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A SCHOOL DESIGN for homeless children in NYC

Tingjie Zhou

ABSTRACT

By the end of 2017, more than fifteen thousand homeless families with over twenty-three thousand children lived in shelters in New York City (Coalition for the homeless, Facts About Homelessness). Receiving education in a school, a daily activity for school age children, can easily become an unachievable thing for homeless children. Though many programs and acts are carried out to help these children, their educational situation is still severe.

Noticing the circumstance that homeless children are facing, I'm interested in the role that architecture can play in responding to homeless children's educational concerns. When looking at the schools with high percentage of homeless children, it's notable that most of these schools have family shelters nearby. Considering this as a point of departure, this thesis seeks to address the challenges of providing a quality education for homeless children broadening its architectural scope to the surrounding community.

In terms of the social and technical complexity of school design for homeless children, my inquiry is applying an evidence-based and data-driven design method to school design. The data relevant to this thesis will include social data on homeless children's education concerns and technical data on building environment. Led by the collected data and the hypotheses based on evidence, the school design proposal aims at discovering opportunities to improve the quality of education and retain homeless children in school. Meanwhile, the process of the school design proposal will be complied into a textual and graphic documentation, which can serve as a design methodology reference for designers, architects and students.

A SCHOOL DESIGN for homeless children in NYC

Date of Graduation: May 2019 Syracuse University School of Architecture

Tingjie Zhou

Primary Advisor: Brian Lonsway Secondary Advisor: Terrance Goode

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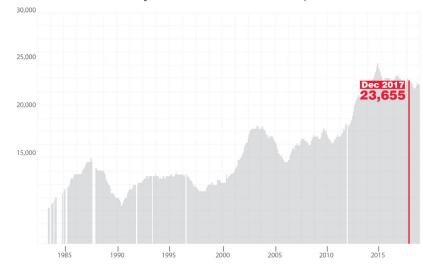
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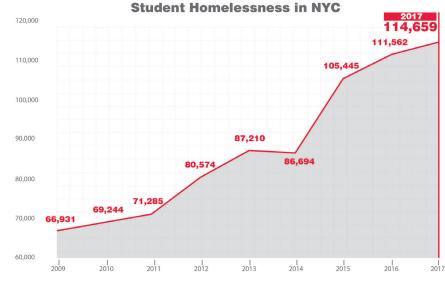
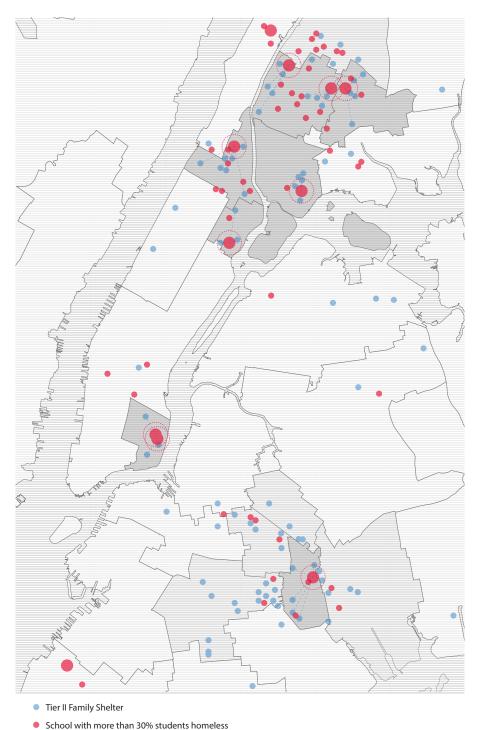


Figure 2 Student Homelessness (Based on data from New York State Education Department in the Student Information Repository System)

Children Sleep in Homeless Shelters, NYC

Figure 1 Children in Shelters (Based on data from Coalition for the Homeless)



School with more than 40% students homeless

Figure 3 Schools and Shelters (Based on data from Institute for Children, Poverty and Homelessness)

POSITION

Question 1:

ucation, how can evidence and data be applied to school design for

Question 2:

what is data-driven design and what is evidence-based design.

QUESTION

method to architecture design.

WHAT IS DATA-DRIVEN DESIGN?

