

YEAR 4: How We Organise Ourselves

DEVELOP



The Junior School Library Design Challenge

Redesign the JS Library by **rethinking** about how your school library could function; thinking about the systems that are involved; and in creating an innovative, contemporary library.

You are asked to redesign the layout of the library floor plan.

Your design should contain all the spaces and functions required for a typical school library.

- e.g. seating for a variety of groups, Circulation Desk, office, reading spaces, meeting areas, circulation paths, natural light and views, air circulation, scale...

READ

- See [Caves, campfires and watering holes](#)
- [6 Active Learning Spaces Your Library Should Have](#)
- [Inspirational School Libraries Around the World](#)

Central Idea:

Systems are used to maintain organisations in places of human interaction.

PURPOSE: Consider what do people use the JS Library for?

- Reflect on the purpose of a library as a resource in society for *systems organisation and order*.
- Consider the *potential* of the space to inspire learning and collaboration – as the “hub of the Junior School”.
- Propose a new layout for the JS Library (using the design plan to scaffold).

Using the Design Thinking Process (Think - Make - Improve)

THINK

Gather information about what the library is currently used for.

e.g. classes to borrow, staff meetings

- View the video on the [Media drive](#) and read about activities the [JS Library](#) on the blog.

Consider the purpose of the library (function)

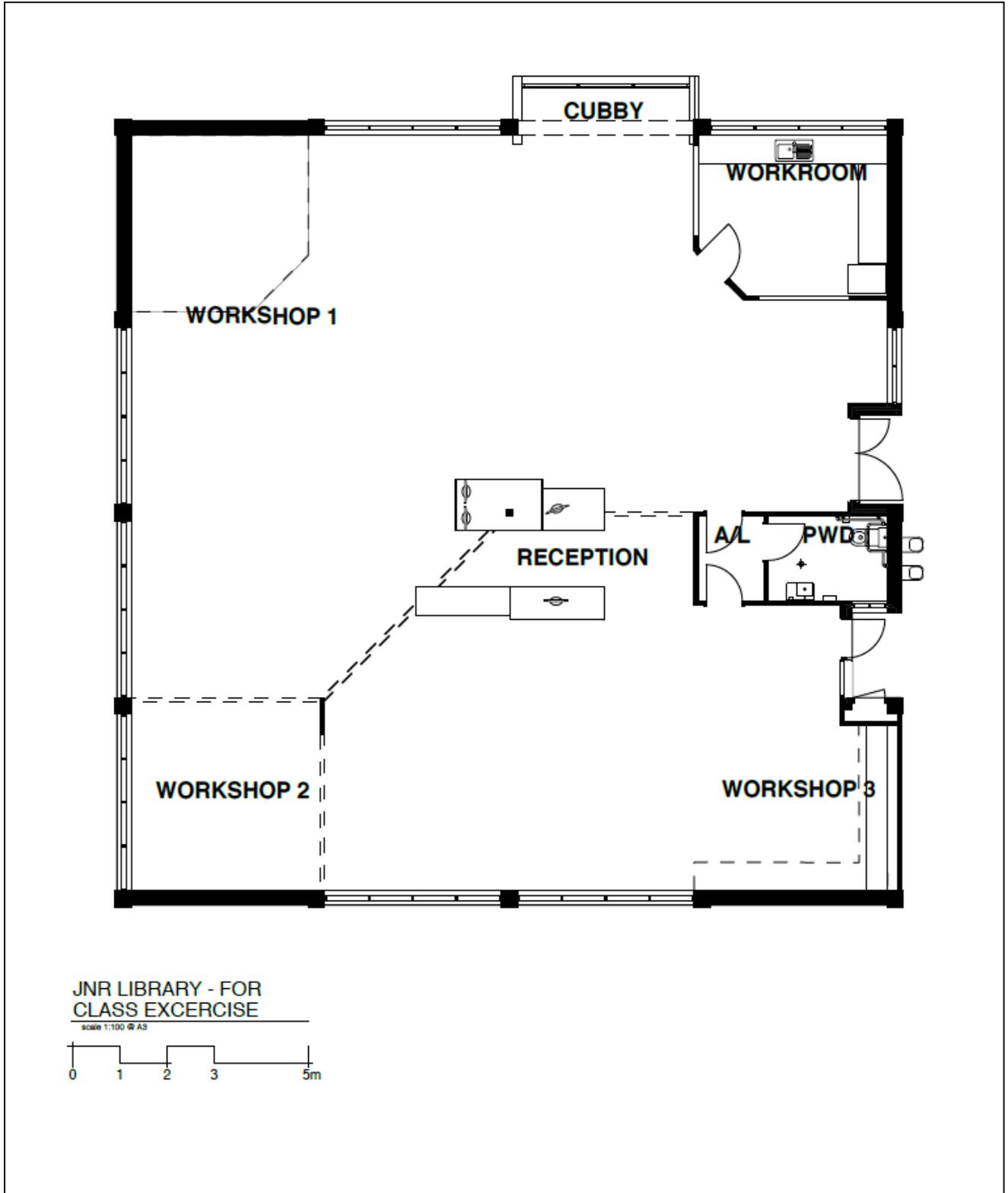
e.g.

- How many students need to be seated in the library at one time?
- What types of furniture is used in the existing library?
- What type of furniture would you like to have?
- What things would you like to be able to do in the JS Library?

What other questions should you consider?

MAKE

Create a simple diagram demonstrating your design plan for the new library space. Include labels and explanations for why you have included specific items.



Draw the layout with **labels highlighting** why you included it, reflecting on the design features and their importance to the JS Library.

(e.g. purpose and impact on the use of the library)

Existing Library	New Library
Sunken reading pit (too small)	Level area that caters for more people with purpose designed seating with built in shelving to maximise the use of space Campfire Bookcase Collection

IMPROVE

In order to get the best design possible, you now need to go to a *critical friend* and have them give feedback about your design.

Use a [PMI strategy](#) to get their reflections

Now, consider their suggestions and *alter* your design as necessary.



The **final step** of the design process is to create finished drawings. Remember to include text that will help someone understand why you have designed it the way you have.

