



Smith System®

The Only Big Problem Left to Solve...
What Do I Do With All the Free Time?



Beach?



Family?



Karate?

Built for Learning.

Classroom Environments + Emerging Spaces

www.smithsystem.com

Welcome to Smith System

We design and build furniture exclusively for learning environments. Every piece is optimized to account for how students work, learn, think and fidget across every age and stage. From the beginning, we work alongside you to create the best spaces imaginable for teaching and learning – school by school, classroom by classroom.



Problem Left to Solve...
With All the Free Time?

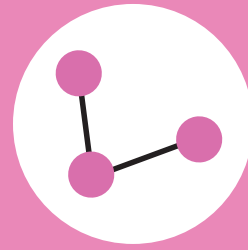


Family?

Karate?



Built for Learning



Design + Innovation

We're at our best when we're collaborating with schools, design firms, architects and furniture dealers across the country. Doing that work every day — talking curriculum and taking notes on how students learn — is the only way we know. We have a history of working with external product design teams who are experts in their fields to bring our concepts and insights to life.

Performance

We often describe the way we work as 'on-time' because there's no other way to characterize how we work. Frankly, we believe there is no other way to work. Our business is highly seasonal, and when classes start up, we make sure our furniture is ready to go. It's taken a lot of learning and diligence to get to where we are today. Our customers keep returning, happily, to remind us that 'on-time' is the only way to be.

Quality + Value

The demand on schools to provide creative and inspiring learning environments for today's students is high. We help schools and districts meet that demand with furniture that is built for making, exploring, studying and collaborating. We make furniture that is built for learning. This simple credo drives the way we design, manufacture, assemble and deliver our products, so that our customers can get high-quality furniture at a price every district can afford.

Experience learning environments
in the Smith System virtual school.
smithsystem.com/virtual-school



What we offer educators.



Innovative Design

Beautiful furniture designed to create comfortable, healthy and engaging learning environments.



Exceptional Customer Care

An attentive sales force, available Monday - Friday 7:30 am - 5:00 pm CST, for support and the best customer service in the industry.



Durable

Seating, desks, tables and storage units that stand up to decades of wear and tear from students (and their backpacks).



On-Time Shipping

Orders made fresh to your specs and shipped without delay – even during peak season.



Customization

An impressive palette of color options for laminate tops, edges, paint and chair shells. Boost school spirit, stay subdued or go bold.



Modern Thinking

Product lines that connect students to modern curricula and current research on how kids learn best.



Value

A wise investment in quality furniture that has become the brand of choice for many of the largest school districts in the U.S. and abroad.



Environmental Health

Our entire indoor product portfolio is 100% certified to meet indoor air-quality standards for children and schools through UL GREENGUARD with the exception of butcher block.



Great Warranty

We offer a limited lifetime warranty. Find out more at www.smithsystem.com/about-us/warranty.

That's what our customers love most.



Create the right active learning environments



The classroom has evolved from a static physical space into a dynamic learning environment. What made this evolution possible is the combination of a better understanding of the way students learn and the ability to apply that understanding through more effective teaching methods. Naturally, as the teaching methods changed, so have the teacher's tools, including the classroom furniture.

Collaborative Learning

Whether it's peer-to-peer or larger groups, team collaboration is now the norm. Learning is a social act, and a student-centered classroom gives kids more time to think about, talk about and process information together.

Flexible Seating

Also known as "alternative seating," a flexible-seating classroom lets students diplomatically decide where and how to park their bodies. It means providing options to sit, stand, kneel, wiggle or rock — and adjust furniture to their size.

Personalized Learning

Technology has made custom teaching to the needs of each individual student possible. It means giving them choices, which is empowering. And empowered students learn more and they learn better.

Active Seating

Sitting perfectly still is uncomfortable, if not impossible, even for adults. Active-seating chairs encourage natural movement by offering varying degrees of torque. These chairs move with, rather than against, active students, especially the fidgeters.

A young girl with dark hair, wearing a bright yellow shirt and blue jeans, is sitting on the floor. She is holding several blue books against her chest. To her right is a row of hexagonal wooden desks with green chairs. The scene is set in a bright, clean classroom environment.

Even advanced desks don't move themselves.

Mobility is a crucial feature for furniture in a collaborative learning classroom. So, always consider optional casters for desks and tables. Without them, moving desks is a struggle for small students, and reconfiguring classrooms disrupts progress on lessons and projects.