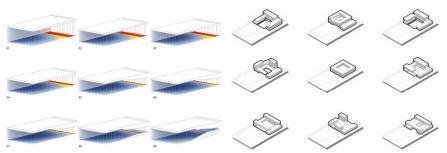


Figure 4 Daylight (Source: HDR)

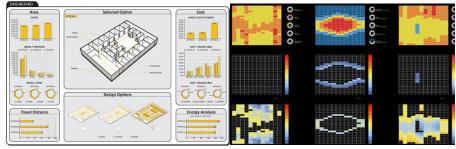


Figure 6 Cost (Source: HDR)



Figure 8 Beijing SOHO Daylight (Source: Zaha Hadid Architects)

The following images show some aspects, in which advanced design companies such as HDR and Zaha Hadid Architects apply data-driven

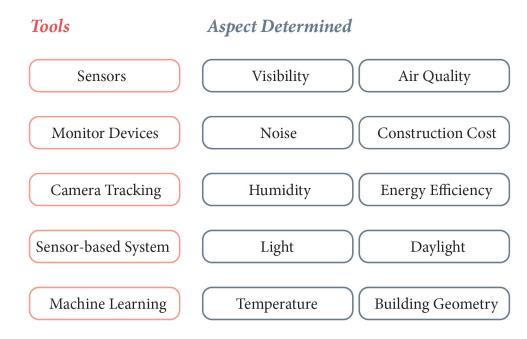
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Figure 9 Office Occupancy (Source: Steelcace)

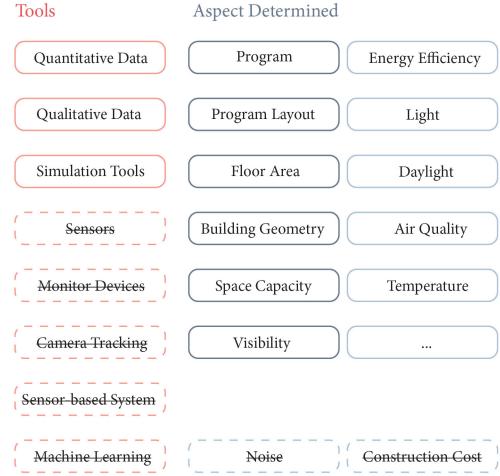
WHAT IS DATA-DRIVEN DESIGN?

After learning about data-driven design in different design companies (HDR, Zaha Hadid Architects, Steelcace, and Microsoft), the follwing chart is a summary of tools used for data-driven design and relevant aspects.



WHAT IS DATA-DRIVEN DESIGN?

Considering the time limitation as well as technical difficulty, I'm not taking the tools that advanced companies usually use for data-driven design. Instead, I come up with the tools that I plan to use in this thesis and its potential aspects.



WHAT IS EVIDENCE-BASED DESIGN?

"Evidence-based design is a process for the conscientious, explicit, and judicious use of current best evidence from research and practice in making critical decisions, together with an informed client, about the design of each individual and unique project."

Iamilton and Watkins, "Evidence-Based Design for Multiple Building Types," 9

"Presented with a problem, researchers draw on theory, training, accu mulated knowledge, and experience to generate tentative ideas abou how to solve it."

(Zeisel, "Inquiry By Design," 18)

WHAT IS EVIDENCE-BASED DESIGN?

An explicit definition of evider

The design elements are produced which are based on collected in reports, videos.

The fact, analogies and hypotheses together reflect homeless children's life and education condition as well as their specific needs.

ce-based design is following:

ced by fact, analogies and hypotheses, formation and stories from books, news,

METHODOLOGY

The method of this thesis includes four steps: 1. Data and Evidence Collecting

2. Imaging

3. Presenting

4. Testing

Here are some examples of what these steps contain.

Data and Evidence Collecting

Situation Evidence

•Excerpt evidence and stories from books, videos, reports, news.

Site Data

•Collect geographic data of schools with homeless students in NYC. •Collect geographic data of family shelters in NYC.

•Filter the schools with more than 40% homelsss students.

•Based on the collected data, map the schools and family shelters.

•Filter schools surrounded by dense family shelters as potential sites.

•The final selected project site is PS 65 Mother Hale Academy, which is located in the Bronx.

•Collect census data, academic performance data, enrollment and attendance data of the Mother Hale Academy.

