

PEOPLE, PLACES, TECHNOLOGY

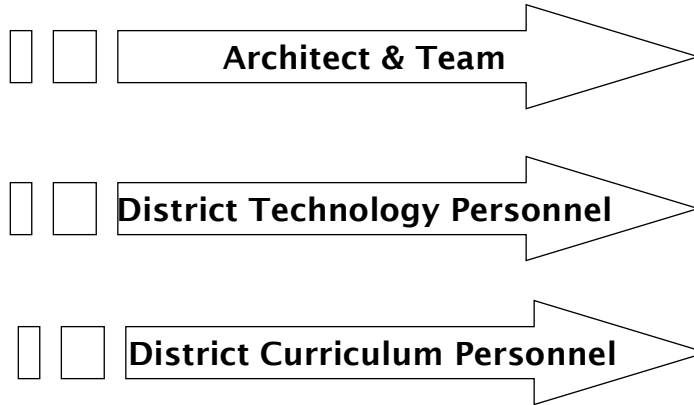
*CASH 2001
A SCHOOL FACILITIES SPACE
ODYSSEY*

Glenn Meeks

TYPICAL INTEGRATION OF TECHNOLOGY INTO EDUCATIONAL ORGANIZATIONS

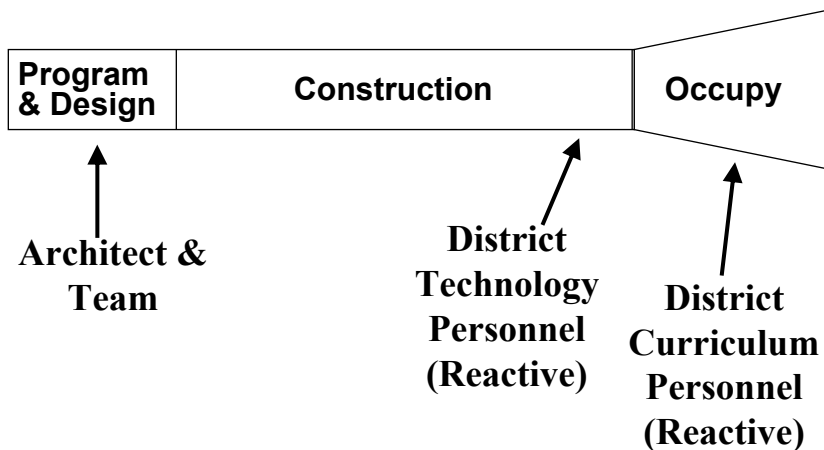
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TYPICAL BUILDING DESIGN Best Practices



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TIME LINE for IMPLEMENTING Best Practices

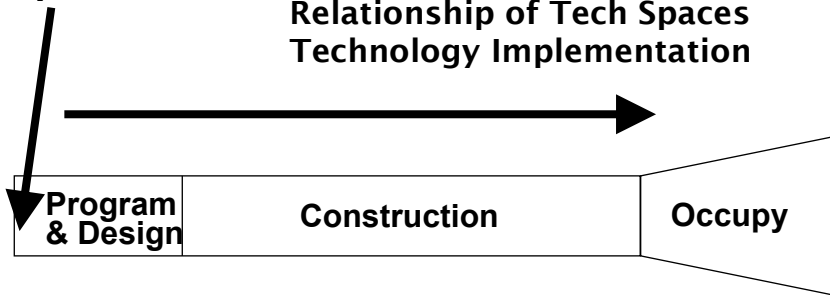


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PRIMARY FACTOR IMPACTING Best Practices

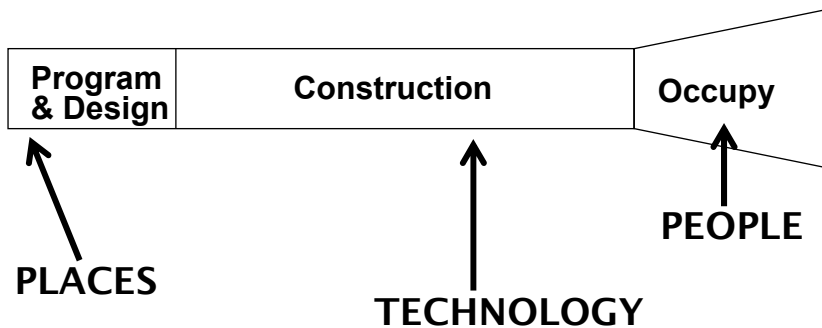
Budget &
Program
(Sq. Ft.)
Are Set
Up Front

