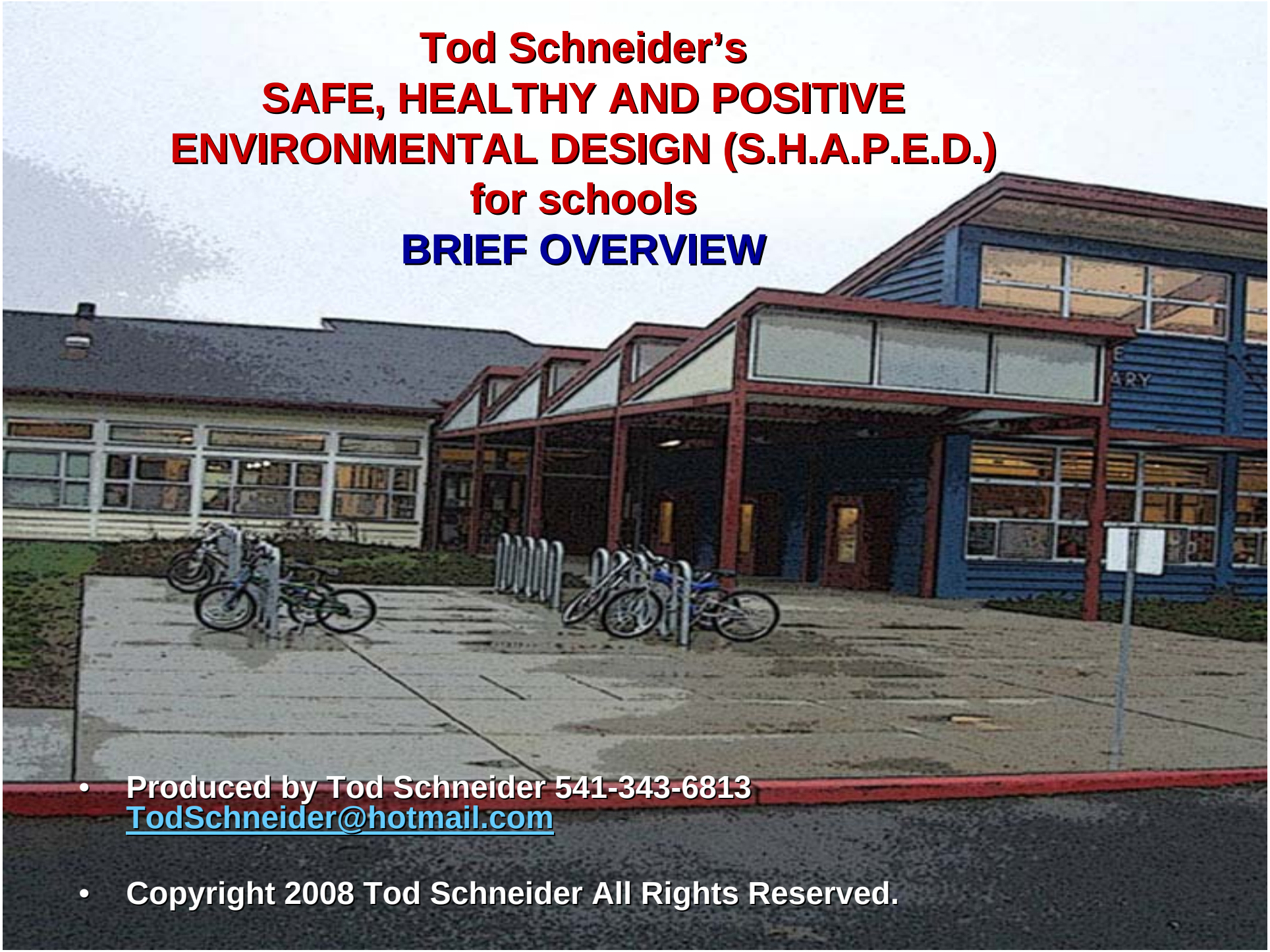
Tod Schneider's
SAFE, HEALTHY AND POSITIVE ENVIRONMENTAL DESIGN (S.H.A.P.E.D.) for schools
BRIEF OVERVIEW



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Prisons make lousy schools.

S.H.A.P.E.D.

1. Safety,
2. Healthy environments and people, and
3. Positive academics and behavior.

Safe environments –

Draw on Crime Prevention through Environmental Design (C.P.T.E.D.) fundamentals (natural surveillance, access control, & territoriality), security technology, analysis and planning. Focus areas include:

1. Risks between home and school.
2. Physical design, density, scheduling and use of space.
3. Integrated electronic locks, alarms, cameras, and communication devices.