Consider management of project materials.

The educator needs more tools to facilitate group and project learning. One invaluable resource is a cabinet that allows project materials to be sorted and stored for each group, distributed to the group when needed, then put away when finished. This is a valuable space for storing manipulatives, also.

Consider different learning modalities.

The 21st Century Classroom supports passive and active learning lesson plans. It eases the transition from lecture style to learner-led and teacher-guided lessons. The classroom makes use of analog and digital visual presentation technology.

Connectivity is key.

Whether they're working with tablets or laptops, students need the ability to connect with data and other resources. It is crucial for 21st Century Classrooms to provide students with both power as well as WiFi for their devices.

Tailor to Students + Teachers

Busy minds drive busy bodies. Create a welcoming, organized environment tailored to students and their teachers. Child's play? Hardly. Whether you call it PreK, preschool or early ed, this is a prime time for development. Students will begin learning essential academics, social skills and self control, mostly through play.





*Elemental[®]
Tables*



*Cascade[®] Spiral
Whiteboard
Notebook*



*Flavors[®]
Seating*



view on our website



Hands-On Opportunities for Meaningful Learning

Teaching styles and classroom layouts vary wildly. Teachers want learning and communication on track, but lighter. Younger students are learning through play. They need engaging, hands-on opportunities for meaningful learning. They want to experiment and be experiential in a comfortable, predictable environment.





*Numbers® Desks
and Tables*



*Numbers™
Seating*



*Flowform™
Storage*



view on our website



Discovery and Critical Thinking

Classroom furniture should help kids discover their interests and hone critical thinking, within a structured environment. Physical, social and emotional growth are truly in flux. Academically, they are exploring new ways of thinking — with more intensive subject work and socializing. Teachers need tools that focus student attention without (gasp) drawing attention.





*Interchange®
Desks*



*OODLE®
Stools*



*Cascade®
Storage*



view on our website



Creativity and Problem Solving

In the higher grades, it is time to prepare for higher education and the future workplace. The classroom should provide real-life settings where students focus on real-world problems. During this time, a student's future slowly starts coming into focus. Educators need to teach what employers want in the next generation: critical thinking, team collaboration, creativity and problem-solving.





*Silhouette®
Desks*



*Groove®
Seating*



*Cascade®
Storage*



view on our website



Versatility, Durability and Comfort

New challenges require new environments. Libraries are now media centers; science rooms are tech labs; hallways are catch-all commons. These spaces have unique furniture needs, among them versatility, durability and comfort.





*Numbers™
Desks*



*Numbers™
Seating*

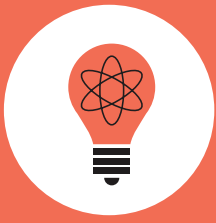


*Planner® Butcher
Block Tables*



view on our website





Emerging Spaces: Trends we see in education

As curriculum and technology evolve, we quickly adapt with furniture that fills real needs and meets the demands of modern learning. From Esports studios to outdoor environments, one thing remains true: creativity and flexibility are at the forefront of design.

Learning Commons

A successful learning commons is a subtly energizing environment where students can engage in a diverse array of learning activities. It's a place where kids migrate to between class and after school – it's a place where kids want to be.

Esports

Video games have grown up out of the basement. Today, the Esports industry is pacing a new generation of inspired students and is creating more opportunities to students at all levels.

STEM Labs

In today's computer labs, students need spaces to work both individually and collaboratively. The furniture selected needs to adapt to both situations.

Makerspaces

Some call it this. Some call it STEM or STEAM. Either way, it's an incubator for problem solving, creativity and collaboration. It must remain a highly versatile hotbed of engaging zoned spaces, materials and tools.

Media Center

In this space, students develop interpersonal, academic, and problem-solving skills while exploring new ways of learning. This combination is considered by leading educators to provide a richer and more dynamic learning experience for the students—an experience that has many parallels in today's workplaces.

Art Classrooms

When it comes to art classroom furniture, a couple of key characteristics are common to both. As expected, strength and durability come first. But today, the need to connect computers to power and WiFi is gaining importance in art studios.

VR Labs

Virtual reality remains at the cutting edge of learning and educational opportunities. A dedicated VR space can quickly transport students to far away worlds and unique learning experiences.

Computer Labs

In today's computer labs, students need spaces to work both individually and collaboratively. The furniture selected needs to adapt to both situations.