THEREFORE: These Activities ARE
Reactive To the Initial Program
Professional Development
Integration of Tech. Into Curriculum
Relationship of Tech Spaces
Technology Implementation



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PRIMARY FACTOR IMPACTING Best Practices



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IMPACT OF TECHNOLOGY ON CONSTRUCTION BUDGETS

- ***IMPACT ON ELECTRICAL BUDGET***
- ***IMPACT ON SYSTEMS BUDGET***
- ***IMPACT ON FFE***

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IMPACT ON ELECTRICAL BUDGET

- ***ADDITIONAL AC POWER and PATHWAYS
(Conduit in wall, hangers above ceiling for
ES and cable tray for larger new buildings)***
 - ***New - \$1.25 to \$1.50 per sq.ft. (wall access)***
 - ***New - \$2.50 to \$3.00 per sq.ft. (wall & floor)***
 - ***Renovation - \$2.50 to \$3.50 per sq.ft. (wall)***
- ***60K Ft² ES = \$75K to \$180K***
- ***220K Ft² HS = \$275K to \$660K***

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IMPACT ON SYSTEMS BUDGET

- ***NEW SYSTEMS - Premise Cabling System, Voice, Paging, Gym/Cafetorium, Video, Data, Security ****
 - Simple - \$2 to \$3 per Sq.Ft.
 - Mid-Range - \$4 to \$6 per Sq. Ft. *
 - High-End - \$7 to \$10 per Sq.Ft.*
- ***60K Ft2 ES = \$120K to \$600K***
- ***220K Ft2 HS = \$440K to \$1,500K***
(Costs per Sq.Ft. Go Down as Buildings Increase in Size)

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IMPACT ON FFE BUDGET

- ***FURNITURE REQUIREMENTS CHANGE***
 - Computer Desks for All Spaces
- ***COMPUTERS, DISPLAYS, LOOSE EQUIP***
 - Teacher, Admin., Library, Lab WS
ES = \$3 to \$5 per Sq.Ft.
HS = \$2 to \$6 per Sq. Ft (Qty of Labs)
 - Add Student Workstations for 4:1 Ratio
ES = \$4 per Sq.Ft.
HS = \$2 per Sq.Ft.
- ***60K Ft2 ES = \$120K to \$540K***
- ***220K Ft2 HS = \$440K to \$1,600K***

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OVERALL TECH BUDGET IMPACT

In Thousands

■ ELEMENTARY	■ LOW	HIGH
■ Electrical	75	180
■ Systems	120	600
■ FFE	<u>120</u>	<u>540</u>
■ TOTAL	315	1,320
■ HIGH SCHOOL		
■ Electrical	275	660
■ Systems	440	1,500
■ FFE	<u>440</u>	<u>1,600</u>
■ TOTAL	1,155	3,760