•Analyze the data and extract relevant information of the school.

Technical Data and Evidence

• Physical environment and behavior study. •School design pattern study. •School design case study. •Anthropometric data.



After coming up with the conceptual school design, building environment simulation tools will be used to test green and sustainable aspect of the school.

Example:

Use wind-rose to test building opening directions and natural ventilation. Use sun-path and dry bulb temperature to test building geometry and

indoor temperature.

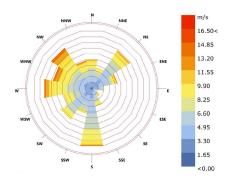


Figure 10. NYC Wind-Rose 1 Jan 1:00 - 31 Dec 24:00 Hourly Data: Wind Speed (m/s)

Visualizing data and evidence.

Example: five factors of homeless children based on evidence

Imaging

4. Testing

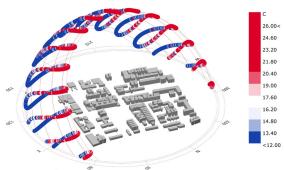
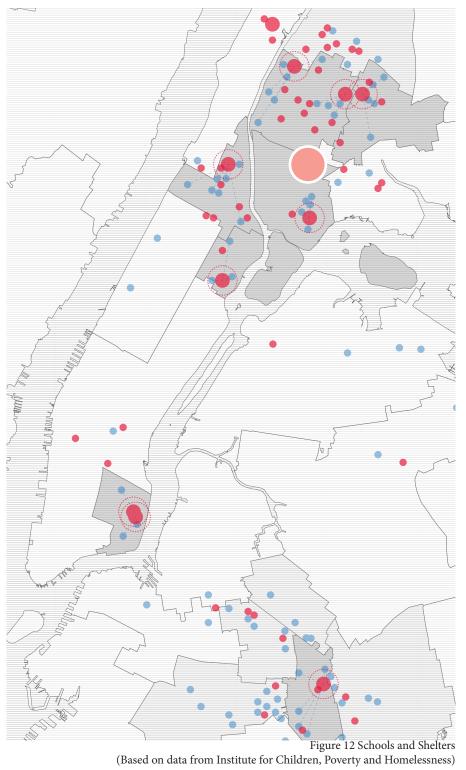
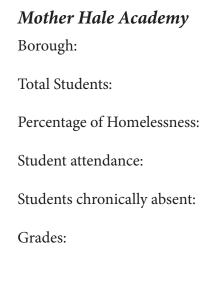


Figure 11. NYC Sun-path and Dry Bulb Temperature

SITE STUDY

A school with high percentage of homeless children in the Bronx, NYC is selected as the site.





Ingludes General and Special Education Students	2013-2014	2014-2015	2015-2016	2016-2017	2017-2018
All Students	414	388	400	390	360
Grade	2013-2014	2014-2015	2015-2016	2016-2017	2017-2018
Kindergarten	71	71	74	76	63
Grade 1	76	68	-76	-71	59
Grade 2	71	71	- 73	-73_	66
Grade 3	66	58	-68	-48	63
Grade 4	57	- 63	57-	-67	48
Grade 5	73	57	52	55	61
		Figure 13 Stude	nto in Nood of	Additional Supp	orts (2017, 18)

	%
Economic Need Index	98.2%
Students in Families Eligible for HRA Assistance	94.2%
Students in Families with Income Below Federal Poverty Level (Estimated)	54.0%
Students in Temporary Housing	46.4%

Bronx

Around 400

40%

47% (City: 23%)

K-5

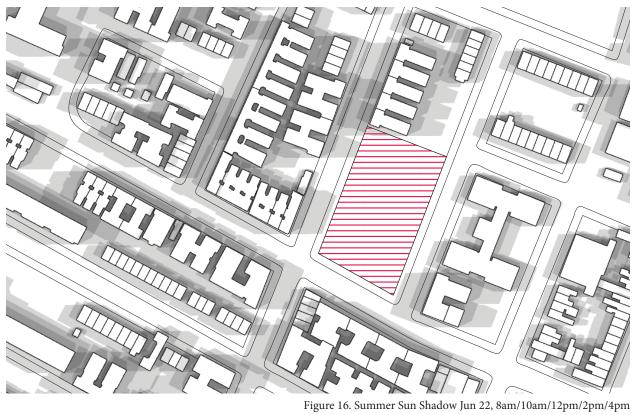
Figure 13 Students in Need of Additional Supports (2017-18) (Source: Based on NYC Department of Education)

n	Compared to District Average	Compared to City Average
	+5.5%	+26.2%
339	+9.2%	+29.8%
	+6.1%	+28.4%
167	+22.4%	+32.6%

