

WELCOME!



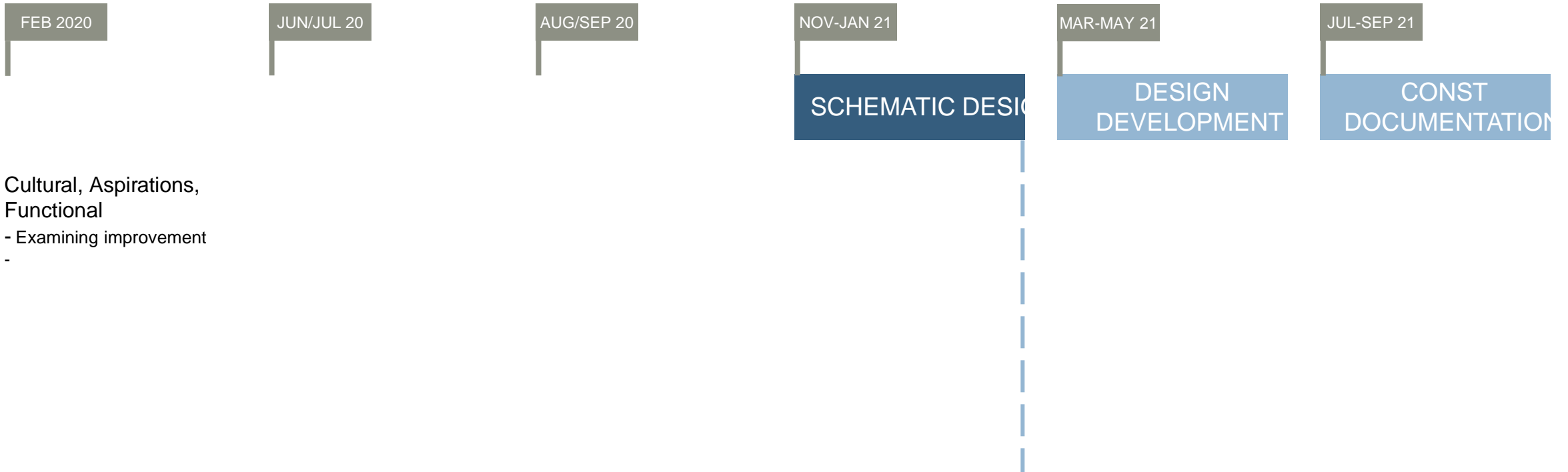
Bellingham Public Schools New District Office
All Staff Design Update

February 18, 2021

Agenda

- Welcome & Introduction
- Goals & Design Precepts
- Design Precepts Illustrated
- Community Heart Design
- Floor Plans
- Workstation Preliminary ideas
- Building Design
- Next steps

Roadmap



Goals & Design Precepts

What we heard

Design Precepts:

Workplace	Expression	Outdoor Environment (Landscape)	Health, Wellness, Sustainability	Technology	Stewardship (Cost + Value)
Community & Connection: a welcoming space that brings our staff, students, families, and community partners together	Belonging, Warmth and Welcoming: express the love and inclusive nature of our culture; reinforce all are welcome here	Outdoor Program: outdoor meeting areas, pathways, and flexible activity areas for employees; play area for children	Encourage healthy choices: design elements that encourage or enhance physical and psychological health	Mobility: Infrastructure & technology that enables employee mobility	Balanced Stewardship: design for utility and functionality; look for ways to provide service to the community through design

Workplace: Essential Qualities



FOCUS

Workplace: Essential Qualities



FOCUS



LEARN



Design Precepts in Physical Space

Design Precepts Illustrated

Community & Connection:
Spaces that bring diversity of people together

Design Precepts Illustrated

Collaboration & Learning:
Variety of settings for individual learning style

Collaboration & Learning:
Make ideas and work process visible

Design Precepts Illustrated

Innovation:
Creating inspiring spaces

Innovation:
An environment of openness and transparency
Illustrates Daylight access

Design Precepts Illustrated

Belonging:
Celebrating our staff's contribution

Design Precepts Illustrated

Presence of Children:
Outdoor play area visible at entry

Presence of Children:
Garden zone in the outdoor play area

Design Precepts Illustrated

Storytelling:
Bellingham Promise expressed in the
Community Heart

Design Precepts Illustrated

Outdoor spaces:
Connecting to mission and purpose

Gardens:
Edible gardens, teaching opportunity

Design Precepts Illustrated

Encourage Healthy Choices:
Graphic displays

Encourage Healthy Choices:
Treadmill Meetings

Wellness:
Biophilia, incorporating living things



Remote Work:
Connecting virtually with our colleagues

Community Heart Design

Cad Model

Floor Plans

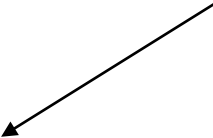
Main Level Plan

← FAMILY ENGAGEMENT, FOUNDATION, & COMMUNITY PARTNERS TOUCHDOWN

SERVICE →

← ENTRY










COMMUNITY HEART



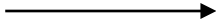
← EARLY LEARNING CENTER

CONFERENCE CENTER →

← HR, PAYROLL, FINANCE

-  Core elements
-  Service Spaces
-  Community Space
-  Circulation
-  Conference Center
-  Early Learning
-  Copy | File
-  Staff workspace
-  Meeting | Focus