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Revised Process



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PEOPLE

PLACES

TECHNOLOGY

Include These In the Process Up Front

Professional Development

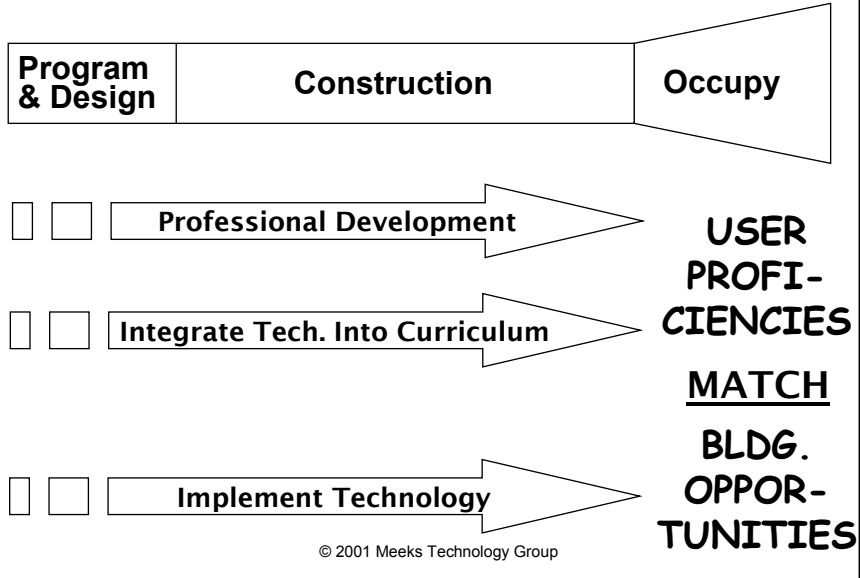
Integration of Tech. Into Curriculum

Relationship of Tech Spaces

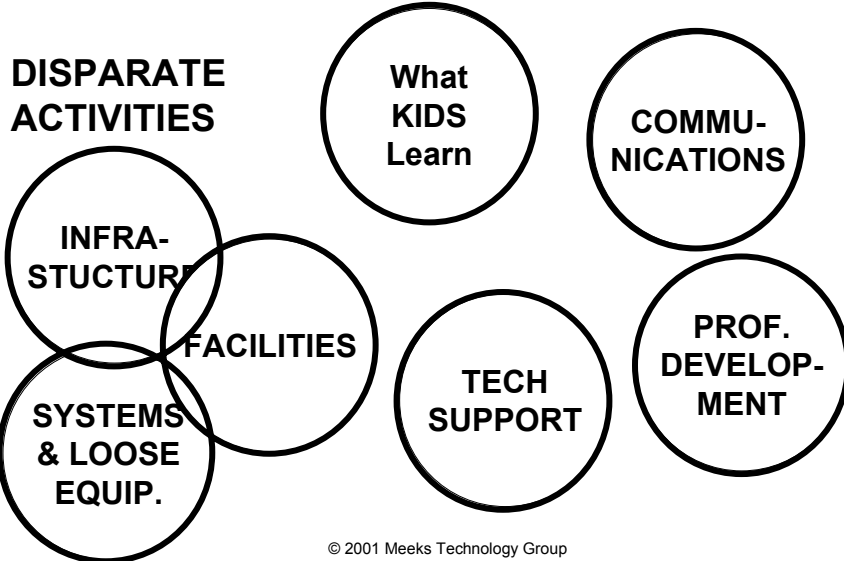
Technology Implementation

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Revised Outcome

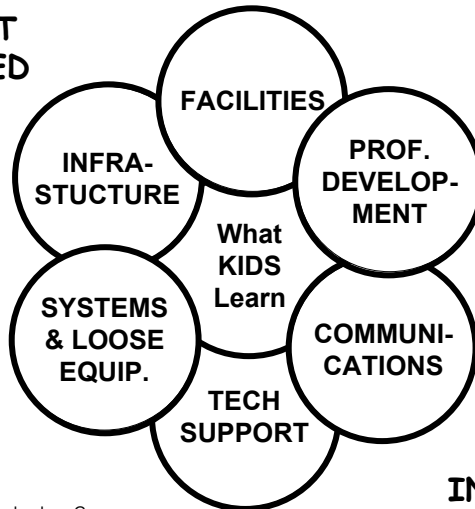


DIFFERENT VIEW OF SAME ISSUE



A SUCCESSFUL MODEL OF TECHNOLOGY INTEGRATION

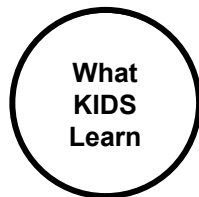
STUDENT
CENTERED



A COHERENT
SYSTEM OF
INTEGRATION

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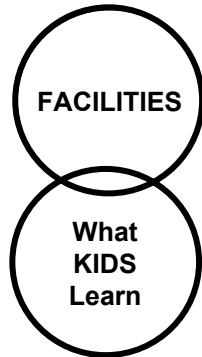
HOW INTEGRATION HAPPENS



- NETS - Student Proficiencies / Skills
- State Standards
- Local Instructional Standards
- Local Strategic Plan - Instructional Goals
- Site Based Program

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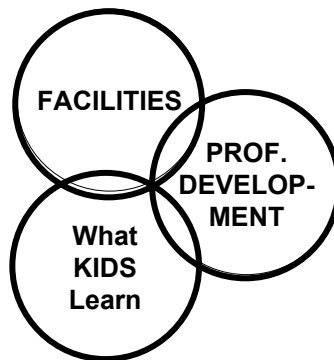
HOW INTEGRATION HAPPENS