Figure 14 Enrollment Over Time (Source: Based on NYC Department of Education)



Figure 15. Site Boundary (Source: Google Map)



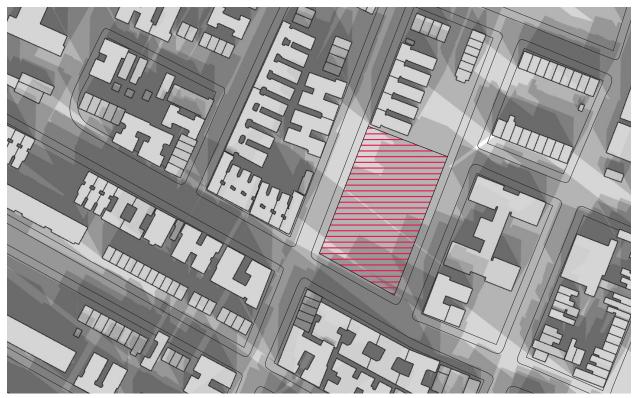
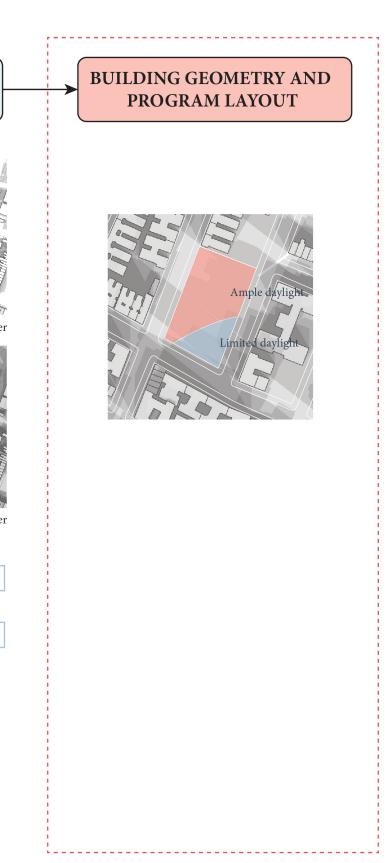


