## Experiment: Provide more flexible/customized learning spaces

If we look at the amount of attention and focus that a student can allocate to the topic at hand as their total "coanitive pie," each student has a different amount/percentage of the pie left to process the topic at hand. Unfortunately, we can't see how much of a student's cognitive pie is being taken up to process their:



In the example students below, I'm attempting to address the cases where some students are more susceptible to external stimuli. They are more easily distraced by visuals and or sounds and have to work harder to focus on the

Student 1 has 75% to focus on processing the topic at hand.

Student 2 has 90% to focus on processing the topic at hand.

Student 3 processes information very differently; she takes in a areat deal of peripheral auditory and visual information and is easily distracted -- to the point of being overwhelmed at times; only 50% is left to focus on processing the topic at

How can we make the learning spaces more flexible so that each student can better control their learning environment?

You want to see some sunshine and/or some scenes in nature? You got it!

You want a quieter, more subdued setting in which to concentrate? You got it!

You say that you do your best work when you are listening to music? You got it!

To the right are some ideas to experiment with; lets see if they have a positive impact on students' learning.

## Here are some ideas to experiment with:

or a constellation...



visual barriers on some of the desks



auditory input a student wants/receives



• The use of augmented reality glasses to control how much visual input a student wants/receives. For example, the room could, in reality, have nothing affixed to the walls -- a visually empty slate. But then the teacher could choose to display the alphabet, or the numbers 1-10, or a world map,

• Another way to control the amount of visual input might be to use more curtains, other types of room dividers, or putting



• The use of headphones, acoustic panels/treatments, or even something like a drum booth to control how much