

# Ground Floor Plan



**Makerspace and Design Lounge**  
 Maker Space and Design Lounge provides unrestricted room for both our Junior and Secondary students. At the core of the maker movement is the understanding that learning happens best when learners construct their Understanding through a process of constructing things to share with others (Donaldson, 2014). The key to the success of our makerspace is the shift away from ready-made knowledge to an environment that promotes exploration, creativity, innovation, and collaboration with hands-on materials and real-world problems. The College's strategic focus has been on infusing STEM priorities across the whole school and not just as a 'token' one-of unit within a year level.

**Incubators**  
 Located on quiet floor of the building, Level 2, the three idea pods provide a space for small to individual group learning. Groups can spread across the 3 pods or retreat to a singular pod depending on the learning activity at hand. The pods are fitted out with both fixed and mobile seating to allow varying modes of learning, discussion and presentation to take place. The benches provide a working surface and house the AV boxes that connect student devices to large digital screens. Whiteboards provide another medium for resolution and discussion of problems.



**Junior Library Collection**  
 The Junior Library area is extremely adaptable and is dedicated to our younger students. The College has a strong focus on developing students' literacy skills and building a reading culture, so our students undertake scheduled classes in the space each week. Lessons are based around themed events, introducing students to new books and genres, supporting classroom projects and units of work, and developing information literacy skills.

**Virtual Reality and Media Lounge**  
 Virtual and mixed reality has become more cost effective and accessible. This means that we are able to create tactile learning experiences that enable a hands-on approach to learning in many subject areas and year levels that was previously inconceivable. It is these next level learning experiences that bring fidelity to the learning process in a way that a computer screen or book cannot. It is predicted that this technology will change the way education will think about learning experiences, now and in the future.



- 1 Design Lounge
- 2 Maker Space
- 3 Cafe
- 4 Canteen
- 5 Kitchen
- 6 Archive
- 7 Book Hire
- 8 Print Pod
- 9 Store
- 10 Internal Street
- 11 Bags
- 12 Office
- 13 Work Area
- 14 Junior Library Collection
- 15 Senior Library Collection
- 16 Recording Studio
- 17 Film Studio
- 18 VR Room
- 19 Media Lounge
- 20 Incubators
- 21 Self-Checkout Pod
- 22 Reading/Collaborative Lounge
- 23 Reception
- 24 Outdoor Reading Room

**Cafe**  
 The Café with the relaxed feel of an alfresco street café has become an active hub throughout and beyond the school day. From early morning parent drop off to late afternoon pick-up, the café has become a place for students, staff and the broader community to meet, talk or simply study.



**Interactive Floor**  
 Our interactive floor is the largest in Australia and provides a thoroughfare through the CLI. With limited preloaded content, our students and teachers have become the regular digital creators of content for the floor. This includes media assets to use as a hook for discussions, PD, marketing of events and as a tool for teaching and learning activities.



**Senior Library Collection**  
 The Senior Library is very convenient for independent research and quiet study, with the added convenience of a workroom for storage of resources, which can be wheeled out for use during lesson time. This space empowers our students' choice and control over their environment. With the flexible arrangement, students can choose where they work and with whom. It also allows them to change their location and positions as needed. Unlike a traditional classroom with rows of forward-facing seating, this space is modular and arranged to support collaboration, self-directed and active learning.