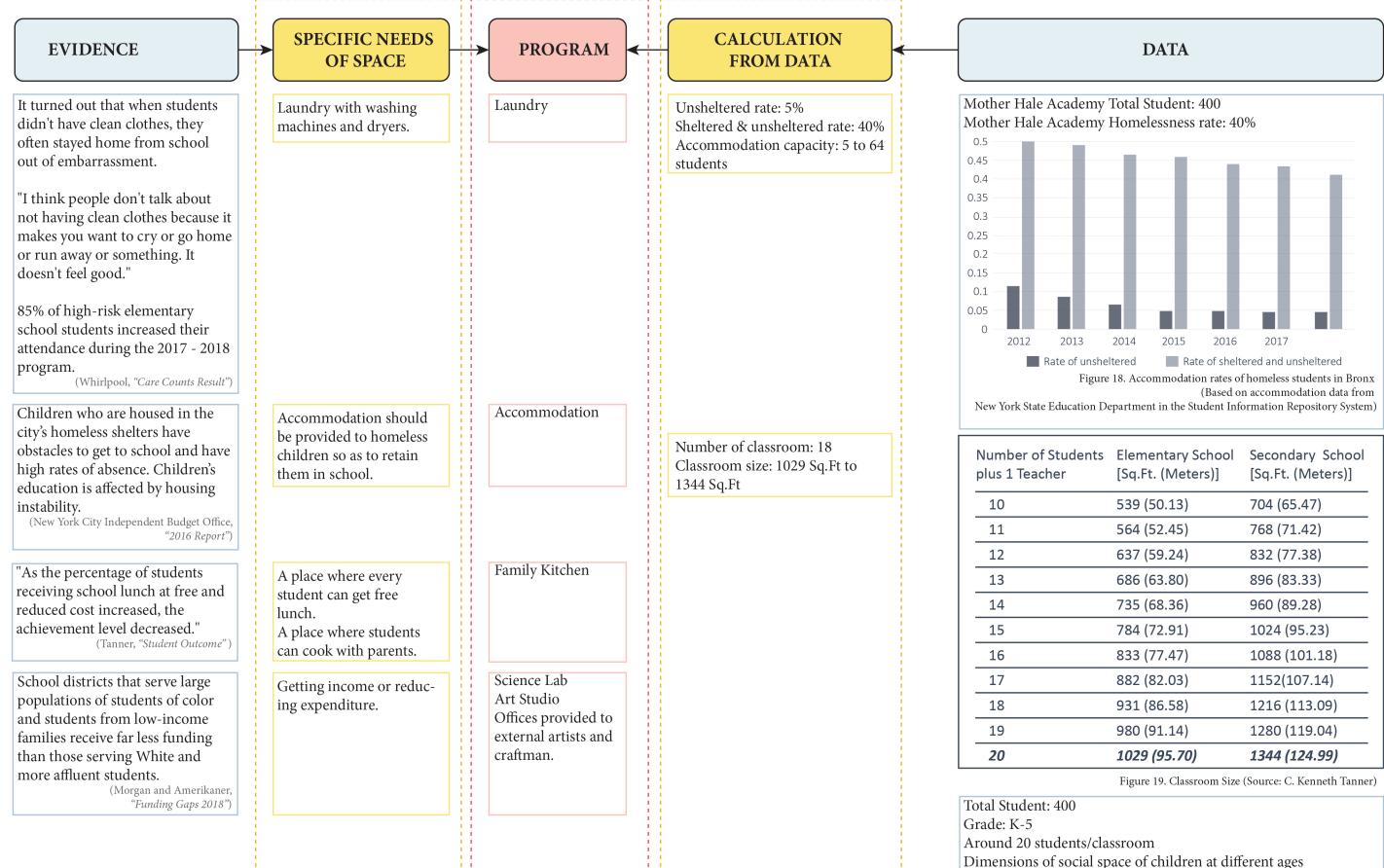
Figure 17. Winter Sun Shadow Dec 22, 8am/10am/12pm/2pm/4pm

DESIGN PROCESS

The chart below shows the process from original evidence and data to design aspects such as program, program layout, and building geometry. Evidence column in this page comes from the case study oklahoma city school, which is specially designed for homeless children (see Appendix I).