Outdoor Learning

Natural learning environments have proven to engage kids and spur creativity unlike any other. Connecting learning to the landscapes around us can be beneficial to everyone.

Lounge Spaces

Students have long favored the unique environment for all kinds of studying. A lounge space provides the best of all worlds: quiet for concentration, space so that students can spread out materials and projects to easily access resources, room for small groups to collaborate on projects, and comfortable seating for long reading assignments.

Learning Commons

Successful learning commons are a subtly energizing environment where students can engage in a diverse array of learning activities. It's a place where kids migrate to between class and after school – it's a place where kids want to be. Individual study and research, group research and exchanges of ideas and information – all of these diverse actions can take place simultaneously in the learning commons.





*Flowform™ Learn
Lounge Seating*



*Flowform™ Learn
Lounge Seating*



*Flowform™ Learn
Lounge Screens*



view on our website



Virtual Reality (VR)/Augmented Reality (AR)

Imagine a student so viscerally immersed in learning that it's dizzying. That's the power of using virtual reality in the classroom, and it's capturing the attention of K–12 educators. In the past few years, more schools have begun using immersive technology to bring classroom curricula to life. From one classroom, any student can be transported to the Pyramids of Giza or to holding a virtual human heart. There's great potential for these simulated experiences to transform the delivery of educational content, improve learning outcomes and democratize learning itself.





*Cascade® Teacher
Desks*



*Flowform™
Seating*



*Flowform™
Storage*

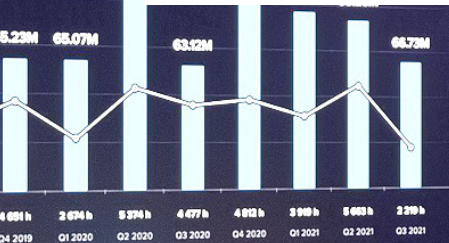


view on our website



Esports

Create classroom spaces that maximize the benefits of Esports camaraderie and learning. The educational value of gamification in learning is real, so much so that schools are classifying their high school Esports teams, middle school Esports teams – and younger – as an academic activity, not athletic. Esports is here to stay.



portsCharts

0 691 h 2 674 h 5 374 h 4 677 h 4 812 h 3 949 h 5 688 h 3 399 h

Q4 2019 Q1 2020 Q2 2020 Q3 2020 Q4 2020 Q1 2021 Q2 2021 Q3 2021



e sports



*Planner® Access
Station Tables*



*Theorem®
Seating*



view on our website



Makerspaces

Every student has maker potential. An educator's role is to manifest the maker mindset. That requires creating irresistible school makerspaces — incubators that get students excited to collaborate, think, tinker, design and build tangible products that solve real-world problems. Failure is expected, and welcomed. However, it takes creative thinking to make these DIY spaces. The best ones are a buzzy blend of science lab, woodshop, computer lab and art room that support project-based learning pedagogy.





Planner® Studio
Tables



Groove®
Seating



Cascade®
Storage



view on our website



STEM Labs

The need to overhaul America's approach to teaching Science, Technology, Engineering and Mathematics has launched an ambitious initiative to reverse our nation's decline in these areas. Not surprisingly, thought leaders in education indicate the most important ingredient to success is the willingness to change. They agree that it is pointless to continue pursuing methods that haven't been working and to change the teaching style to fit the learning styles of today's students and to better prepare them for solving tomorrow's challenges.





*Trespa® TopLab®
Plus Planner®
Science Tables*



*Groove®
Seating*



*Cascade®
Storage*



view on our website



Outdoor Learning

Miles of blue sky and green trees? Not necessarily. Studies show it doesn't take much nature to combat nature-deficit disorder in students. A small patch of grass might be all that's needed to experience the restorative power of "Vitamin N." Teachers can now transport the sphere of rigorous learning from the confines of their classrooms to the school grounds — and beyond.





Flowform™ Outdoor Seating



Flowform™ Outdoor Tables



Flowform™ Outdoor Seating



view on our website



Media Center

In this space, students develop interpersonal, academic, and problem-solving skills while exploring new ways of learning. This combination is considered by leading educators to provide a richer and more dynamic learning experience for the students—an experience that has many parallels in today's workplaces.





