



ORANGE UNIFIED SCHOOL DISTRICT

OCTOBER 19, 2013

ORANGE HIGH SCHOOL MASTER PLAN COMMUNITY WORKSHOP #2

ARCHITECTURE ENGINEERING PLANNING INTERIORS SUSTAINABILITY

LIONAKIS



AGENDA

- Welcome
 - Design Preference Exercise
- Site Tour
- Why are we here?
- What have we heard?
- Where are we going?
 - 21st Century Learning
 - Sustainable Learning
 - Existing Campus - Big Ideas
- Are we on the right track?
- What are your priorities?
 - Breakout Session/Game
 - Report Out
- Next Steps



WALKING TOUR MAP

SITE TOUR

- Portable Buildings
- Sports Complex
- Amphitheater/Student Quad
- Performing Arts Center
- Main Entrance
- 21st Century Classrooms
- Media Center
- Nutrition Center

PURPOSE

- Develop a Vision for the Future of Orange High School
- Create a Master Plan that Addresses that Vision
- Understand the Parameters
- Make it implementable – is it realistic?

***“A goal
without a plan
is just a wish”***

- Antoine de Saint-Exupery



PARAMETERS

- 2500 Student Master Plan
- 40 Student Classroom Loading
- Kelly Stadium Remains as shared resource
- District-wide Planning Guidelines for Equity/Parity
- CTE/Specialty Programs are Site Specific



PRIORITIES

- ***Must Do***
 - Fire and Life Safety
 - Access Compliance (ADA)
 - Structural Safety
- ***Should Do***
 - Building Systems
 - Security
 - Technology
 - Programmatic Adequacy
 - ???
- ***Like to Do***
 - ???

What have we heard?

Keep
Change
Big Ideas

Agriculture

Baseball fields

relationships

Outdoor theater

If I could only keep one thing...

“The Dome” (gymnasium)

friendships

Theater location

Historical main building

Little theater

“The Dome”

Library

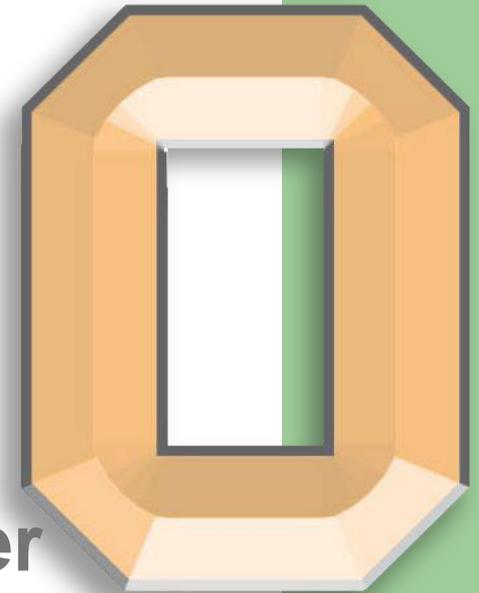
Varsity baseball field

Graduation on campus

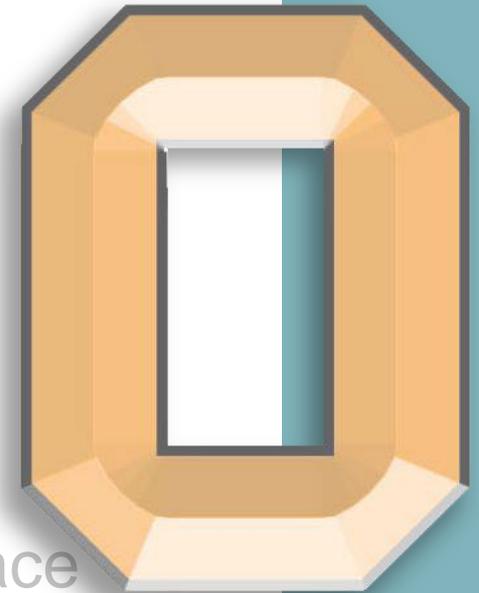
Outdoor amphitheater

30 students per classroom

Pool



Sports fields Little theater
Performing Arts Curb Appeal
Group classrooms by department cafeteria
If I could only change one thing...
technology
Drop-off route Parking
Restrooms **Larger gym**
library
Outdoor amphitheater
Classrooms artificial turf
Learning Environment
Remove Portables
carpets School gathering place
Front of school



Safe student drop-off Reflect Chapman University

Larger teacher workrooms

New Gym

Better Public Image

Flexible furniture

Big Ideas...

Community Use

Landscaping Safer, cleaner student environment

Group departments

Panther Pride

Larger gym/locker rooms

School Culture

Bigger Campus

New school entrance

Student union (mix library & cafeteria)