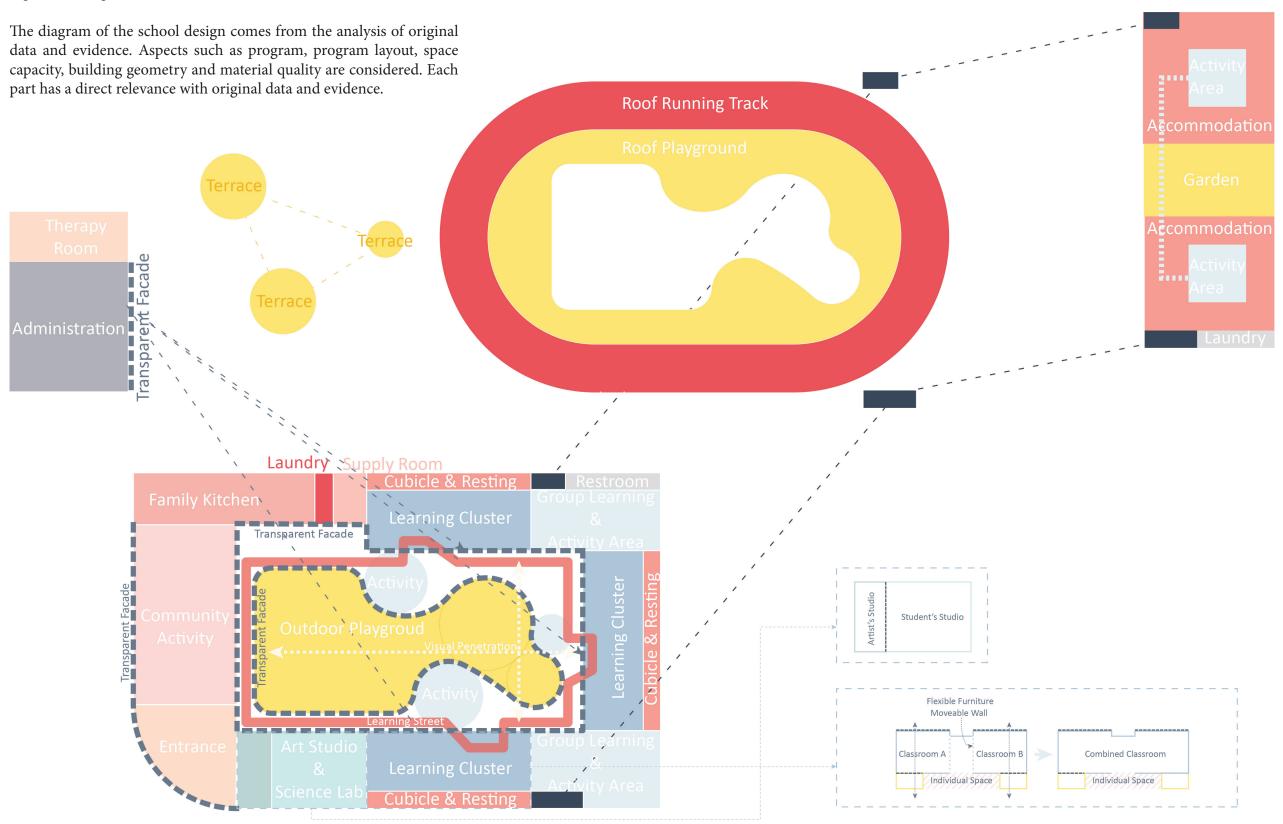
EVIDENCE	► SPECIFIC NEEDS OF SPACE	PROGRAM	CALCULATION FROM DATA	DATA
Homeless children don't have a place to host playdates. They want "a place to sit with friends."	More space for students to sit together	1		
"If I want to do a Lego project, I can't leave it out because where I stay tonight may not be where I stay tomorrow."	by their things in this space			Sun Shadow in Summ
Many of the children are behind developmentally and behaviorally when it relates to cooperation and group play.	An area for reinforcing social skills.			
Homeless children need a sense of belonging and the feeling that they can own the space they're in.	Flexible, moveable, and durable furniture.			Sun Shadow in Win
A student drew a button in his classroom that read " Alarm for the police."				Anthropometric Data Building Codes
Homeless children often come into school feeling tired and restless.		Resting space		
Homeless children's families can't afford daily supplies.	A space/storage to provide coats, sneakers, stationery, whatever a child might need to get through the school day.			
Bellan, "In Oklahoma City, a School Designed for Homeless Children"	day.			

