



Designing a New Classroom



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Part I: Overview of Workplace

Hon prides itself in creating office furniture made to last, and putting its customers first. Hon's promise includes doing things right, and a collaborative expertise. Chairs, desks, filing cabinets, tables, cubicles, and spaces are some examples of products made at Hon.



Part II: Workplace Focus

My task while at Hon was to research, as well as analyze data, to help create a plan to lead to the successful launch of an office furniture line geared towards education. I worked with the finance, merchandising, marketing, and education teams.



Part III: Introduce the Project or Problem

With education ever changing, so is the role of classroom furniture. Therefore, I need my students to come up with a plan and design a classroom of the future, considering all of the important features: space, best teaching practices, and tending to what students/teachers need. With this design, they will need to create a new product and make a training manual to pass on to productions to create the product.



Part IV: Standards, Driving and Essential Questions

What classroom standards and learning targets could this learning unit cover?

- 1. Make sense of problems and persevere in solving them.
- 2. Reason abstractly and quantitatively.
- 3. Use appropriate tools strategically.
- 4. Attend to precision.
- 5. Look for and make use of structure.

The underlying and main driving questions to help students move towards are:

- 1. What are best practices in teaching?
- 2. Who/what resources can help you solve this problem?
- 3. What are functions of a regular/future classroom that need to be considered?

Part V: Extern Host Role

Christy Lung, the Director of Merchandising, will be the final judge as to whether the classroom design and product will work, as well as the detail in the training manual. I will plan a tour at the start of the project so the kids can see what goes into the creation of these products, as well as the scope of creativity that they can use. On presentation day, I'd like to invite Christy, as well as any other Hon employees interested in seeing what my students come up with.

Part VI: Design Elements Checklist

The <u>rubric</u> will attend to each of these:

- 1. Challenging Problem or Question
- 2. Sustained Inquiry
- 3. Authenticity
- 4. Student Voice and Choice
- 5. Reflection
- 6. Critique and Revision
- 7. Public Product