**GRASP – School of the Future**

**Goal**: Design the School of the Future

**Role**: Head Architect of Forrester Construction

**Audience**: Award Panel for Distinguished Awards, includes: Forrester Architects, Google Programmers, Teachers, Community Members

**Situation**: EL Haynes High School’s plot of land will be cleared and redeveloped in 2050, and redesigned to meet the needs of students in a changing world. A worldwide competition is being launched to develop the most innovate school building. Awards will be distributed to winners who exemplify strong submissions in the following categories:

**-Environmental Award** – Design that most exemplifies commitment to, preservation of, and study of the Environment

**-Community Outreach Award** – Design that best serves, incorporates, and celebrates the surrounding community

-**Extracurricular Award** – Design that focuses on the study of an extracurricular activity and centers learning on mastery of this activity.

-**Scientific** **Award** – Design that focuses on the study and advancement of the STEM fields.

The top entrant in each category will be considered a finalist for the top school design award, as well as receive a LEGO Architecture series prize.

**Performance**: You are the head architect of Forrester Research, and you must submit a full proposal, which includes

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-Blueprints, both sketched and professionally finished (Geogebra)

-Cost Calculations Spreadsheet (Microsoft Excel)

-3D Model – Google SketchUp Rending, 30 second Flythrough

-Poster that describes your three innovative ideas that will distinguish your school in its category, as well as screenshots to accompany this idea

**Standards**: G-MG.1. Use geometric shapes, their measures, and their properties to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder)

 G-MG.3. Apply geometric methods to solve design problems (e.g., designing an object or structure to satisfy physical constraints or minimize cost; working with typographic grid systems based on ratios).