

Project Room A - Blue

PEDAGOGY

- *a) empower the facilitator to ~~be able to~~ use any environment (virtual or physical)
- b) see above
- *c) curriculum
- e) recognizing the different learning styles, valuing them, + implementing them

TECHNOLOGY

- flexibility
- *transparency
- *embrace



- *multi-functional (portable)
- *comfort

Not square foot driven

Virtual not just physical space

- ① *beautiful environment space

- *b flexibility
- active
- *c participation
- *d buy-in
- ② d internalizing
- *e recognition of diversity
- *f engaging facilitator

SPACE

ACTIVE LEARNING

active learning eco-system