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
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
Windows – light, protection, surveillance, escape.
Main Entry
Restrooms
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.
Positive environments --

Draw on Positive Behavior Support, 2\textsuperscript{nd} 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.
Alienation vs. Connectivity.

Connectivity and the Affective Environment
November 3rd  Today’s Events

3/15  GARDEN PLANNING Committee
(Today)
Together we can create beauty

Tomorrow’s Events:

Thurs 11/4  9:30 am  4th & 5th grade Symphony Field Trip

Upcoming Events

 Tues  Nov 16th  All School OSU Field Trip

Did you return your Permission Slip?
Visual Reinforcement for positive behavior:

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