*Elemental[®]
Nest and Fold
Tables*



*Numbers[™]
Seating*



*Motum[™] Mobile
Lectern*

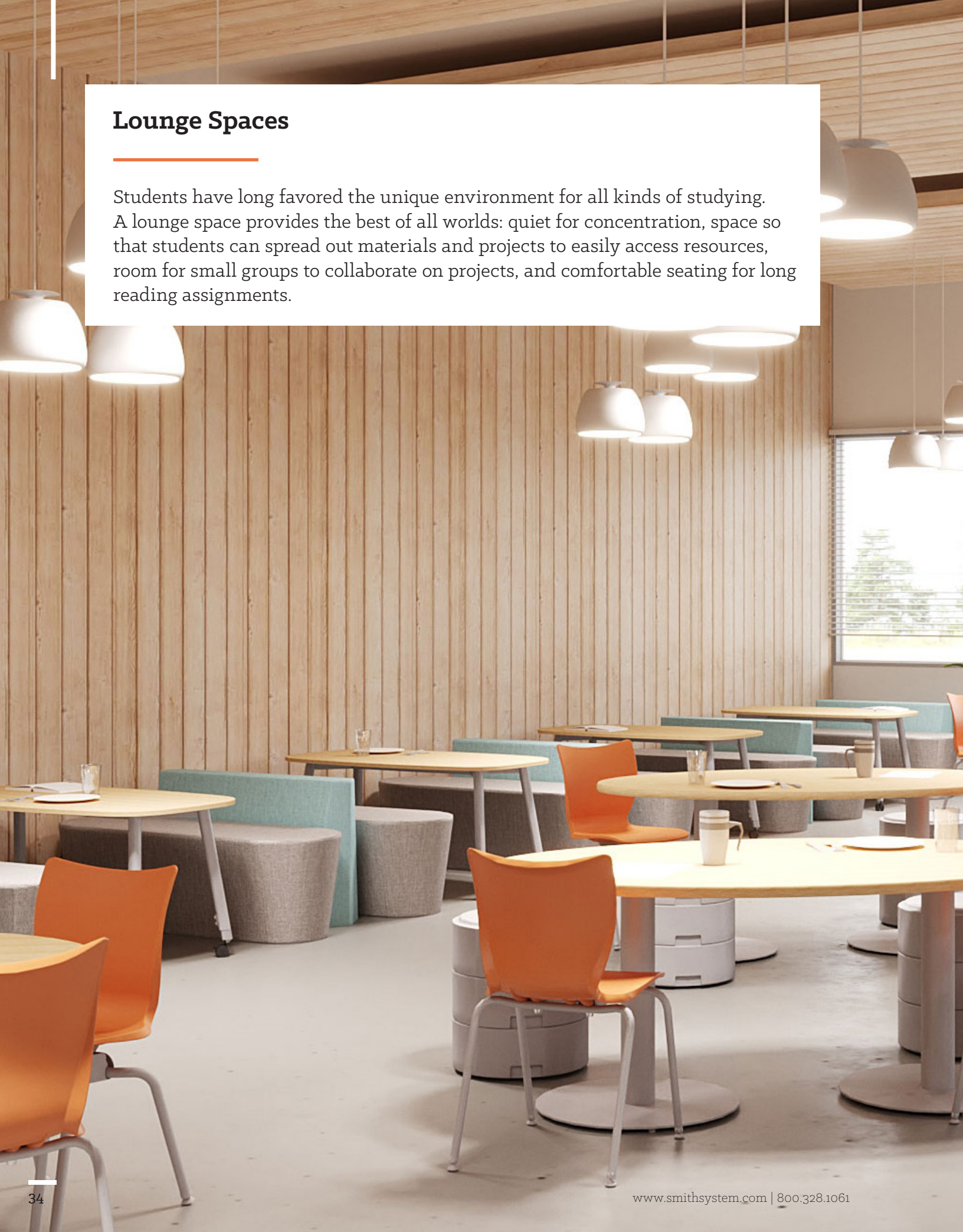


view on our website



Lounge Spaces

Students have long favored the unique environment for all kinds of studying. A lounge space provides the best of all worlds: quiet for concentration, space so that students can spread out materials and projects to easily access resources, room for small groups to collaborate on projects, and comfortable seating for long reading assignments.





*Oval Cafe
Tables*



*Flowform™
Tables*



*Groove®
Seating*



view on our website



Computer Labs

In today's computer labs, students need spaces to work both individually and collaboratively. The furniture selected needs to adapt to both situations.





