



#### 1. Front Counter, Self-Checkout, Reading Stair and Interactive Floor

The front counter allows access to staff support. Students can also use their ID card to do self-checkout. Bubbles the fish is a big hit with students. The Interactive Floor has 8 interactive games that change every 10 minutes. Next year, students will be creating content for the Interactive Floor. The floor promotes well being through movement. The Reading Stair is used for esports, reading and relaxation. The Reading Stair and open area at the base are used for large gatherings and events.

#### 2. The Forum, Magazines and Print Zone

The Forum provides an auditorium experience and has existed since the 1998 renovation. Students can scan and print using a cloud-based service. Students can borrow print magazines, as well as over 400 digital magazines.

# 3. Games, Picture Books, Cave, Cubby and Woman at the Well

Games are extremely popular both inside and outside class times. The Cave is a great space for reading picture books as well as at many other times. Dianne Minnaar created The Woman at the Well and captures the moment that Jesus engages with a Samaritan woman and asks her for a drink of water. It is a story which shows the transformative power of faith and highlights the fact that women feature strongly in Jesus' ministry. 'The Woman at the Well' is painted on a large piece of camphor laurel timber using icon-style images. There are

nooks like The Cubby all over the Library providing comforting spaces for students.

#### 4. Makerspace, Breakout Space and Coliseums

The Makerspace and adjoining breakout space provides drop in and organised high and low technology activities before school and at lunchtimes. It is also well used by classes for creative curriculum activities. Most areas in the Library can be booked by teachers online, for both classes and collaboration. The circular class areas often called Coliseums provide a different spatial learning experience an allude to The Circle of Mercy theme. The booths areas enhance collaboration.

#### 5. Fiction Lounge, Stained Glass Windows and Discussion Rooms

This area is largely unchanged from the 1998 renovation reflecting the adaptive re-use of the spaces. Fiction is organised in genres to assist way-finding and to encourage reading. The new Library provides much more room for front facing display of books, which has increased borrowing for reading for pleasure, an important ingredient for academic success. The Stained Glass window is unified by the circle of Mercy with the Mother of Mercy central to the design. The yellow wattle symbolises Australia. Echoing the circle on either side are three All Hallows' girls, inclusive of difference ethnic groups and readily identifiable in their uniforms. Each girl is a part of the circle of Mercy and each girl in looking to Mary for inspiration, also looks across the circle to the others, a reminder that our school motto focuses our attention on God and duty. The circular ceiling features throughout the Library also allude to The Circle of Mercy, which is also a popular hymn used in liturgies.

# 6. Sisterhood Painting and Counter, Green Screen Room, Blue Chip

The Sisterhood Painting was created by Chernee Sutton. It reflects the school's respect for the traditional owners of the land it stands on, the Turrbal and Jagera peoples. The Brisbane River and 8 Pastoral houses are central to the design. All Hallows' location is depicted by 2 girls holding hands reflecting the AHSisters theme of the school. The Green Screen Room is one of many spaces that facilitate video production throughout the school. The Blue Chip Counter is located centrally in the building to support technology needs of staff and students.

# 7. RA 2.3 Class area, RA 2.1 Open Area, Discussion Rooms

The Library has many different sized spaces to promote collaboration and to support flexible learning activities. Print Books continue to be important learning resources, but a far wider range of digital learning materials support learning and these can be accessed both at home and school, at any time. The Research Centre on Level 2 is easily accessible from

the Senior Learning Centre on Level 3 and the 3 classrooms located there. Level 1 is seen as a more noisy active space, with the Research Centre providing a quieter learning space that facilitates research.

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Library Website <u>Home - Potter Library - LibGuides at All Hallows' School</u>

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