

## **Nureva Span**

The three elementary schools in North Merrick have installed a Nureva Span visual collaboration system. Each school features a hallway of learning with an expansive, digital workspace that combines a panoramic projector with cloud-based software allowing students to work simultaneously on the wall and on devices such as laptops and desktop computers. The power of collaborative energy is apparent as students brainstorm together creating, sharing and discussing ideas. Everyone in the classroom, from remote locations, and working right at the wall, can see the material and contribute in real time, allowing everyone to benefit from a wide range of perspectives. Recent sightings include:

- Students created an island where they brainstormed ideas for what's permitted on their classroom island and what definitely should be kept at sea
  - Students viewed side by side poems, one by an established master, and one by a newcomer to the genre, and compared and contrasted themes, styles, and ingredients
  - As a springboard into research, students created "Wonder Walls" to share what piques their interest
  - Students brainstormed ideas for what a robot could possibly do to solve a problem
  - Students engaged in a carousel activity following reading of non-fiction texts where they read for evidence, delved into problems and figured out creative solutions
  - Students watched video clips that inspired deep thinking about a topic
  - Students engaged in "number" work by selecting a number, creating a word problem, and organizing the results of their efforts
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## **Re-Imagined Computer Lab**

North Merrick has embarked on a multi-year effort to optimize learning spaces in order to provide environments that foster collaboration, communication, and engagement in critical thinking activities. Inspired by the work done by Dr. Andrew Taylor and his team in the Byram Hills School District, H. D. Fayette School's computer lab (which is being renamed by the students to better reflect its new mission), includes flexible, lightweight workstations, comfortable seating, and multi-purpose tables ideal for collaboration and small group presentations. The room is conducive to makerspace and robotics projects where students are provided with materials, are challenged with a problem, and come up with a solution that features hands-on activities. A 3D printer has recently been introduced as one avenue to create a thriving makerspace.

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## **Flexible Classrooms**

Third grade classrooms in North Merrick were chosen to pilot the introduction of flexible and active furniture to better support students in their learning journeys. Based on the belief that children deserve the ability to choose what kind of learning environment works best for them, the district interspersed pedal desks, stand-up desks, and bouncers with standard furniture in every third grade classroom. The rooms are easy to reconfigure, and students practice impressive etiquette to make sure that everyone has a chance to claim a particular furniture item when it's most needed.