Student Quad

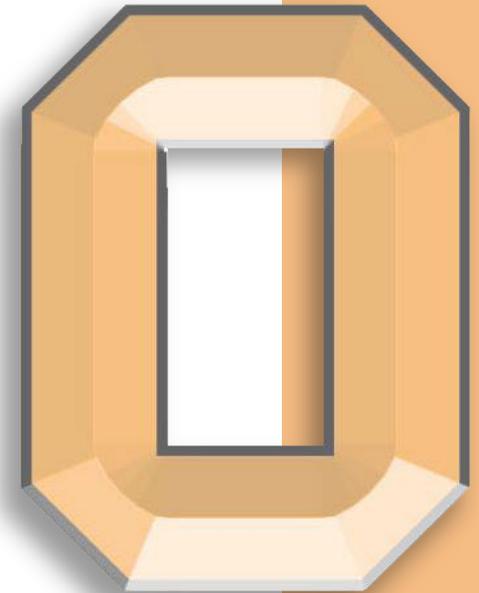
Drivers Ed Program

All New Buildings

Student Success

Community Represented Façade

Maintenance Issues

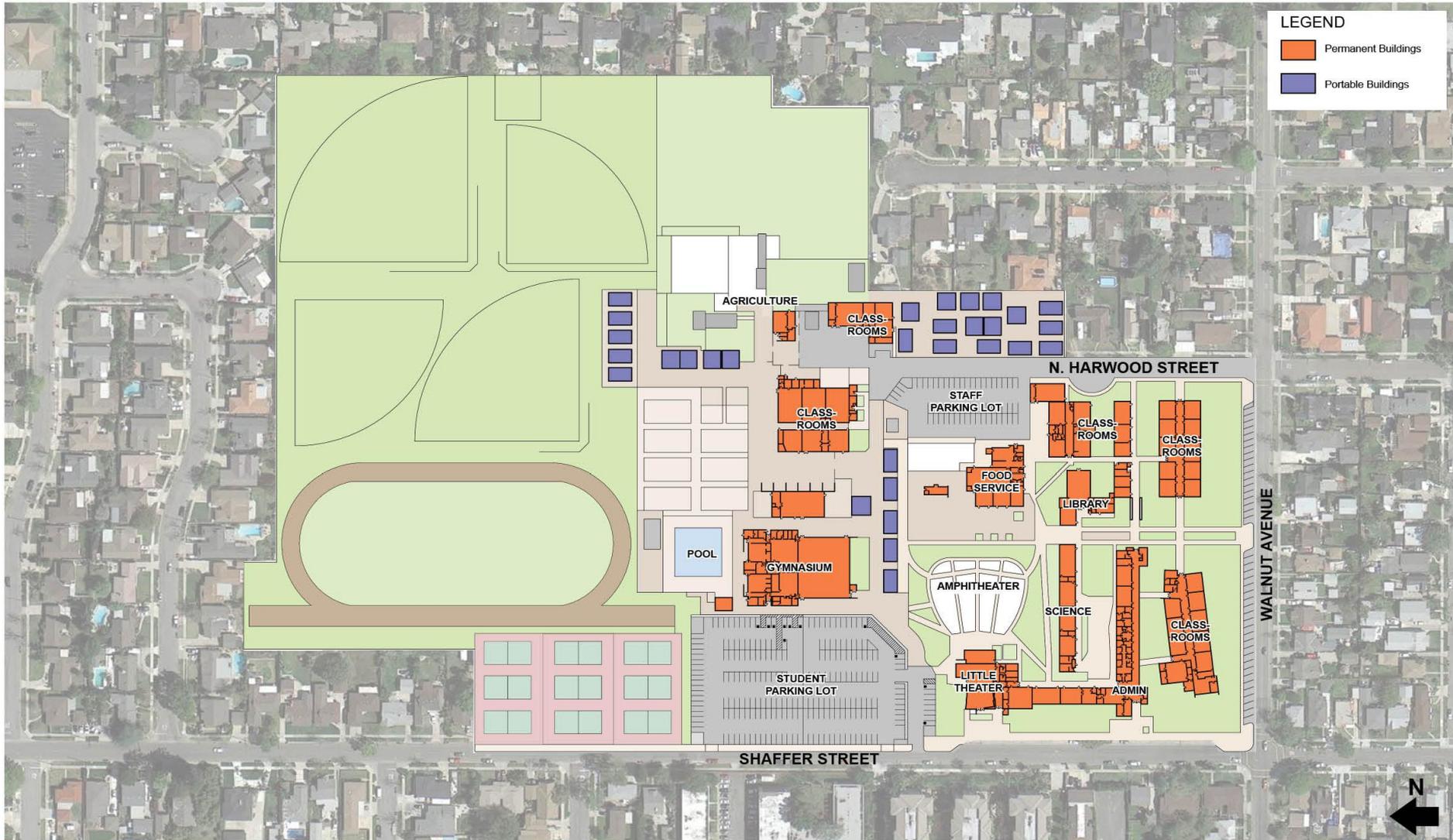


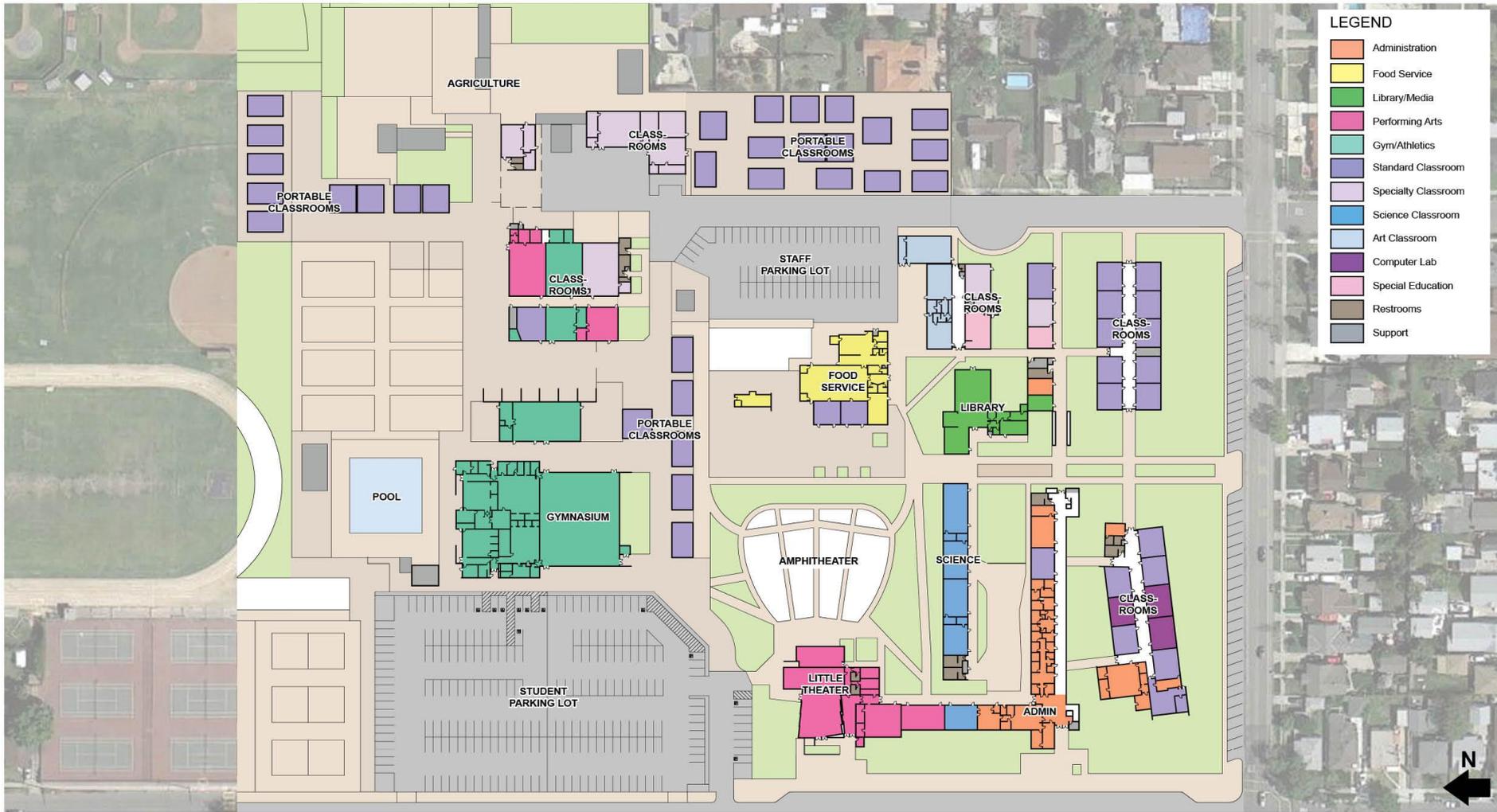