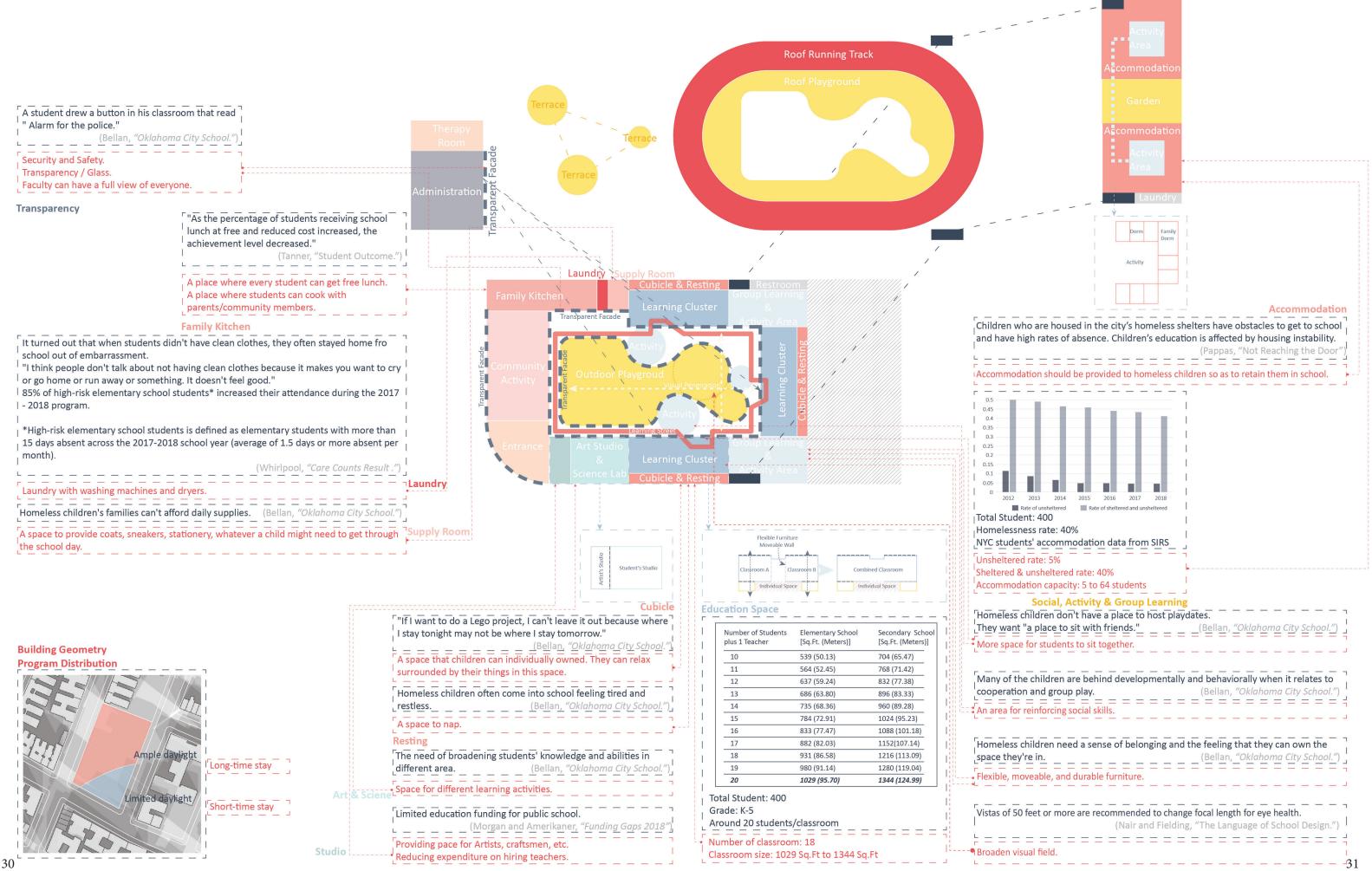




[Sq.Ft. (Meters)]	[Sq.Ft. (Meters)]
539 (50.13)	704 (65.47)
564 (52.45)	768 (71.42)
637 (59.24)	832 (77.38)
686 (63.80)	896 (83.33)
735 (68.36)	960 (89.28)
784 (72.91)	1024 (95.23)
833 (77.47)	1088 (101.18)
882 (82.03)	1152(107.14)
931 (86.58)	1216 (113.09)
980 (91.14)	1280 (119.04)
1029 (95.70)	1344 (124.99)

Figure 20. Diagram of the school





DESIGN PRESENTATION

The elementary school is designed based on the analysis of original data and evidence as shown in design process, which contains aspects such as program, space capacity and material.

The program layout cannot be fully explained by single data or evidence. However, it has an explicit intention to have group-learning and social space the most prominent parts in school, as well as connect different space by them. As a school specially designed for meeting homeless children's special needs, spaces for community service and accommodation also play an important role. All the community service spaces are near the entrance and have transparent facade towards streets to welcome nearby communities. Accommodation is lifted and separated from main education space to avoiding disturbance.

Detailed program and spaces as well as their intentions are shown by scenarios.

For a further data-driven development, the school design can be optimized by analyzing building environmental data such as natural ventilation, daylight, energy efficiency, etc.