- Facility Capabilities / Opportunities Match
- Student Skills / Outcomes
- Program Equity Without Replication
- Collaboration Space
- Presentation Space

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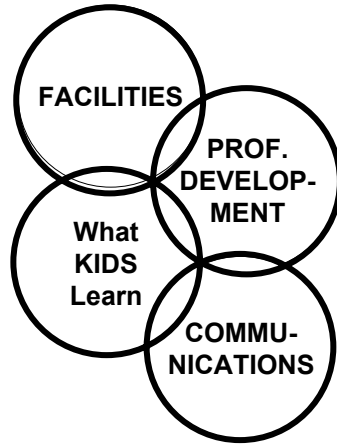
HOW INTEGRATION HAPPENS



- NETS - Teacher Competencies
- DODEA
- Curriculum Specific
- Professional Literacy

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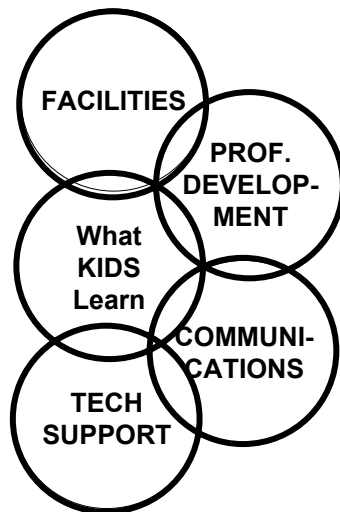
HOW INTEGRATION HAPPENS



- Room To Room
- Building to Building
- District
- School to Community
- State
- Global

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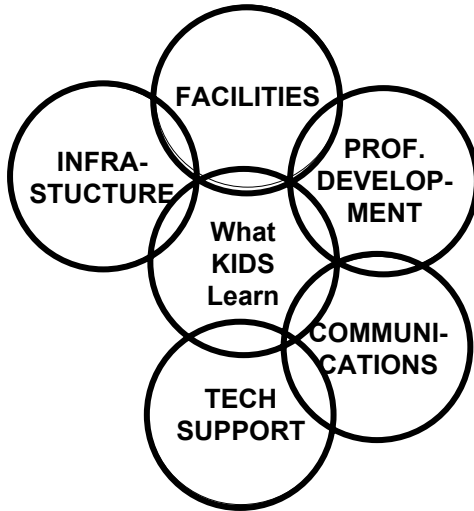
HOW INTEGRATION HAPPENS



- Instructional Support
- Systems Support
- Help Desk
- Purchasing
- Organizational Structure
- Planned Expansion

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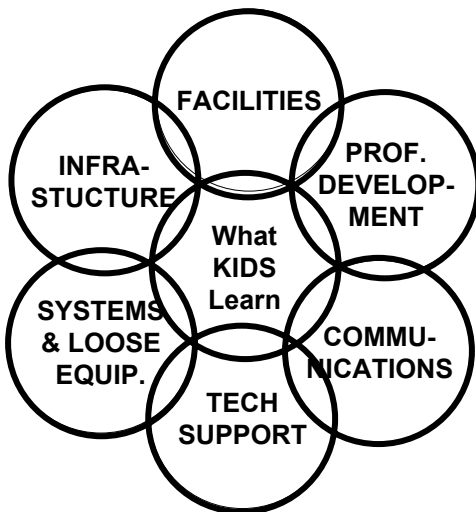
HOW INTEGRATION HAPPENS