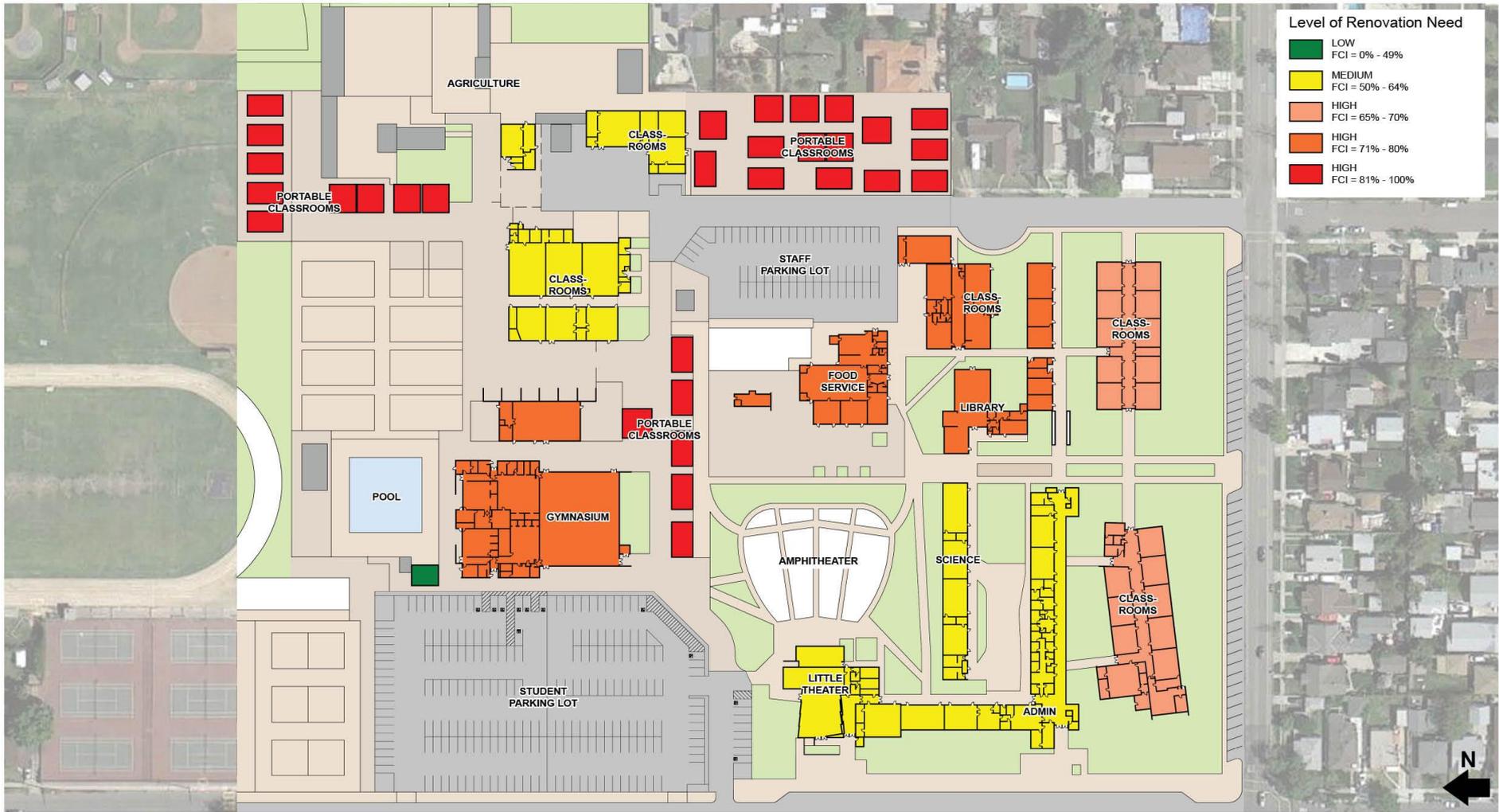
Orange High School

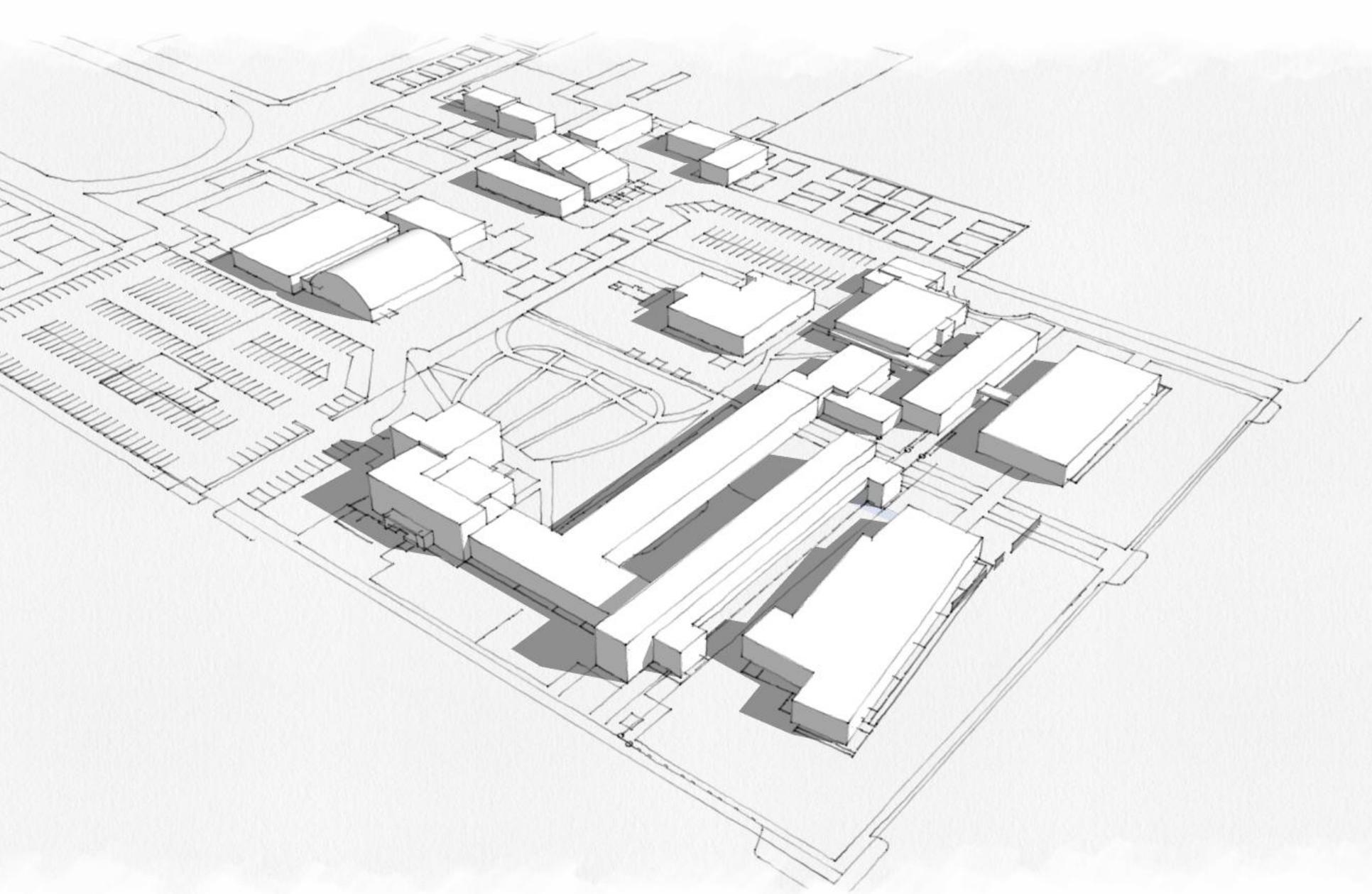
“Orange High School is committed to the continual improvement of academic achievement by providing open access to rigorous curricula