CAPITAL PROJECTS
OPERATIONS
COMMUNICATIONS



Upper Level Plan

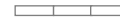
← COMMUNITYHEART








CONFERENCE
CENTER →

← DTL &
ED TECH

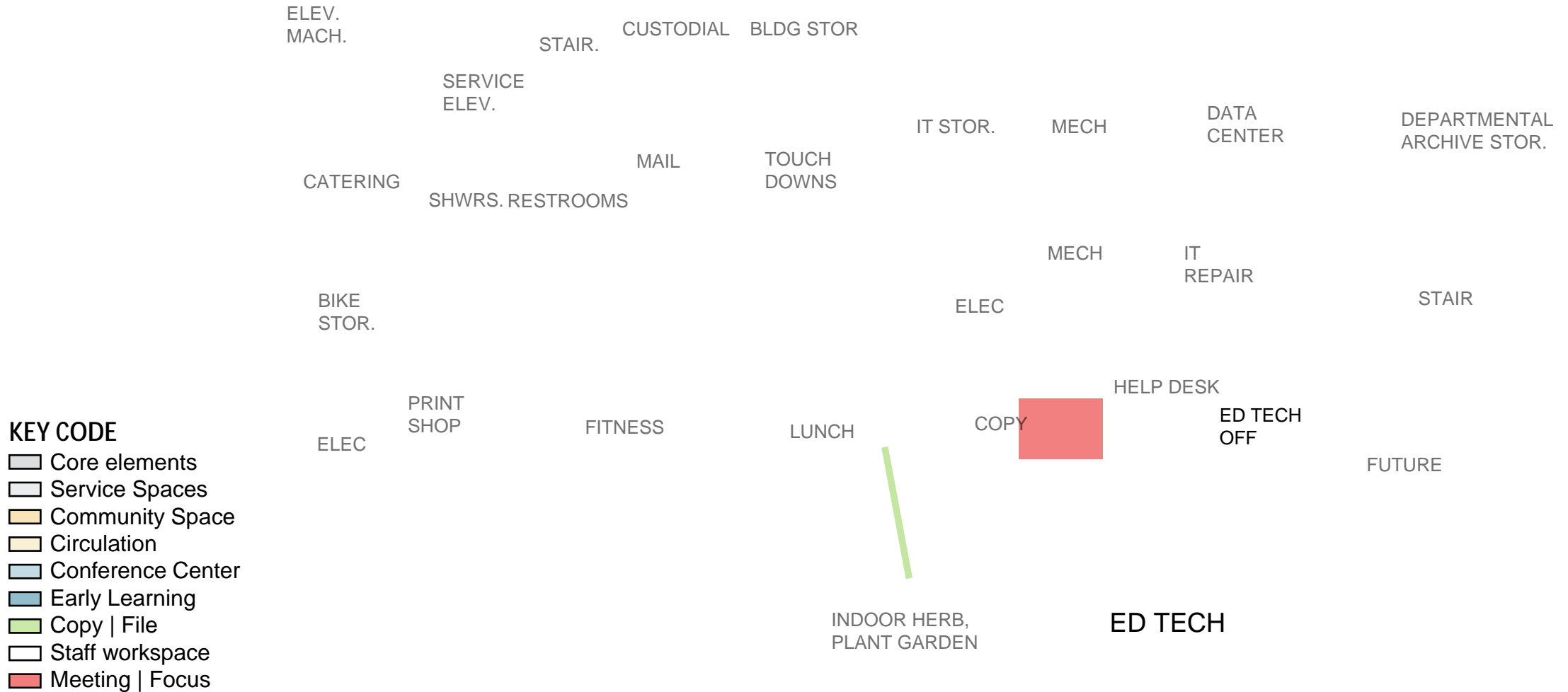
← DTL

SUPERINTENDENT



-  Core elements
-  Service Spaces
-  Community Space
-  Circulation
-  Conference Center
- Early Learning
- Copy | File
-  Staff workspace
-  Meeting | Focus

Schematic Design Plan Lower Level



Preliminary Workstation Design

Thought Starter for Workstations

DUAL OR LG MONITORS ON
MONITOR ARM

SIT TO STAND DESKS

FILE & BOX DRAWERS

PANELS FOR SEATED
PRIVACY



Thought Starter for Workstations

WOULD STILL HAVE DUAL OR LG MONITORS ON MONITOR ARM AS SHOWN IN FIRST OPTION

CAN BE SIT TO STAND
DESK

AN OPTION FOR
ADDITIONAL STORAGE

CAN BE FILE BOX
DRAWERS

PANELS FOR
SEATED
PRIVACY

Thought Starter for Workstations

CANBESIT TO STAND
DESK

Questions

1. What delights you the most in what you have seen so far?
2. What curiosities do you have?
3. What concerns remain that you would like explored further?

Buildine.esie <</M