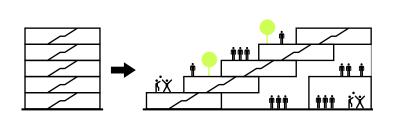
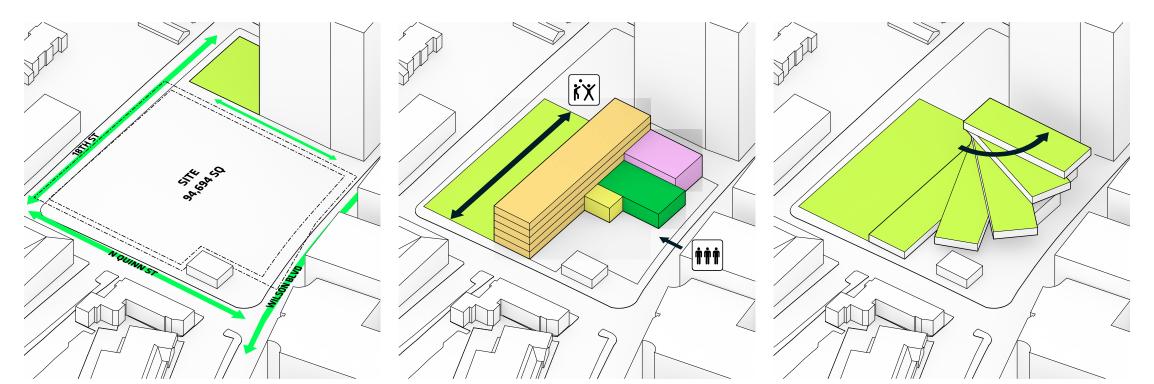
CONCEPT

The design works to create a sense of community within a vertical school. A cascading central stair runs through each of the classroom levels to provide quick connections between floor levels. A large, open lobby provides a common gathering space and visual connections to each of the upper levels.

Roof terraces provide access to the outdoors at each of the classroom levels and maximize the amount of open space on this small urban site.



1.	SPACE PROGRAMMING 5
2.	SITE
3.	CONCEPT
4.	BUILDING DESIGN 23
5.	MASSING / ARTICULATION
6.	OUTDOOR LEARNING SPACES
7.	COST ESTIMATE
8.	BUILDING SYSTEMS NARRATIVES



1. WILSON SCHOOL SITE

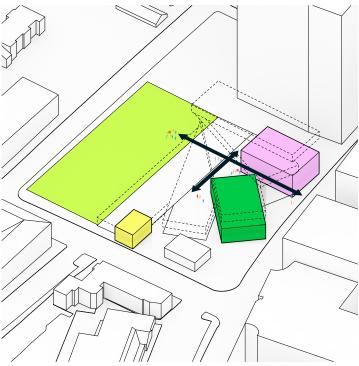
The compact urban site is bounded by roads on three sides with an existing 7-11 convenience store located on the busy corner of Wilson Blvd. and N. Quinn Street. Along 18th Street, it shares a common edge with Rosslyn Highlands Park.

2. BASIC SITE OBJECTIVE

A vertical stack of classroom bars stretches across the center of the site, creating a protective barrier between the athletic field and the busy urban corridor of Wilson Blvd. Larger indoor spaces and community programs are placed on the Wilson and Quinn Street frontages.

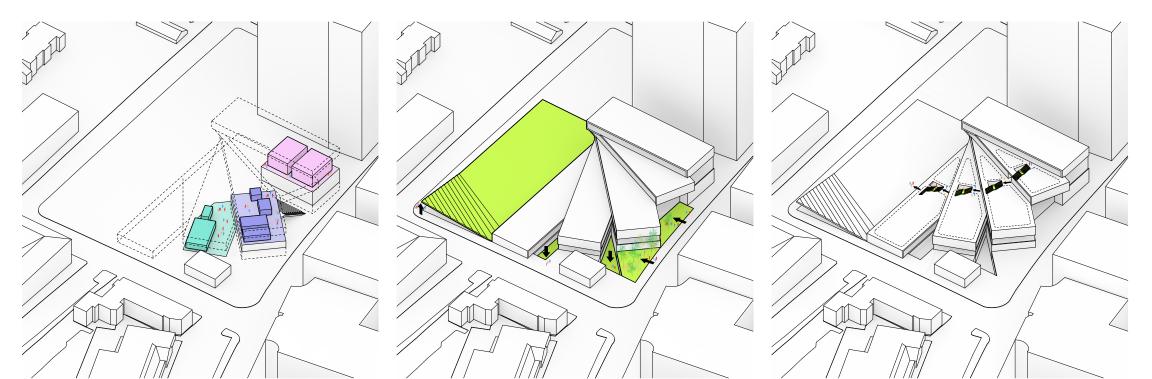
3. CREATION OF TERRACES

To create green space adjacent to the instructional spaces, the bars are rotated about a single hinge point. This creates 4 cascading terraces leading from the instructional spaces of the school to the field. The first terrace will also be accessible to the public when school is not in session.



4. PUBLIC SPACES TOWARDS WILSON

A generous lobby at the Wilson Blvd entry brings the public into the building and creates easy access to community-oriented program. The gymnasium and auditorium are both centrallylocated off of this lobby.



5. IN-BETWEEN SPACE

Larger communal spaces such as the cafeteria, library, and music rehearsal rooms are located with easy access from the central space. The library sits on top of the gym and the music rehearsal spaces sit on top of the theater. Each has a unique identity and is located to maximize functional adjacencies.

6. MANIPULATED GROUND PLANE

Slight manipulations to the ground plane create significant benefits for the circulation and daylight into the school. Two sunken courtyards bring ample daylight into the ground level of the school and provide quiet outdoor gathering spaces for supervised student access. The outdoor spaces in front of the building on Wilson Boulevard are programmed as small public parks, one near the entrance to the school and another facing the corner of Wilson & Quinn. A covered entrance from 18th street may be created in a future phase by lifting up a corner of the athletic field, providing protection from the elements leading out to the bus-drop off area along 18th street.

7. CASCADING STAIR CONNECTION

To create connections between the levels of the school, a cascading central stair cuts through the interior of the building, as well as between each of the terraces. This allows students to circulate outside and create a stronger connection between the neighborhood and the school.



8. URBAN TERRACED SPACE

Each of the 4 terraces provide different scales of activity from large gatherings to class-size discussions to quiet study areas. These terraces give an opportunity for an urban school to have a 1-story feel that otherwise would not be possible.

BUILDING DESIGN

The classroom bar serves as the primary organizing element, rotating about a central vertical core with elevators, stairs, and bathrooms. Large volumes and communal spaces radiate about the central core. Each level incorporates informal learning / small gathering spaces to increase the variety of environments where learning and study occur.

On the following pages, color-coded plan diagrams help to navigate where each of the departments are located and how they fit together in the overall plans.

1.	SPACE PROGRAMMING 5
2.	SITE
3.	CONCEPT
4.	BUILDING DESIGN 23
5.	MASSING / ARTICULATION 45
6.	OUTDOOR LEARNING SPACES65
7.	COST ESTIMATE
8.	BUILDING SYSTEMS NARRATIVES



PHASE 1





PHASE 2

