



CONTINUING EDUCATION UNIT COURSES

offered by School Specialty®

The World of Multi-Sensory Design

This course explores the world of multi-sensory design, focusing on how sensory environments support learning, well-being, and engagement for neurodivergent and neurotypical individuals. Participants will gain insights into sensory processing, the science behind sensory integration, and best practices for designing effective multi-sensory spaces. The session will also cover the history and application of Snoezelen® Multi-Sensory Environments and their impact across various settings, including education, healthcare, and public spaces.

LEARNING OBJECTIVE 1

UNDERSTAND SENSORY PROCESSING AND INTEGRATION: Explain the fundamental concepts of sensory processing, including the roles of the vestibular, proprioceptive, and interoceptive systems, and how they impact attention, behavior, and learning.

LEARNING OBJECTIVE 2

DESIGN MULTI-SENSORY ENVIRONMENTS: Identify key elements of a sensory space and discuss how to tailor a multi-sensory environment to support the needs of diverse individuals in educational, healthcare, and community settings.

LEARNING OBJECTIVE 3

DIFFERENTIATE BETWEEN NEUROTYPICAL AND NEURODIVERGENT NEEDS: Recognize the differences in sensory preferences and processing between neurotypical and neurodivergent individuals and apply strategies to create inclusive and supportive environments.

LEARNING OBJECTIVE 4

APPLY SENSORY DESIGN PRINCIPLES IN VARIOUS SETTINGS: Explore real-world applications of sensory spaces in schools, workplaces, healthcare facilities, and public spaces, and assess how these environments contribute to emotional regulation, learning, and well-being.

AIA Course Code: SSCEU06

IDCEC Course Code: CEU-123341

Learning Unit: 1.0 AIA Learning Unit, 1.0 IDCEC Continuing Education Unit

Expiry Date: 03/24/2028 (AIA) and 04/30/2027 (IDCEC)

Type of Presentation: In person

Subject Code Primary: 3. Interior Design Education

Subject Code Secondary: 1. Instruction

Length (Hours): 1



Acoustics and Educational Pedagogy Course

The Synergy Between

Undesirable acoustics in educational spaces have long been considered averse to our goals to effectively teach, create, collaborate, listen, and learn. The impact on students' academic achievement, social adaptation, and mental health can be vast and long lasting. In this class we will examine impact of different sound problems and how to introduce solutions to mitigate them.

Learn about solutions that create synergy between the architecture and the classroom environment to optimize student learning, student recruitment, and teacher retention.

LEARNING OBJECTIVES

- Understand basic classroom acoustics
- Identify the factors that affect our acoustic experience in a space and explain why noise distracts us and impacts our health, behavior, comfort, and emotions
- Understand the impact of sound on productivity, creativity, and educational performance
- Pedagogical changes in the environment
- Identify corrective actions to improve a soundscape, including sound-absorbing materials and diffusion, geometry, and ratio mix and placement
- Identify supporting classroom environment changes that improve educational performance

Course: CEU-HSW, AIA, IDOEC, 1 Credit

Instructors:

Sue Ann Highland, PhD

Industrial/Organizational Psychologist

National Education Strategist

School Specialty

Slavka Younger Nightingale

Co-Founder, VP

National Acoustical Educator

Frasch, Inc.



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Building Future Ready CTE Classroom Environments and Innovation Labs

CTE isn't just the old school vocational program anymore. How does a school keep up with the demanding changes and fast paced environment of CTE? Come hear some tips on starting or expanding your program, the elements to consider in your program, and see some great new environments for students.

LEARNING OBJECTIVE 1

Learners will be able to describe who today's students are and discuss the COVID impact on this generation.

LEARNING OBJECTIVE 2

Learners will be able to define CTE and Innovation Labs.

LEARNING OBJECTIVE 3

Learners will be able to describe how CTE labs connect learners to the workplace.

LEARNING OBJECTIVE 4

Learners will understand the cross curricular connection between general education and CTE.

LEARNING OBJECTIVE 5

Learners will be able to describe learning environment elements and examples.

AIA Course Number: SSCEU09

IDCEC Course Code: OEU-118313

Learning Unit: 1.0 AIA Learning Unit, 1.0 IDCEC Continuing Education Unit

Expiry Date: 04/16/2029 (AIA) and 6/30/2027 (IDCEC)

Type of Presentation: In person

Subject Code Primary: 3. Interior Design Education

Subject Code Secondary: 1. Instruction

Length (Hours): 1



Best Practices to Create Early Childhood Environments

An appropriate and effective early childhood learning environment should allow children to feel safe, gain independence and engage with people and materials to foster learning. This can only occur when we are purposeful and intentional in setting up that environment. This course provides a general overview of the key elements that need to be considered to accomplish that goal.

LEARNING OBJECTIVES

- Understand recommendations for providing a safe and healthy learning environment for children
- Gain an awareness of the key elements of the physical arrangement of an early childhood classroom
- Learn about guidelines for the arrangement of classroom materials
- Discover the importance of considering children's perspectives as part of the classroom environment

AIA Course Number: SSCEU05

IDCEC Course Code: OEU-119112

Learning Unit: 1.0 AIA Learning Unit, 1.0 IDCEC Continuing Education Unit

Expiry Date: 06/29/2026 (AIA), 08/31/2027 (IDCEC)

Type of Presentation: In person

Subject Code Primary: 3. Interior Design Education

Subject Code Secondary: 1. Instruction

Length (Hours): 1

Designation: Health, Safety, Welfare



Esports Design

Esports is a fast-growing CTE track. This program isn't just playing video games, but a great way to engage many students on your campus. Come learn security considerations for labs, the impact of lighting and acoustics, and environments suited to support a great program.

LEARNING OBJECTIVE 1

Learners will explore security considerations in Esports labs.

LEARNING OBJECTIVE 2

Learners will understand the impact of lighting and acoustics in lab design.

LEARNING OBJECTIVE 3

Learners will explore and understand the integration of the Esports lab with the other built environment and how these labs differ from traditional classrooms.

LEARNING OBJECTIVE 4

Learners will learn elements within an Esports lab design.

AIA Course Number: SSCEU10

IDCEC Course Code: CEU-118314

Learning Unit: 1.0 AIA Learning Unit, 1.0 IDCEC Continuing Education Unit

Expiry Date: 04/16/2029 (AIA) and 3/31/2027 (IDCEC)

Type of Presentation: In person

Subject Code Primary: 3. Interior Design Education

Subject Code Secondary: 1. Instruction

Length (Hours): 1



**TO REGISTER, CONTACT YOUR SCHOOL SPECIALTY
LEARNING ENVIRONMENT REPRESENTATIVE.**



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