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Learning Furniture. A 'Don't Just Stuff It' Guide

Phase	Type		Themes
☑ Early	○ Strategy	☑ Collaboration & teamwork	○ Professional development & support
○ Implementation	☑ Tool	○ Curriculum	☑ School structures & organisation
○ Consolidation		☑ Design affordances	☑ Spatial competencies
		☑ Design & process	○ Student experience
		○ Evaluation	○ Teacher experience
		○ Leadership & change	○ Technology
		☑ Pedagogy	○ Time

What does this do?

The Learning Furniture: A 'Don't Just Stuff It' Guide is designed to highlight and respond to issues experienced by schools as they try to furnish new and existing learning spaces that support contemporary approaches to teaching and learning. The focus of this resource strategy is on furniture - an essential element of learning spaces in schools that can facilitate a variety of learning experiences.

How can it help?

The guide offers a furniture-focused strategy to assist educators, architects, interior designers, students, and school communities in designing physical settings that are able to support a variety of learning experiences. The guide does not aim to dictate a 'new' range of furniture solutions but to help educators use furniture as a vehicle with which they can explore the connections between pedagogy and the physical environment. As a collaborative tool, the guide may be used by different groups at different times to achieve different aims. Following the guide will ensure educators "don't just stuff it" with any old furniture but work through a process to create diverse and purposeful learning spaces for a richer student experience.

An example in practice

A group of educators and students might use the guide in a single session to reorganise a conventional learning space into one that can accommodate different learning experiences. Participants work in small groups (4-6 people) to collaboratively design learning settings for specific learning experiences. Each group will arrange and re-arrange their design by positioning paper cut outs of furniture and people on a background board. Once they are satisfied that the design reflects their intentions, they can attach the cut outs on the background board then add notes about the furniture they want to use. For example, they can write 'stools for an informal discussion setting' or 'tall tables for students to sit or stand at for model making'.

Where can I find this?[1]

The guide is freely available for download at http://thequohaslostitsstatus.weebly.com/uploads/5/4/2/3/54231535/_learning_furniture.pdf [Correct as at 10 March 2020].

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