Design for Others

Give to and support the community.

Design a sustainable future

Design a learning environment that teaches sustainability .

Design with empathy

Design spaces that foster goodness and kindness.

Design for equity

Design learning spaces that allow all McGillis students to thrive.

Learning happens everywhere

Kids learn from each other, from their environment, and from their community.

Build Community

Design spaces that bring us together.

VALUES & DESIGN OBJECTIVES

PRIORITIES

1 Connect the Community

- ☐ Gathering space for 100 people
- ☐ Break-out spaces for students and teachers
- ☐ Maker space for 50 students
- ☐ Improve main entrance - accessible, visible

2 Build Equity in Educational Experiences

- ☐ Improve the TLC classrooms and allow for program growth
- ☐ Flexible classrooms with daylight / views
- ☐ Improve accessibility throughout the McGillis campus

3 Improve Outdoor Spaces

- ☐ Playing field drainage
- ☐ Safer site circulation and student drop-off/pick-up traffic flow
- ☐ Visibility / access from interior to outdoor spaces
- ☐ Outdoor learning spaces
- ☐ Sustainability

VISUALLY CONNECTED SPACES

ROOF GARDEN

FLEXIBLE / OPEN COMMUNITY SPACES

CONNECTED GATHERING SPACES

ACTIVE HALLWAYS

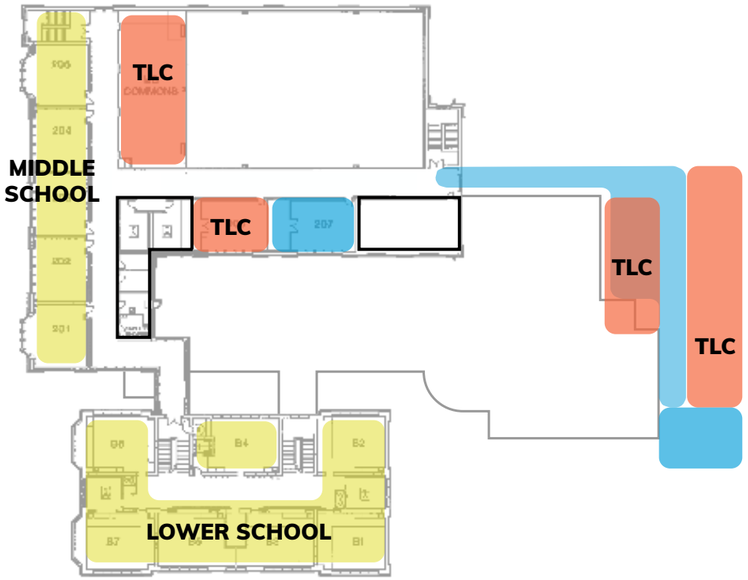
MULTIPURPOSE OUTDOOR SPACE

FLEXIBLE / OPEN COMMUNITY SPACES

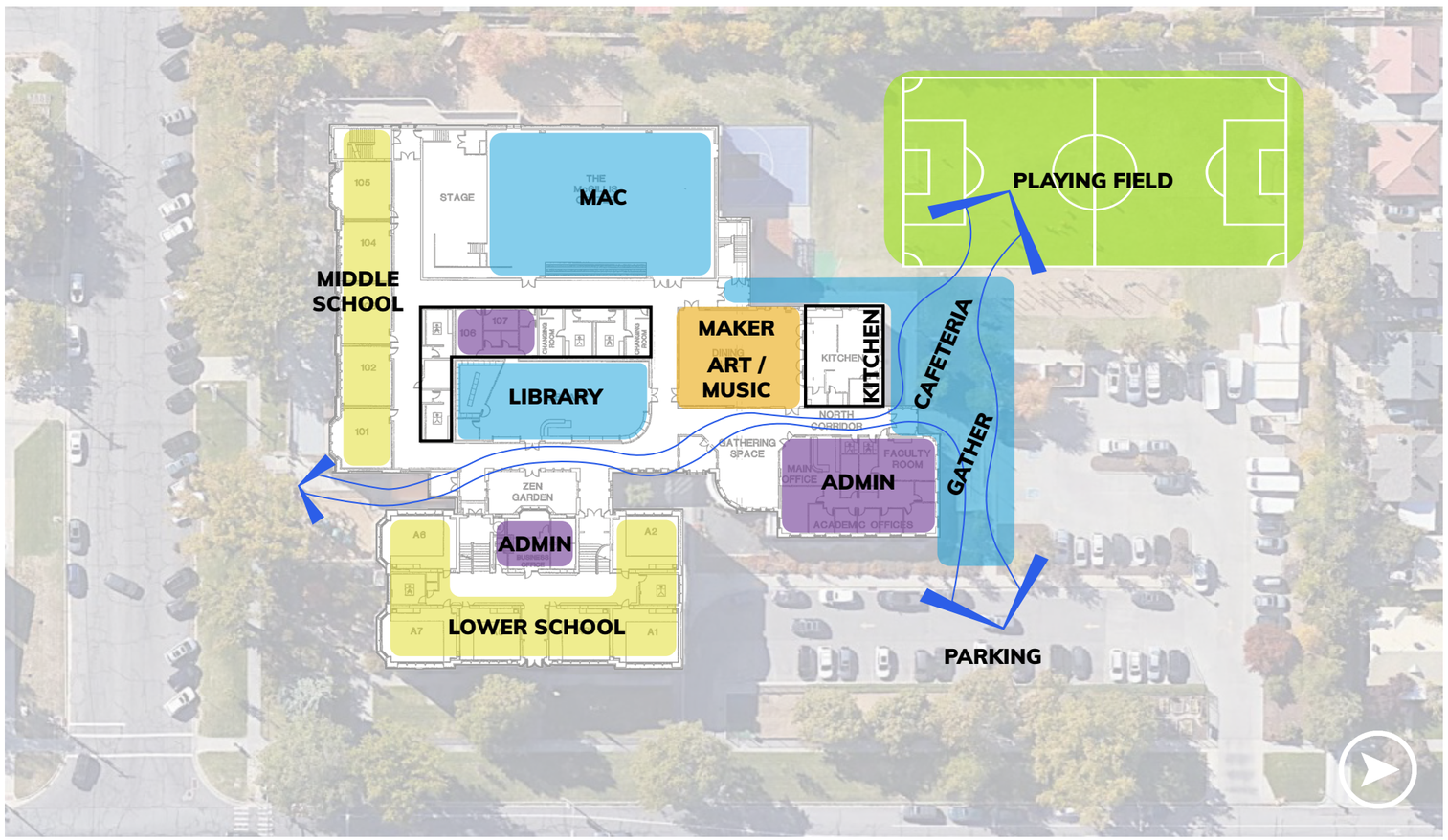
PRECEDENTS

EXISTING SCHOOL

OPTION - 1



LEVEL 2



LEVEL 1

OPTION 1

+ *Simplified phasing with least disruptive building addition*

+ *Prominent primary entry*

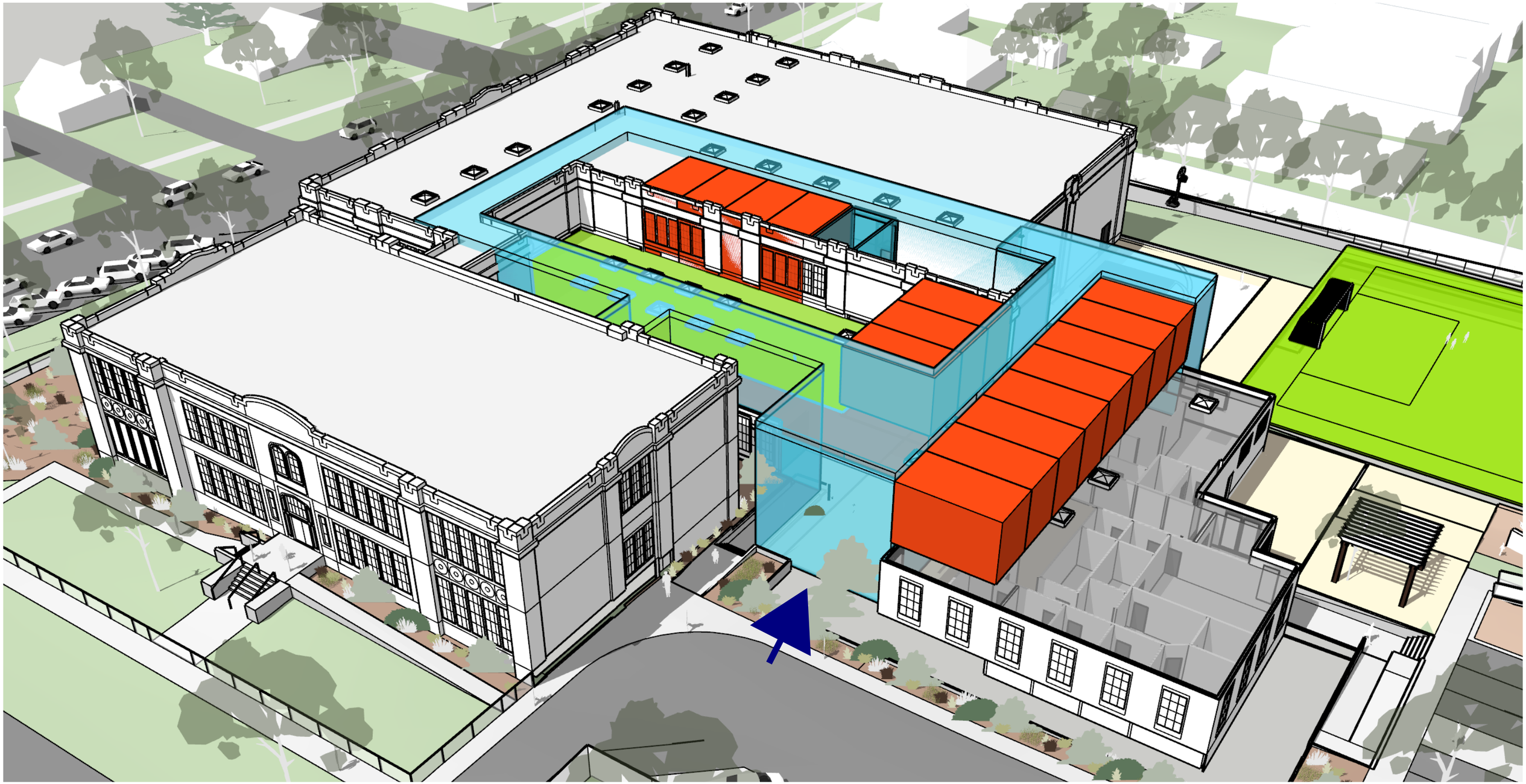
+ *Improves connection of community space to outdoors*

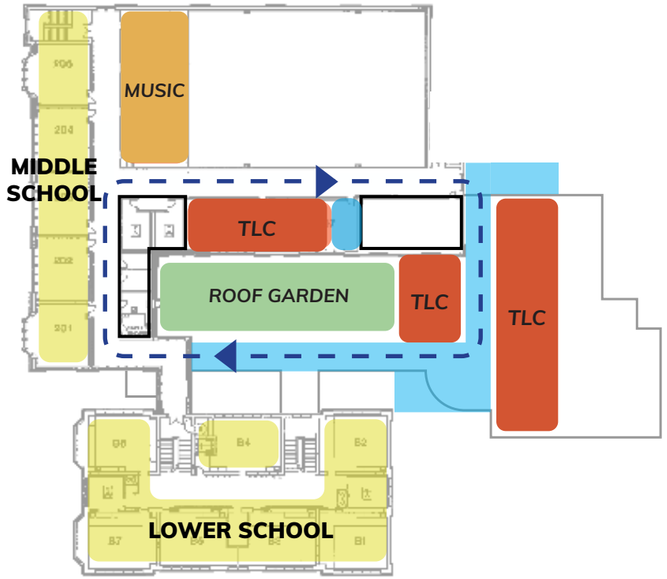
- *Partial improvement to internal circulation*