in a supportive learning environment.

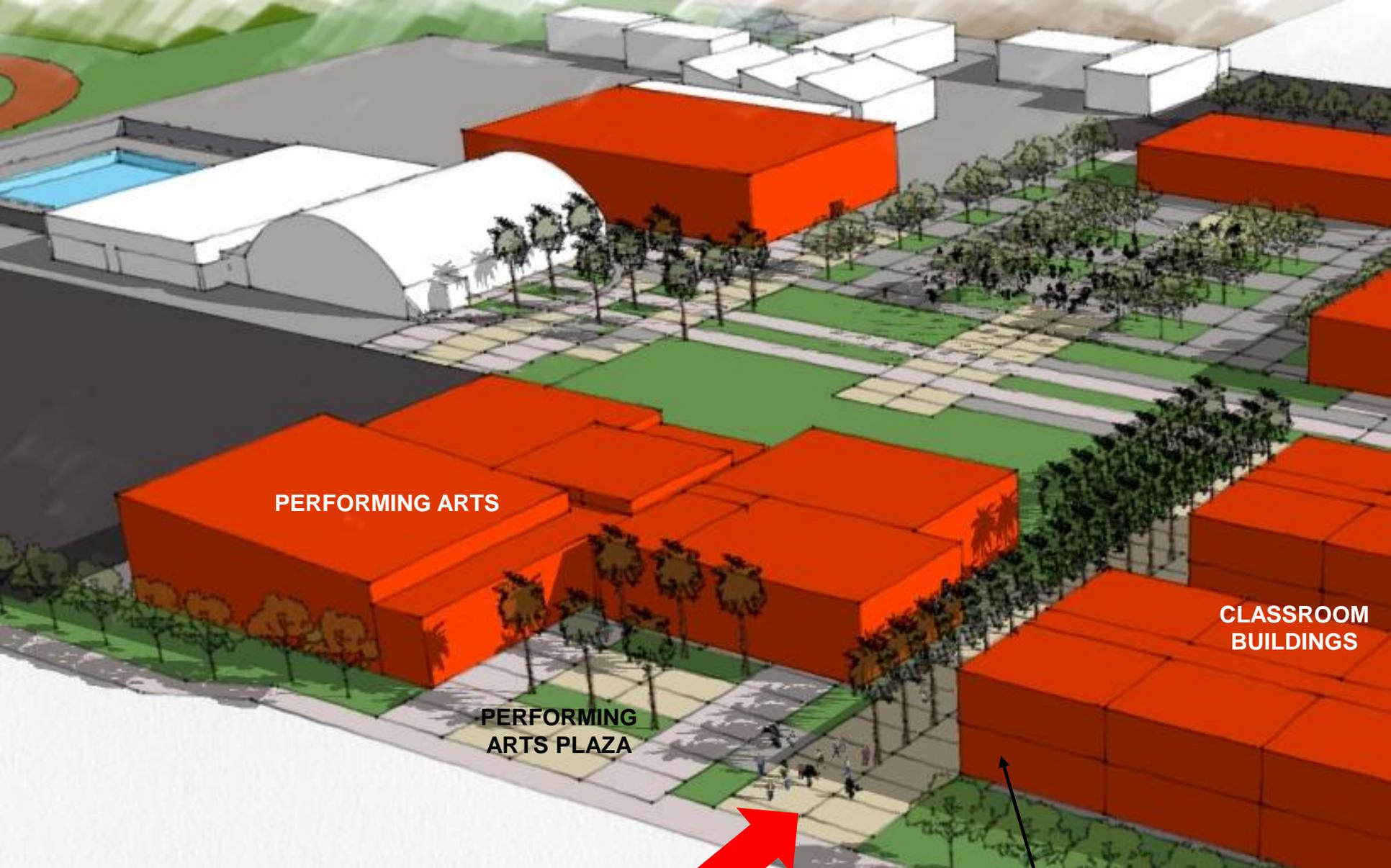
All students will have the opportunity to complete college entrance requirements and explore career pathways in preparation for a global economy.”











