



A MooreCo Render to Reality™ Success Story

Dodgertown Elementary School: STEAM Park Revitalizes Library and Boosts Enrollment

Dodgertown Elementary School in Vero Beach, Florida is facing a challenge. Enrollment is dwindling as students are moving to charter schools or private schools with classical education and hands-on experiences. How can Dodgertown entice families to stay in their community? Dodgertown teamed up with MooreCo to rethink the mission of the underutilized library and consider new ways students can access and use materials.

Dodgertown leaned into its designation as a STEAM Tech Lab Community Partner with a special focus on science, technology, engineering, the arts, and mathematics (STEAM) curriculum and programming. Lead by Senior Digital Innovation Administrator, Kerri Wall, the technology team for the entire district moved into the library to give full administrative backing to STEAM Park.

Using MooreCo's free design services, Dodgertown and MooreCo's Design Team Manager Molly Brinkmann created "a space that allows the school to adapt to changes in learning styles and subject matter and ensures that the furniture would adapt with them," explains Brinkmann.

Unveiled in the fall of 2024, STEAM Park has six distinctive areas for different STEAM activities:

- A collaborative planning space
- A coding and engineering room
- A flexible, collaborative space for younger students
- A computer lab
- A 3d printing and robotics lab
- A center flex-space outfitted with mobile soft seating

Lastly, the MooreCo sponsored Lab Site Learning model classroom is a space where teachers and administrators highlight effective teaching strategies or use the space to co-teach or shoulder teach.

Using a philosophy called "smart lab", all learning equipment and resources are put on open, accessible shelves where teachers and students can see them, touch them, and get ideas. The overall aesthetic of STEAM Park encourages choice and draws students in with energetic, bright colors and bold shapes.

Though STEAM Park has six distinctive areas, furniture was chosen to move, adapt, and evolve as the zones change. [Compass Makerspace Tables](#)

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provide ample space to spread out materials for collaborative projects. Standing-height tables give students freedom to move, keep blood and energy flowing, reduce fatigue, and boost creativity.

A variety of seating including [Dot Rocking Stools](#), [Hierarchy Grow Stools®](#), [Tinker All Foam Soft Seating – Wheels](#), [Hierarchy Cantilever Chairs](#), and [Hierarchy 4-Leg Stools and Chairs](#) ensures each student finds their ideal seat to meet their physical and cognitive needs.

Soft seating provides more than a comfortable place to rest, recharge, and regulate. Interlocking sets engage gross motor and critical thinking skills and spark imagination and creativity. Mobile and adaptable, students can easily gather or break away for solo work time. [Elevate Steps](#) create a focal point for students to meet, present, or work independently. The tiered seating can be easily reconfigured and repurposed. [All Foam Soft Seating Puzzle Piece Sets](#) of floor pads and [Blossom Soft Seating Sets](#) add fun and playfulness to the space.

Perhaps the most essential active-learning tool in STEAM Park is the selection of [porcelain steel top tables and desks](#). Porcelain steel resists dents, scratches, and ghosting and is 2.5x harder and 5.5x more wear resistant than standard dry erase laminate. [Hierarchy Creator Rectangle Desks](#) and [Hierarchy Shapes Desks](#) provide space for students to jot down ideas, take notes, and create. The desktop silhouettes meet up in countless configurations for large or small groups. The larger surfaces on porcelain steel top tables provide space for collaborative innovation, design, and brainstorming.

The key feature in every piece of furniture chosen is longevity. STEAM fields are changing rapidly, and the school aims to keep up with the pace to provide the best enrichment for its students. Not only is MooreCo furniture durable enough to hold up to heavy use, products are designed to be future-proof and to adapt to the needs of these dynamic fields.

Since the opening of STEAM Park, it's become the place where other districts and other schools come to see innovation and good teaching. The selection of active furniture is so expansive that it's also a demo center where schools and teachers can observe and try out teaching tools—such as wobble stools or rocking chairs—see them in action, and pick what truly works for their classrooms.

