Fowler Drive Elementary School

Athens, Georgia

CDH Partners, Inc.

Client:
Clarke County School District;
Philip Lanoue, Superintendent

Area of project entry category:
10,408 sq. ft.

Cost of project entry category:
$1,194,410

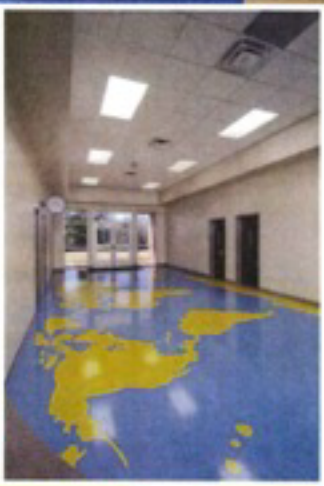
Cost/square foot of project entry category:
$114.76

Total area:
67,755 sq. ft.

Total cost:
$7,629,317

Total cost/square foot:
$112.60

Completion:
January 2011



Fowler Drive Elementary School itself serves as a canvas for the extension of learning from the classroom to the built environment. Each classroom wing integrates a commons area to provide an emphasis on learning with small breakout groups. Large windows allow for daylighting and views to the exterior courtyards, in which a rainwater harvesting system and series of rain gardens and collection pools define the landscape.

The interior corridors are transformed into a series of murals within the floor patterns. The Main Street corridor showcases a theme of "A Walk Through Georgia," which educates children about the major areas in the state and their connection to one another. From the ports of the Georgia Coast to the streets of Athens and Atlanta, the children are given the opportunity to explore the state in their own "home."

Each wing offers a unique perspective in learning, beginning with sea turtles and dolphins of the Atlantic to the animals from around the globe.

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BARROW ELEMENTARY

A Center for Innovation and Creativity

It is understood that traditional strategic planning methods and practices generally produce traditional results. Historical design methods and models for planning in higher education are being challenged in their effectiveness to create sufficient change and new approaches to satisfy today's learner. In this time of disruption and reinvention, innovation has been demonstrated to be an effective skill-set essential to success. A far-reaching collaborative-based approach to design, utilizing data acquired from in depth research, from a vast array of industry partners must emerge onto this design landscape.

Collaborative partners need to come from three industry segments. These team members are defined as College or University, Architectural firms, and Industry Partners. Although traditional responsibilities may have been clear-cut, in this approach all team members are encouraged to supply independent design as well as research strategies with each member concentrating on their historic strengths.

The vision is to positively impact educational learning environments through the creation of evolving, innovative and creative spaces that respond to ever-changing educational strategies.

The intent is to accomplish this by collaborating and teaming with educators, students, industry experts, manufacturers and visionaries to create environments that specifically speak to and respond to today's learners. The strategy is to work in tandem with a vast variety of individuals from various industries, in a defined space, to provide opportunities for the robust exchange of ideas, data acquisition and in-depth research. This work will ultimately result an established direction for the creation of three-dimensional forms in a holistic approach to design.

Potential Outcomes from this collaborative design approach are demonstrated in the following list**:**

1. Collaborate to create educational environments that allow for the increased "transparent" integration of technologies including distance-learning strategies.
2. Create improved "controlled" flexibility of environments providing increased space utilization by demonstrating minimalized disruption.
3. Leverage Industry Partners to lessen the effects of reduced federal funding on university research budgets.
4. Design environments that allow for maximized collaboration and versatility.
5. Provide cost-effective solutions to retrofit existing environments to respond to today's learning styles and educational pedagogies.
6. Create reduced space allocation per student through effective design approaches.
7. Reinvent the lecture space.
8. Improve all campus environments by the articulation of meaningful insights reflective of the systematic collection of user data.
9. Prototype new ideas for design features of campus environments based on a broad representation of user data.