PERFORMING ARTS

CLASSROOM BUILDINGS

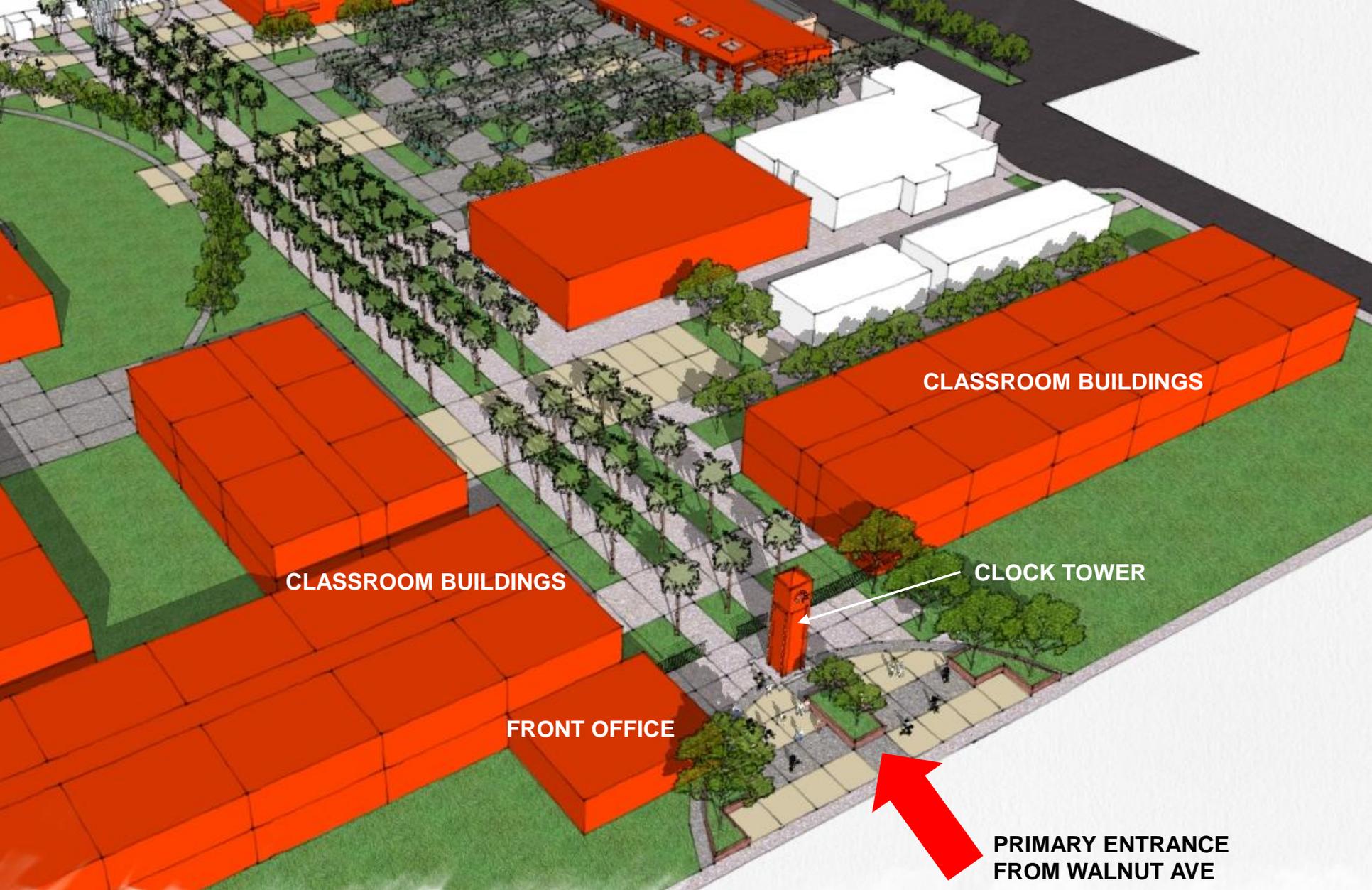
PERFORMING ARTS PLAZA

PRIMARY ENTRANCE FROM SHAFFER ST

FRONT OFFICE



Main Entrance – Shaffer St



CLASSROOM BUILDINGS

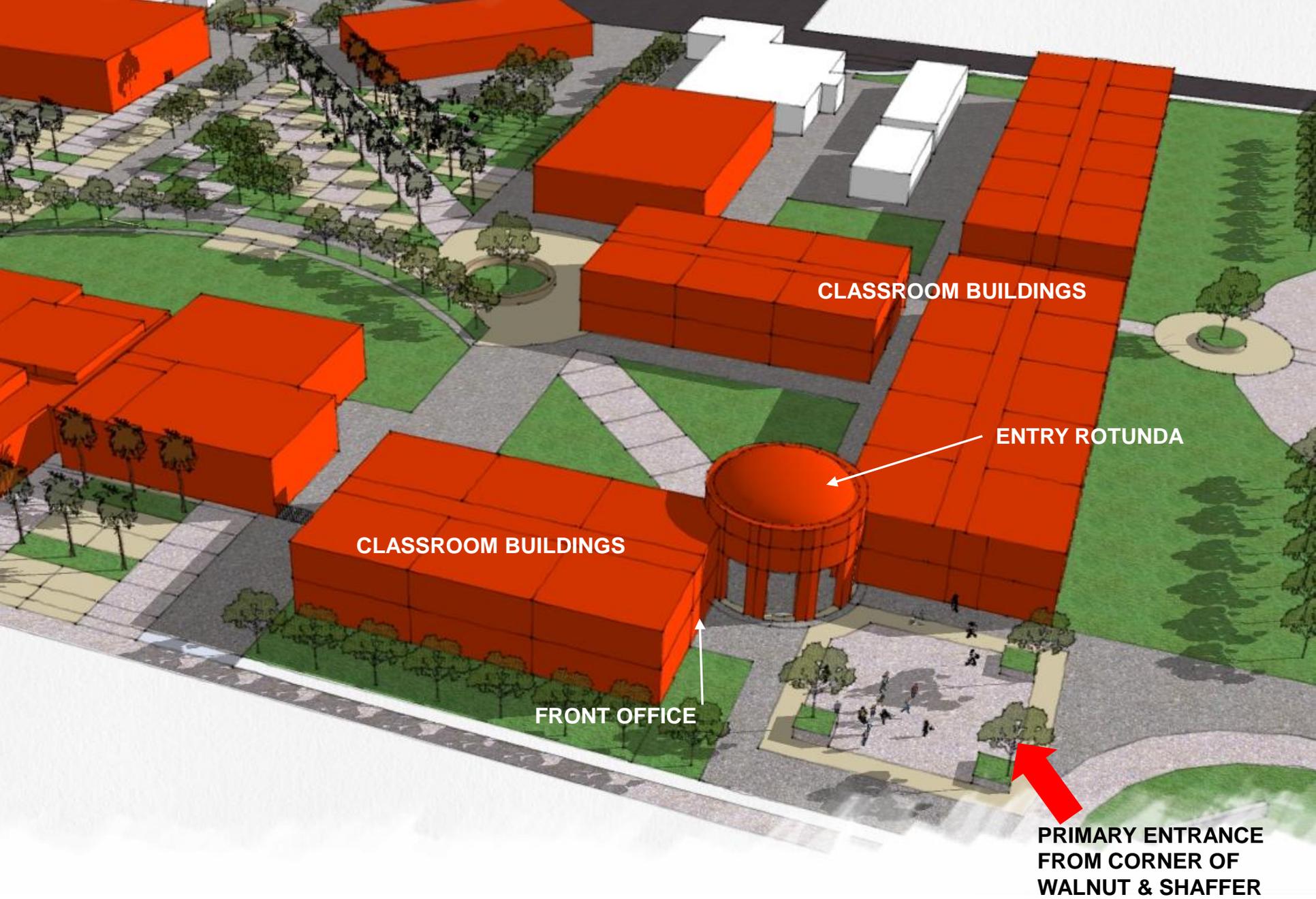
CLASSROOM BUILDINGS

CLOCK TOWER

FRONT OFFICE

**PRIMARY ENTRANCE
FROM WALNUT AVE**

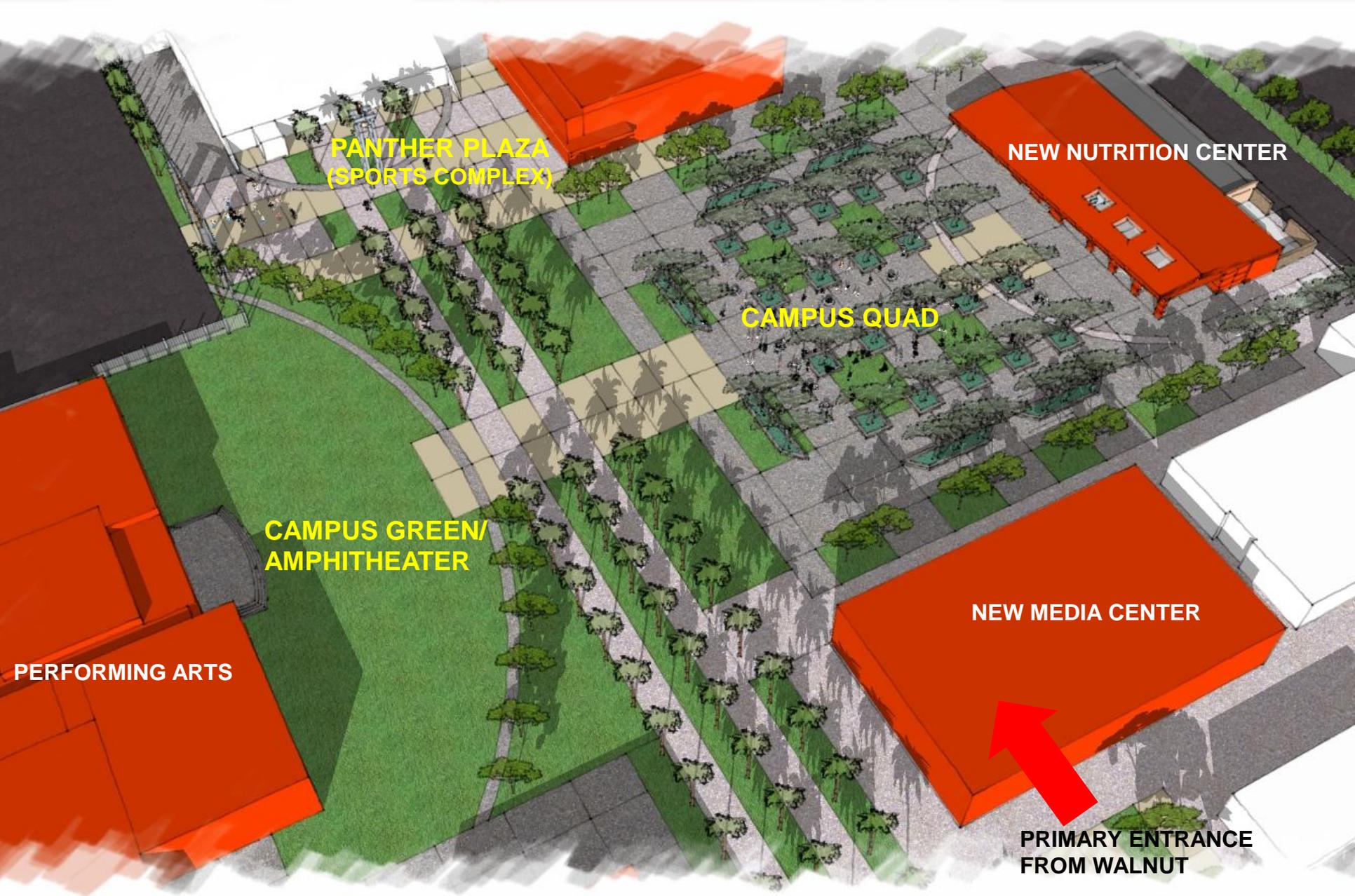




Main Entrance – Corner Entry



Main Entrance – Corner Entry



**PANTHER PLAZA
(SPORTS COMPLEX)**

NEW NUTRITION CENTER