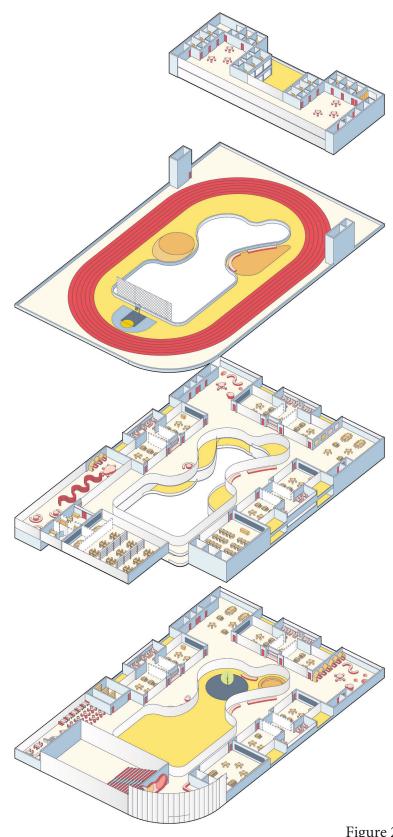


Figure 21. Exploded Axon

Outdoor Playground

Outdoor playgrounds are surrounded by transparent facades, which allows interaction between indoor space and outdoor space.

Large outdoor areas also provide space for homeless children to hang out with friends.

Roof Sport Space

Due to site area limitations, a running track and a basketball court are placed on the roof. Physical exercise helps children have a healthy body.

Activity Room

Flexible furniture makes dierent activities possible to happen in this space. Children can re-arrange the space as they like, which creates a sense of belonging.

Learning Street

Corridor is not a boring narrow space for quikly walking through. It's expanded to a "learning street", where children can play and learn from each other.

Clean clothes make homeless children more confident. Thus childre are willing to come to shool.

Figure 27-31. Scenarios

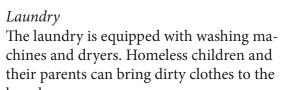














Figure 22-26. Scenarios

Accommodation

For those unsheltered homeless children and those who live in cars, garages, etc, accommodation is provided.

Parents are also welcome to live here in special situations.

Neighborhood

The accommodation area is like a community, where homeless children can experience the social life with neighbors just like what the other children have every day.

Cubicle and Resting Space

Individual cubicles are provided to students where they can store their own stuff. The fexible furniture can be transformed into a bed. Children can have a rest here if they feel sleepy and tired.

Social Activity Corner

Each learning cluster has a corner for children to sit and play with peers. This corner also exhibit children's work to improve their confidence and achievability.

Art Studio

Students' art studio is adjacent to teachers' studio. Due to limited education funding, the teachers can be homeless artists who need a place to live and work. It can be a win-win solution.

APPENDIX I OKLAHOMA CITY SCHOOL

MA+ Architecture came up with a design that would address the challenges homeless students face every day while finding ways to replicate the experiences of children who don't suffer from homelessness.

The school was designed in part by kids. They submitted drawings and ideas of what they'd like to see in the new school.

Here are some of the factors that influence the design:

As homeless children generally don't have a place to host playdates, the school provides them with many spaces to meet their request for "a place to sit with friends."

As many of homeless children are behind developmentally and behaviorally in cooperation and group play, a range of group-learning ar-eas are designed for them to meet with each other and reinforce social skills.

Nurse's office has a space to nap for those who come into school feeling tired and restless.

Homeless children show a strong desire for safety and security. Considering this need, the layout of the school reinforces safety with glass facades to allow administration offices have a full view of anyone approaching.

(Bellan, "In Oklahoma City, a School Designed for Homeless Children.")





Figure 33. Family Kitchen (Source: MA+ Architecture)

Figure 32. Program (Source: MA+ Architecture)

Figure 34. Corridor (Source: MA+ Architecture)

APPENDIX II WHIRLPOOL CARE COUNTS PROGRAM

"I think people don't talk about not having clean clothes because it makes you want to cry or go home or run away or something. It doesn't feel good." (Logan, an eighth-grader)

It turned out that when students didn't have clean clothes, they often stayed home from school out of embarrassment

(Kirk, "One Answer to School Attendance").

The program saw more than half of participating high-risk students were no longer at risk for chronic absenteeism. According to teachers surveyed in 2015-2016, for the school that participated in the Whirlpool Care Counts Program, 89% of students had increased classroom participation. 95% of students had more motivation in class. 95% of students participated in more extracurricular activities.

(Whirlpool, "Results")

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