that enables greater **collaboration** and **flexibility**. We expect students to become much better **prepared** for college and workplace environments when exposed to a classroom design similar to ours.

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