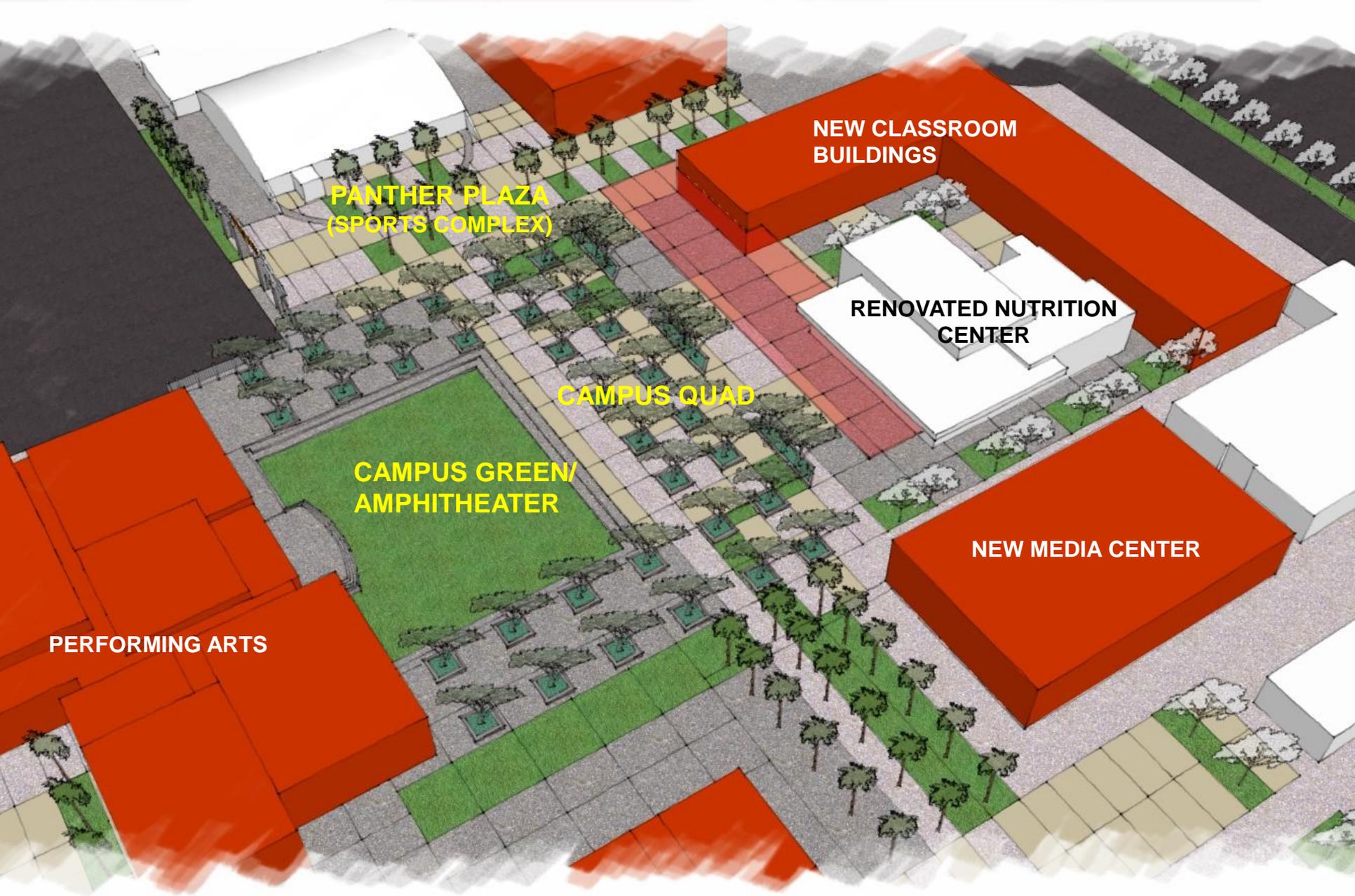
CAMPUS QUAD

**CAMPUS GREEN/
AMPHITHEATER**

NEW MEDIA CENTER

PERFORMING ARTS

**PRIMARY ENTRANCE
FROM WALNUT**



**PANTHER PLAZA
(SPORTS COMPLEX)**

**NEW CLASSROOM
BUILDINGS**

**RENOVATED NUTRITION
CENTER**

CAMPUS QUAD

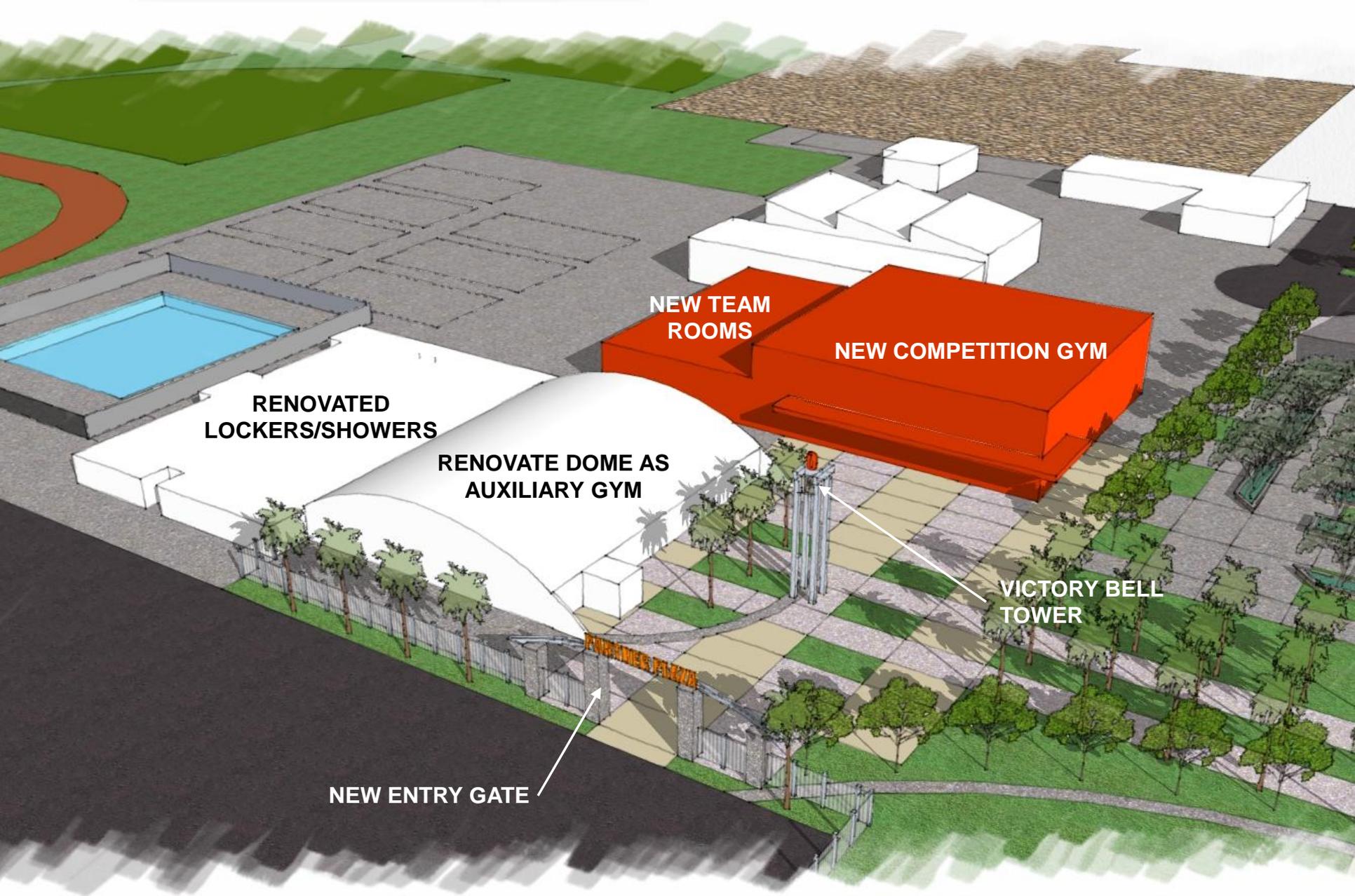
**CAMPUS GREEN/
AMPHITHEATER**

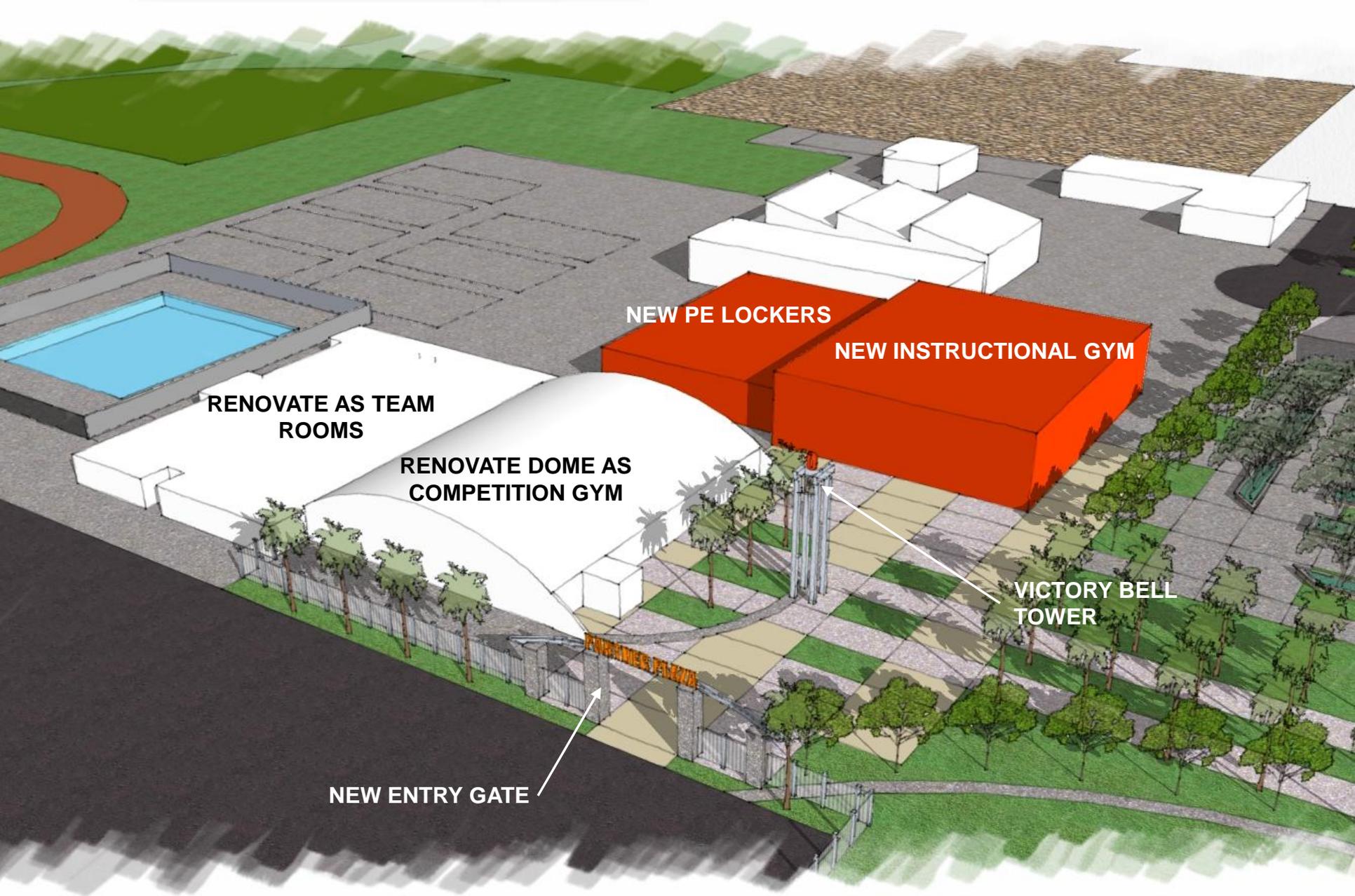
NEW MEDIA CENTER

PERFORMING ARTS









RENOVATE AS TEAM ROOMS

RENOVATE DOME AS COMPETITION GYM

NEW PE LOCKERS