But what about the library books? Instead of traditional library visits, the media specialist brings books to the students in the form of 200-book classroom libraries and a traveling media cart. STEAM Park isn't completely devoid of books, rather they are primarily STEAM-related and carefully chosen and grouped by genre. When students interested in space find engineering books about building spaceships next to

fictional sci-fi novels, readership skyrockets. The easy access to books has resulted in 100% improvement in student readership.

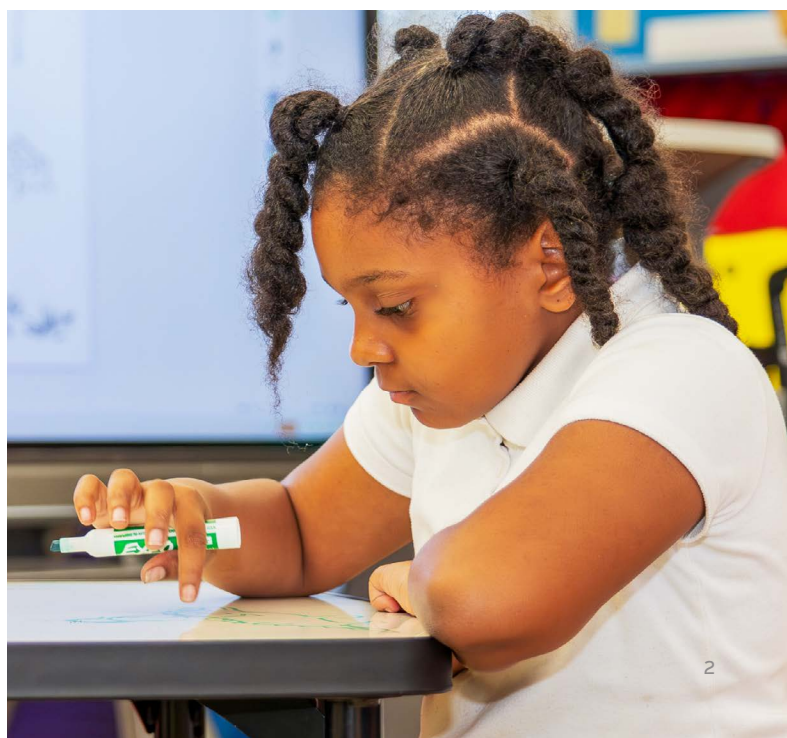
The fully outfitted STEAM Park is a huge success. Engagement is up and reservations for use of the space are at capacity. "The students are so much more engaged. They're learning and they're flourishing," says Ms. Wall.

"The students love the element of choice. It improves engagement with the space. They love being able to come in and try something different, get out of their heads if they are frustrated. They can pick a spot and regulate themselves until they are ready to move on to a different activity," says Erika Fischer, Digital Innovation Specialist.

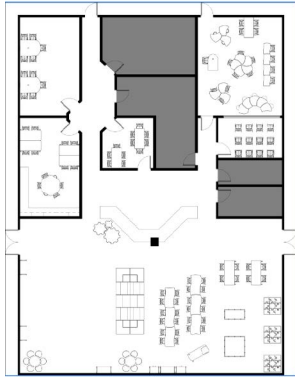
It's too soon to tell if overall enrollment to Dodgertown Elementary is on the upswing. But engagement with the media center saw immediate improvement. Before STEAM Park, Dodgertown struggled getting students to enter the library for after-school tutoring. Now, there are more students signed up than they have teachers for the after-school program.

The transformation of Dodgertown's library into STEAM Park is more than just a renovation. It is a testament to the power of collaboration, innovation, and a shared vision for the future of learning. The once underutilized media center is a vibrant hub of activity, a place where students are not just learning, but also creating, cooperating, and exploring the boundless possibilities of STEAM education. ■

For more information on MooreCo's design and space planning services, please visit moorecoinc.com/contract



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Final installation of STEAM Park

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Rendering of STEAM Park



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