- *Half of TLC remote from other classrooms*

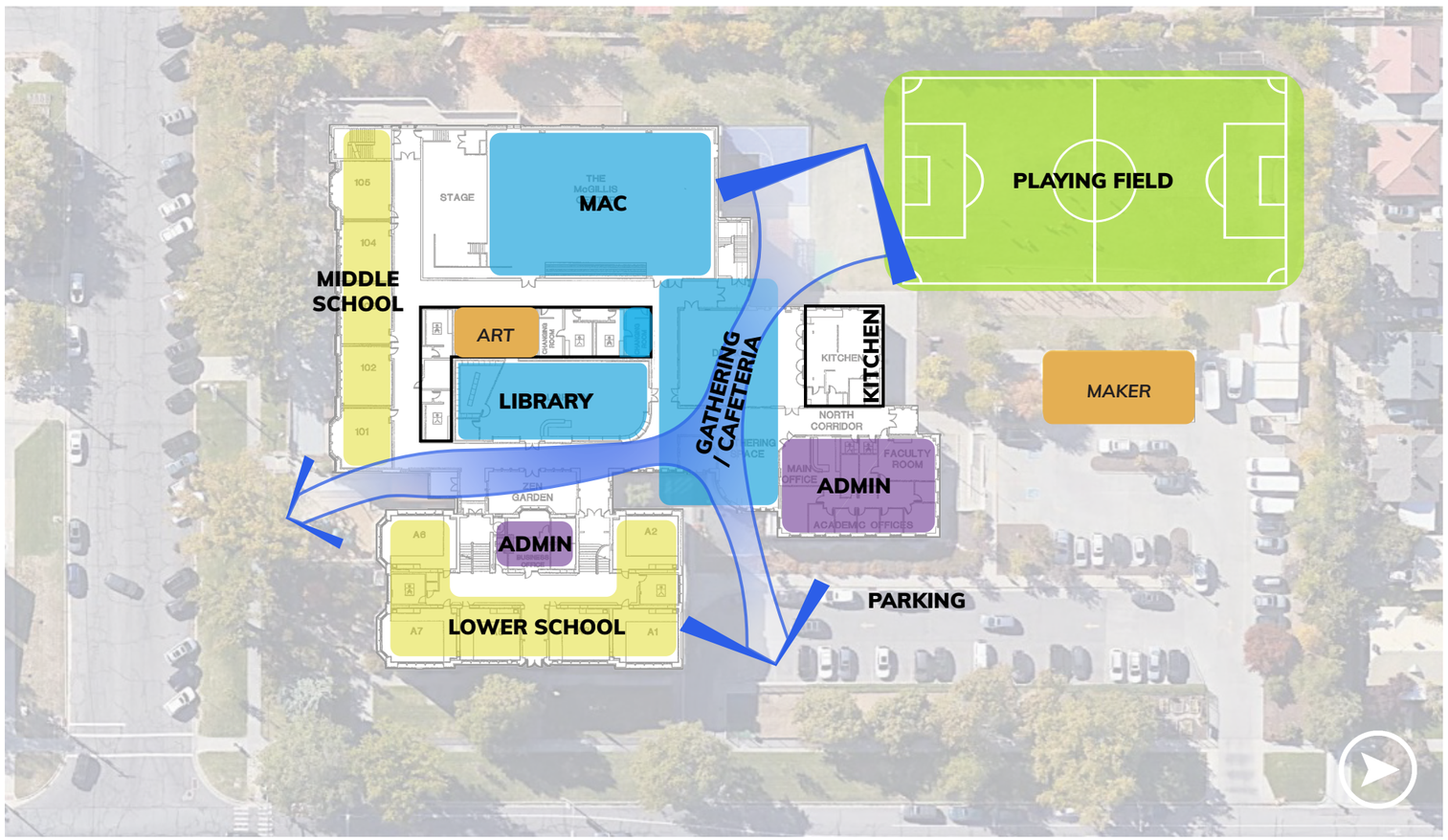
- *Reduces open space*

OPTION - 2





LEVEL 2



LEVEL 1

OPTION-2

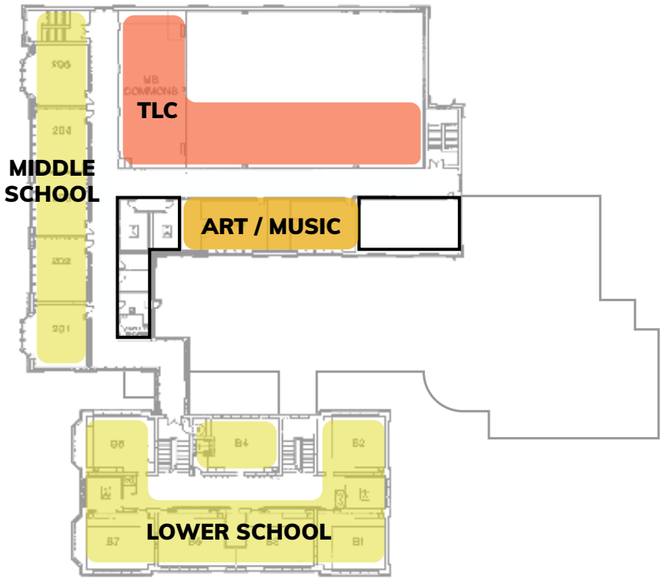
+ *TLC is more equally located near Middle & Lower schools*