NEW INSTRUCTIONAL GYM

NEW ENTRY GATE

VICTORY BELL TOWER



Are we on the right track? Let us know

Facebook Page:

www.facebook.com/OHSMasterPlan

Email: OHSFMP@orangeusd.org

Feedback Cards

PRIORITIES

- Game Rules
 - Groups of 6 or less
 - \$50 to spend
 - Required \$15 for portable removal/new classrooms
 - Must have 50 classrooms plus 12 science labs
 - Report out at 11:45am

 <p>RENOVATE SCIENCE CLASSROOMS (12) \$7</p>	 <p>RENOVATE SCIENCE CLASSROOMS (10) \$5</p>	 <p>RENOVATE SCIENCE CLASSROOMS (10) \$5</p>	 <p>RENOVATE CLASSROOMS (20) \$10</p>	 <p>NEW CLASSROOMS (10) \$6</p>	 <p>NEW CLASSROOMS (10) \$6</p>	 <p>NEW CLASSROOMS (20) \$12</p>	 <p>NEW MEDIA CENTER \$2</p>
<p>CLASSROOMS</p>							
<p>PERFORMING ARTS CENTER & CLASSROOMS</p>							
 <p>NEW PERFORMING ARTS CENTER & CLASSROOMS \$30</p>	 <p>RENOVATE PERFORMING ARTS CENTER & CLASSROOMS \$10</p>	<p>START HERE</p> <p>20 NEW CLASSROOMS TO REPLACE PORTABLES</p> <p>PAY \$15</p>					

relationships.

performance.

design.