- AC Power
- HVAC
- Cable Pathways

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HOW INTEGRATION HAPPENS

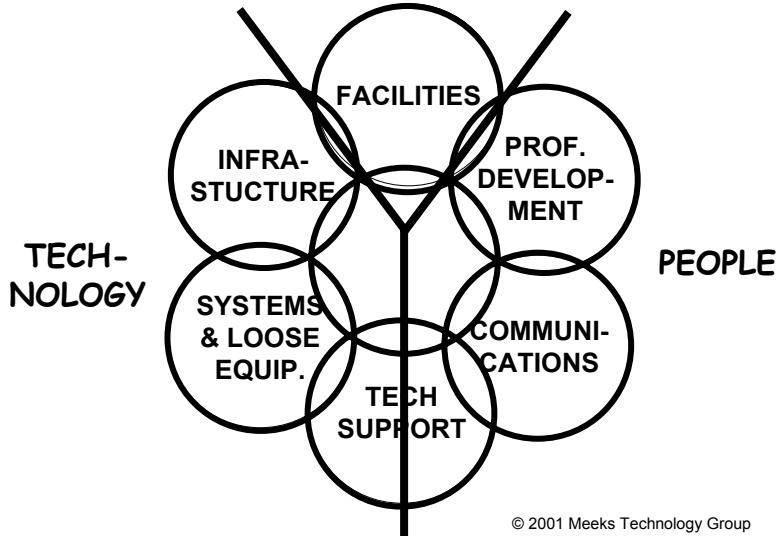


- Voice, Video, Data, Security Systems
- Computers, Printers, TVs, Projectors, Camcorders, Digital Cameras
- Materials Collections

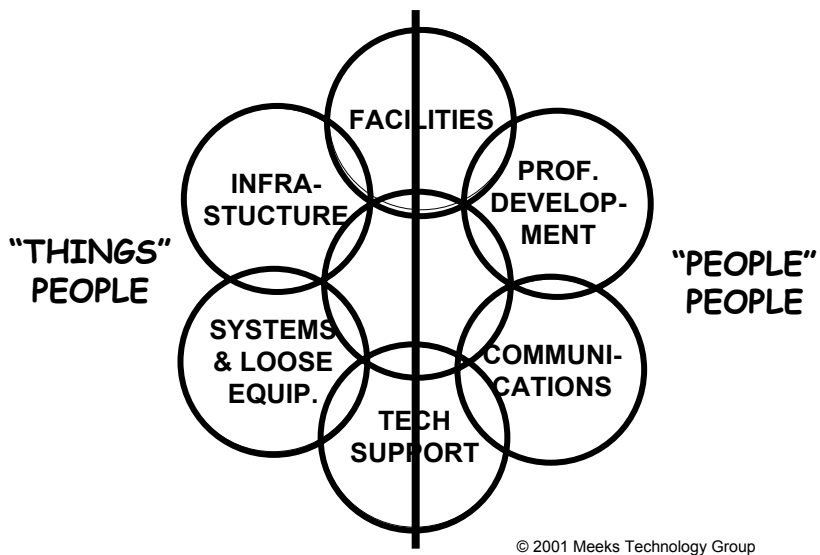
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THREE AREAS OF EXPERTISE

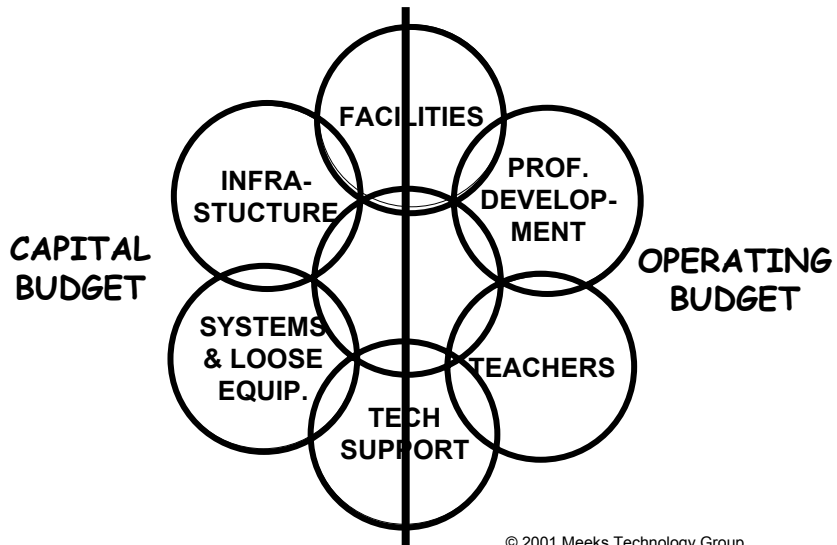
PLACES



TWO TYPES OF PEOPLE INVOLVED



IMPACTS TWO BUDGET AREAS



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