+ *Improves interior circulation*

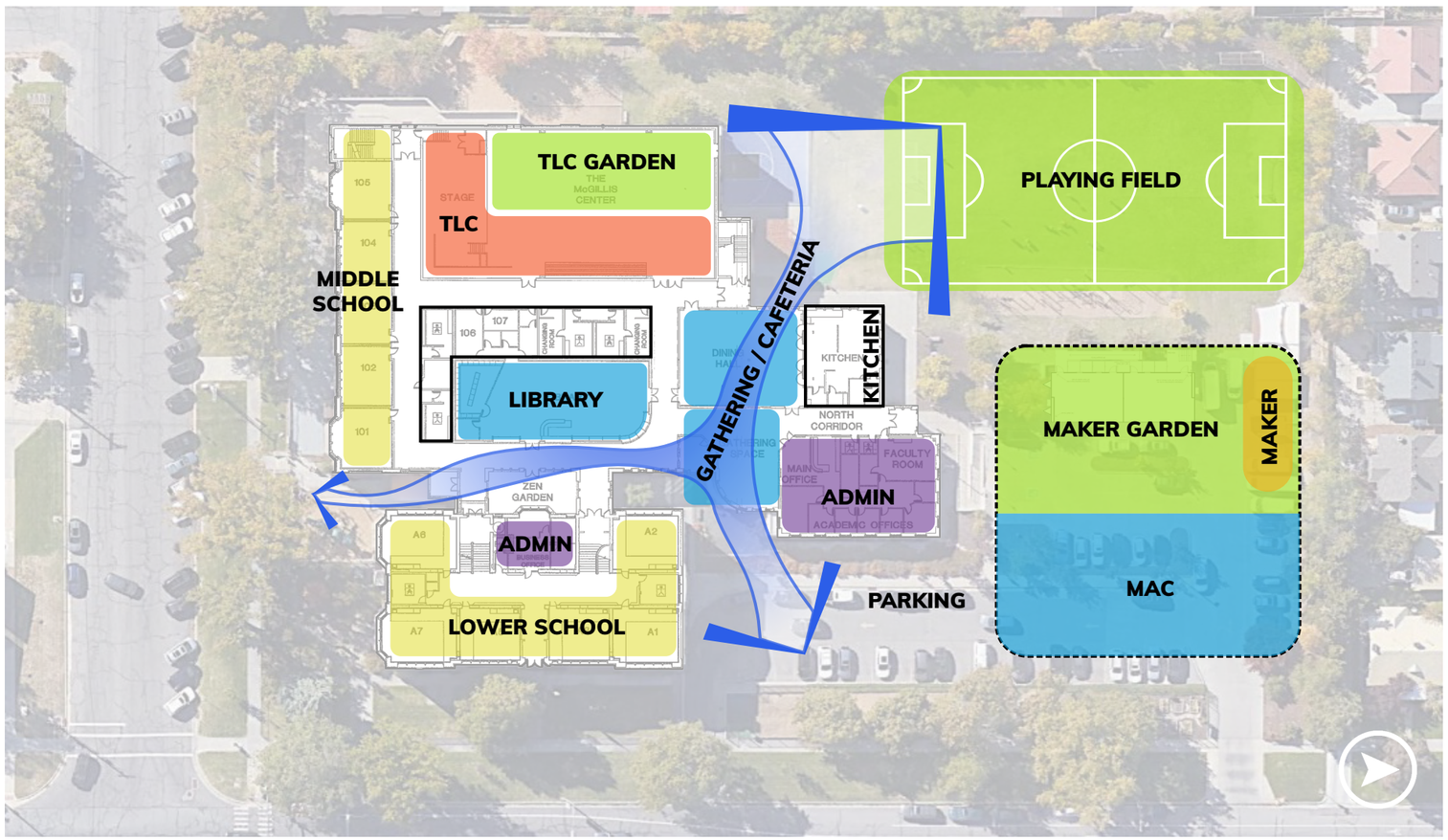
+ *Improves connection to outdoors*

- *Phasing potentially disruptive with construction above existing building*

OPTION - 3



LEVEL 2



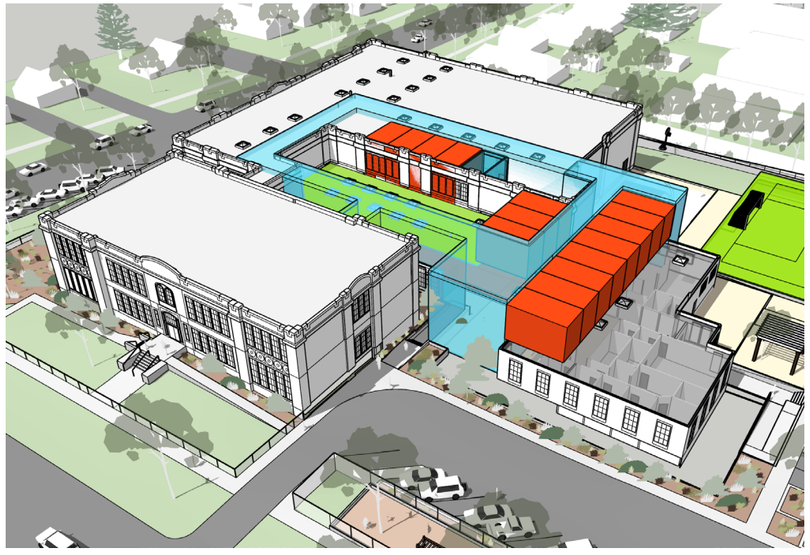
LEVEL 1

OPTION-3

+ *Most integrated TLC*
+ *Increases open space*
+ *Improves interior circulation*
+ *Improves connection to outdoors*
+ *Uses site topography to bury parking*
? *Build MAC and parking first (before TLC)*

1

2



3