Natural surveillance

Natural access control

Territoriality/ Maintenance

Photo Opportunity
Take A Picture.
Display It Upside Down.
You're Hanging With A Bat.
Fruit
Bats
Lowry Park Zoo

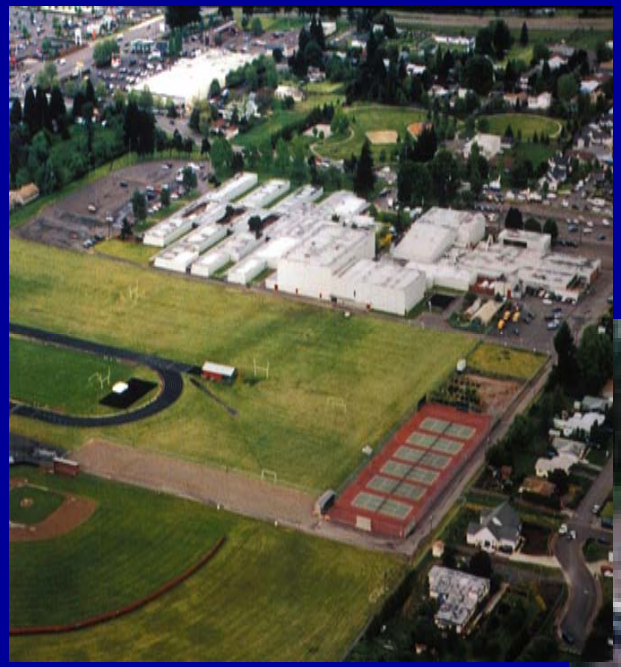
Home to School and back again

- **Fuel**
- **Mass transit**
- **Bike and Walk-ability**
- **Risks**

Signs

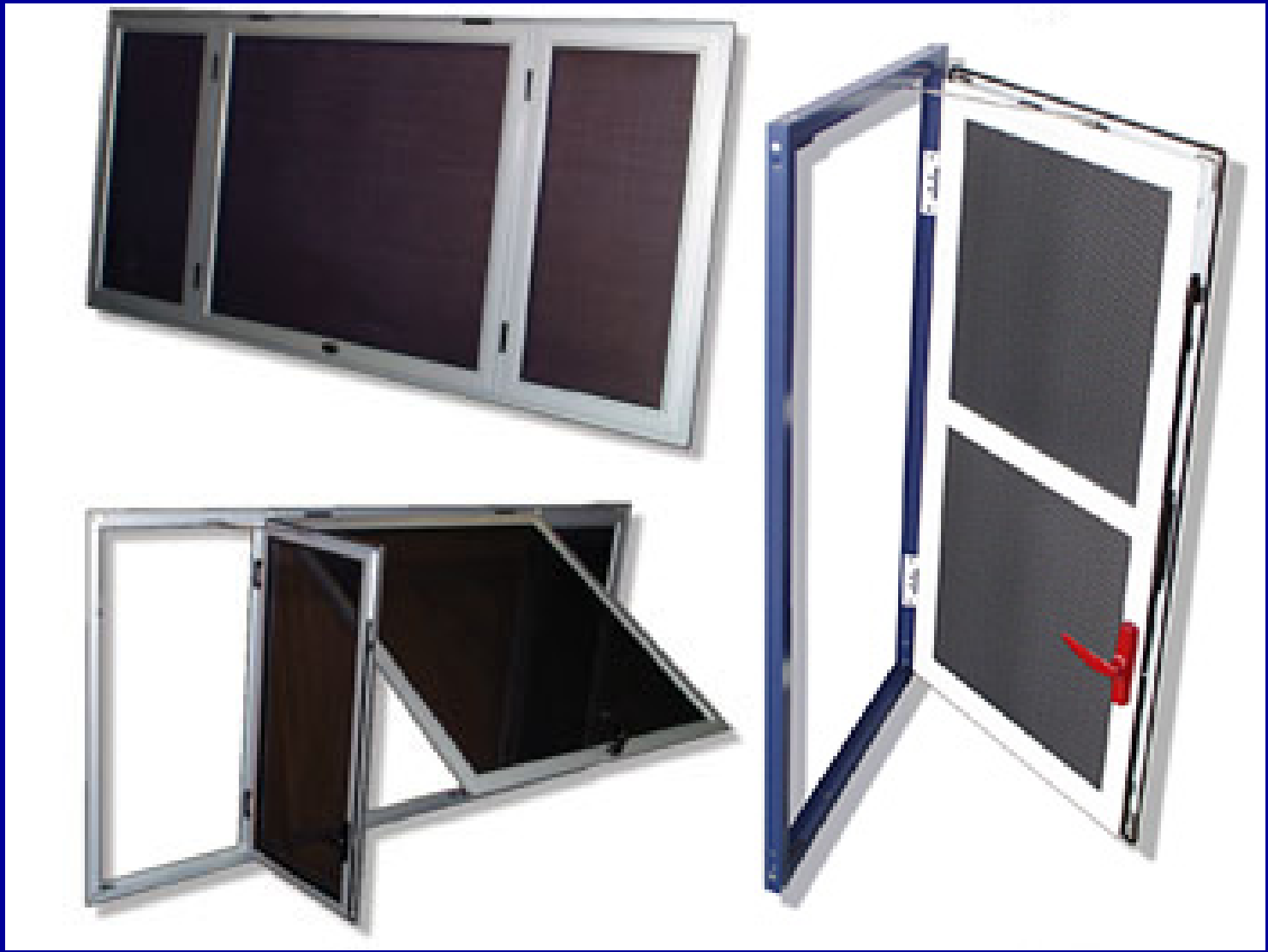
- Clarity
- Functionality
- Location
- Lighting
- Languages
- Colors
- Icons

