



VISIONING WORKSHOP SUMMARY

Belmont High School

AGENDA

Workshop Day 01

September 19, 2017

01 / INTRODUCTION + WELCOME

Where We are Headed / *Bill Lovallo*

Purpose and Desired Outcomes / *John Phelan*

Define Rules of Engagement / *Brooke Trivas*

Press Release Exercise / *Group Activity*

02 / PROGRAMMING UPDATE

Frank Locker Visioning Recap / *John Phelan*

Enrollment Update / *John Phelan*

03 / LEARNING 01

Workplace / Science / *William Harris (P+W)*

Sports + Recreation / *Stephen Sefton (P+W)*

Health + Wellness / *Jennifer McGrory (P+W)*

Science + Technology / *Jeffrey Zynda (P+W)*

04 / LEARNING 02

Educational Uses of Technology: Pushing the Right Buttons / *David Dockterman*

05 / LEARNING 03

Reinventing Education: Why Spaces Matter
/ *Michael Horn*

06 / ACTIVITY 01

What will Make BHS Innovative?

What Other 'Partners' Should be Involved?

07 / WRAP-UP

Summary of Events - Looking forward / *John Phelan*

AGENDA

Workshop Day 02

September 20, 2017

01 / LEARNING 04

Placemaking: Connecting your Stories to your Context / *Keith Curtis, Leo Alvarez, Rick Kuhn*

02 / ACTIVITY 02

Discovering Belmont's Sense of Place

03 / LEARNING 05

K-12 Trends Around the World / *Steven Turckes*
Educational Visioning - Table Talk / *John Phelan*

04 / LEARNING 06

Entrepreneurs + Thought Leaders / *Stephanie Couch, Ann Christensen, Jennifer Fremont-Smith*
Interactive Q+A Session

05 / ACTIVITY 03

Defining Priorities of Guiding Principals for Middle School and High School

06 / LEARNING 07

Innovative and Futurist Thinkers / *Ellen Winner, Rachel Poliner, Janice Darias, Molly Meyer*
Interactive Q+A Session

07 / ACTIVITY 04

High School Reunion Statement

08 / WRAP-UP

Summary of Events - Looking forward / *John Phelan*



PURPOSE + DESIRED OUTCOMES

PURPOSE OF VISIONING SESSION

- To bring together a diverse audience of important Belmont stakeholders to use innovation and future thinking to explore, discuss and influence the best possible solutions for an extraordinary learning campus.
- We're going to do this together over the next two days and it will make a real difference in our building and have a positive impact on teaching and learning.
- Build off of the work that the group accomplished in the Spring of 2017 with Frank Locker

DESIRED OUTCOMES

- What are the guiding principles that drive design thinking?
- What are the essential characteristics of a 'new' Belmont High School?
- What are the new behaviors that spaces will support?
- What are the types of spaces that will support learning?
- How does the building engage students? Teachers? Community?



KEY TAKEAWAYS

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ASPIRATIONS OF BHS

- **Flexibility:** Spaces that support wide range of teaching/learning
- **Environment:** Use of Natural Surroundings, Light, Utilize Roof
- **Social Emotional Learning:** Mindful, Comfortable, Safe, Empathy
- **Community:** Commitment to Collaboration and Serving/Partnering with surrounding Belmont area
- **Professional Development:** Project-based learning, learn from failure, mentorship, outside influence

STORYTELLING SYNOPSIS

- **Learning Outside the Classroom**
- **Collaboration in the Classroom**
- **Critical of Conventional Outlooks**
- **Encourage Risk-Taking/Failure**
- **Authentic Learning - Not Fabricated**

LEARNING POINTS

- **Anticipate Unknown:** Design for Interconnected, Multiple Disciplines
- **Inclusive Design:** Diversity on Display
- **Increase Wellness and Activity**
- **Convergence:** Merging of Approaches and Insights from distinct disciplines
- **Technology:** Determine how technology can support the right pedagogy/ purpose, not other way around.
- **Blended Learning:** Every student has different learning needs - Personalize, build passion.
- **Gen Alpha:** Planning for a generation raised on interactive/interconnected technology - 65% will end up with jobs not yet invented in new economy.
- **Future Student:** Ability to relearn, be creative, be tenacious, be curious, be flexible, take risks and communicate effectively

- **Arts:** 'Studio Thinking' teaches how to Observe, Envision, Critique, Express, Explore, Engage, Improve Emotion, Learn from Others
- **SEL:** Reduces Emotional Distress and Negative Behaviors and develops Interpersonal + Intrapersonal skills

CREATING A SENSE OF PLACE, PRIDE, AND CULTURE

- **Events:** 'Band-A-Rama', 'String-A-Rama', and 'Sing-A-Rama', Lillian Blacker Prize
- **Environment:** Claypit Pond, Surrounding Area
- **Activities:** School Trips, Pep Rallies, Activity Fairs, Volunteering, Sports
- **Diversity:** Unity March, Community, ELL
- **Art:** Showcase-Murals, HS Musical
- **Freedom:** Free Periods, Open Campus
- **History:** Farming Community

KEY TAKEAWAYS

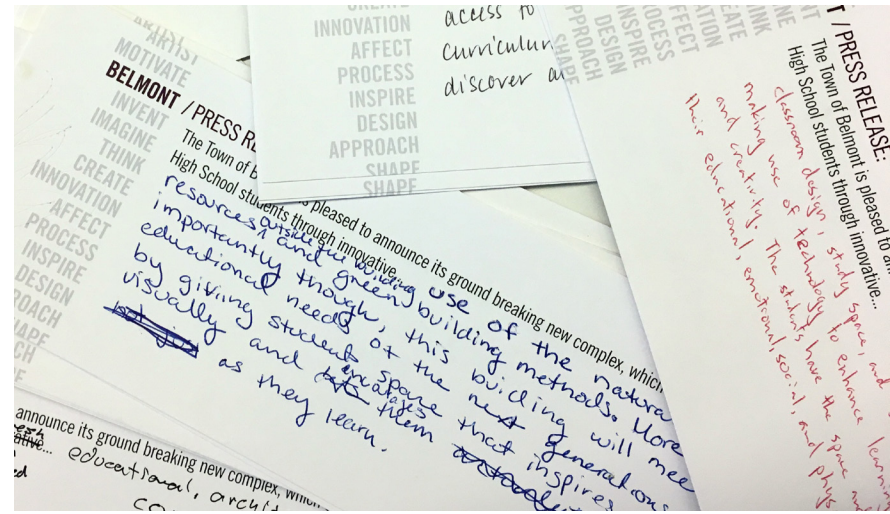
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GRADE STRAW POLL

- **9-12:** 6 votes
- **8-12:** 2 votes
- **7-12:** Overwhelming Popular Vote

GUIDING PRINCIPLES (9 TOTAL)

- **Safe:** Top Priority in both HS and MS - Need to feel safe emotionally, socially, physically, and environmentally. Students should feel safe to take risks.
- **Relationships (Social/Emotional):** Without trust, learning cannot take place. Identified as a top principle.
- **Small Learning Communities:** Identified as a top principle.
- **Flexibility:** Important to have in High Schools
- **Interdisciplinary:** Connected with Small Communities/Flex
- **Innovative Deliveries:** Connected with many principles
- **Project Based Learning:** Connected with many principles
- **4 Cs (Collaboration, Communication, Creativity, Critical Thinking):** Need Flexibility to achieve 4 Cs
- **Making:** Term was most unclear, have varying meanings
- Principles to Add: 'Curious', 'Personalized Learning'



KEY TAKEAWAYS : MOST POSITIVE VISUAL REACTIONS

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