Fortress vs. Sprawl



A
B
C
D
GYM

Windows – light, protection, surveillance, escape.

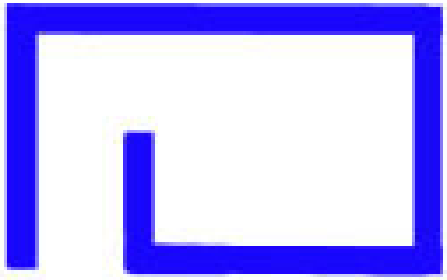


MAIN ENTRY
OFFICE

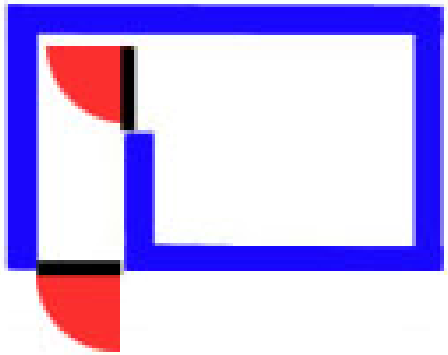
Main Entry

Bring in
your empty ink
cartridges or
get them refilled
for less
$1

Restrooms



MAZE ENTRY



DOUBLE DOOR ENTRY

Integrated Security Technology

- IP based.
- Mass notification.
- Hard-wired, POE, EOP, wireless.
- Access control.
- Intercom and PA systems.
- Data bases.
- Intelligent, high definition video.
- All integrated, w/crisis plans & drills.

Healthy environments –

Draw on Public and Environmental Health, Building codes, nutrition, and related fields. Focus areas include:

1. Green building, energy efficiency and environmental awareness.
2. Disaster prevention—building and fire codes.
3. Personal health care—
   a. Nutrition, medical, dental and mental health care,
   b. exercise opportunities, and
   c. protection from toxins in air, water, grounds or construction materials.

DREAM
DISCOVER

Positive environments --

Draw on Positive Behavior Support, 2nd generation CPTED, and related fields. Focus areas include:

1. Positive Culture –
   a. **Positive Academic climate** – demonstrably relevant, engaging and effective.
   b. **Behavior Support and Connectivity** --boosting empathy, a sense of belonging, mutual respect and responsibility.
2. Functional design – density, scheduling, design, placement and use of space, furnishings and equipment support desired behavior.
3. Visual reinforcement -- conveys messages reinforcing positive culture.

Connectivity and the Affective Environment

Alienation

v.

Connectivity.

E25
STAIR
November 3rd
Today's Events
(today)
3:15
11/4
GARDEN PLANNING Committee
"Together we can create beauty"
Tomorrow's Events:
Thurs 11/4
9:30 A.M.
*4th & 5th grade Symphony Field Trip
Did you return your permission slip?
Upcoming EVENTS
Tues
Nov 16th
All School OSV Field Trip
get your permission slips in
Family School

Community Cooking
Classes
Inquire Inside
Fun & Affordable
www.EugeneCooks.com

CENTURY
OREGON

EXIT
Video Production

Visual Reinforcement for positive behavior:

- *empathy for others,*
- *mutual respect and support,*
- *connectivity*

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