*Interchange®
Multimedia Tables*



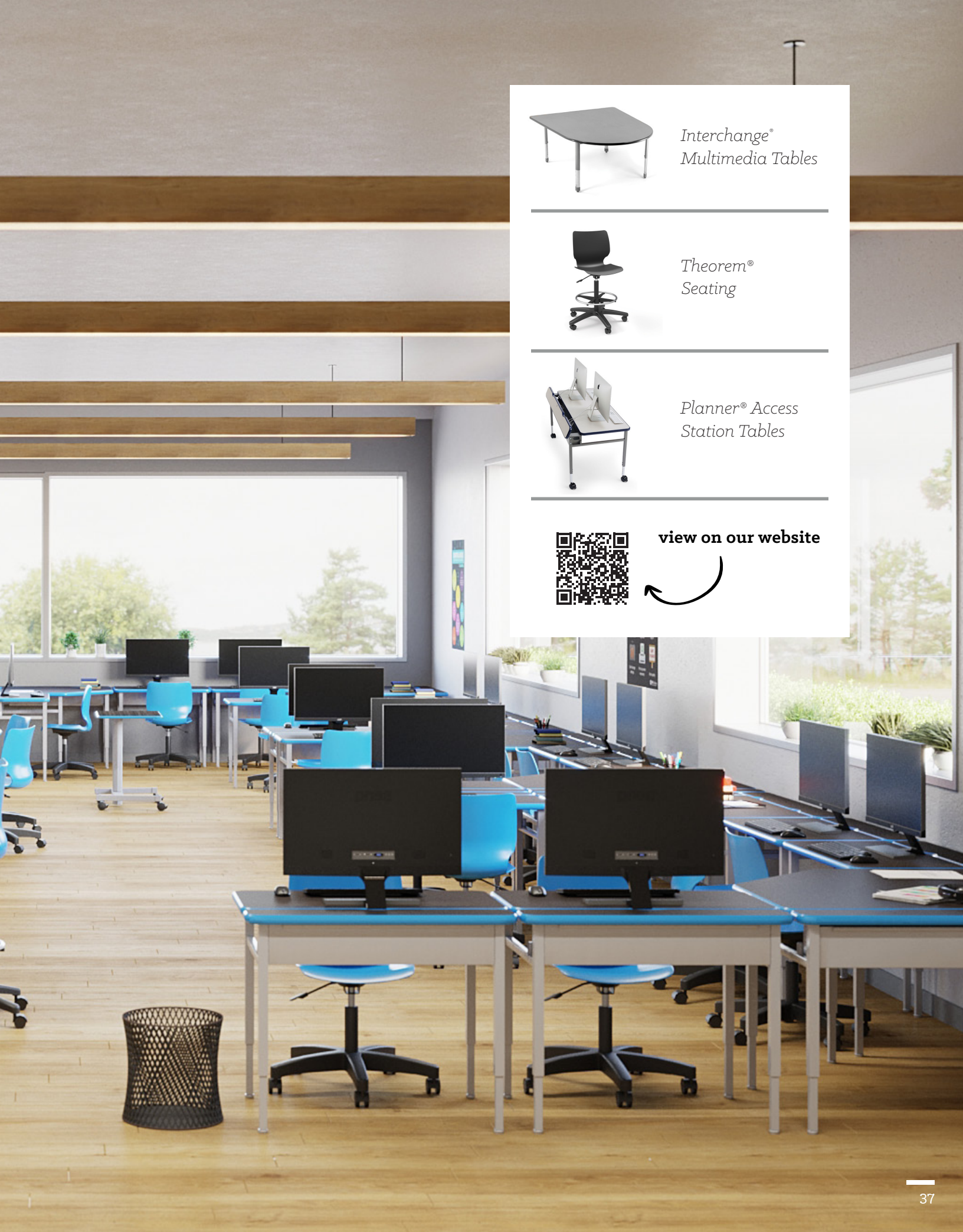
*Theorem®
Seating*



*Planner® Access
Station Tables*



view on our website



Art Classrooms

When it comes to art classroom furniture, a couple of key characteristics are common to both. As expected, strength and durability come first. But today, the need to connect computers to power and WiFi is gaining importance in art studios. Not surprisingly, learning environments for these spaces are enhanced with exposure to the outdoors.





Planner® Studio
Butcher Block
Tables



Planner® Studio
Benches



Theorem®
Seating



view on our website



Color outside the lines.

Color can have an effect on mood, emotion and productivity, which ultimately influences student success. While there is no one-size-fits-all approach to the use of color, consider letting the purpose of the room guide the color scheme selection. With a little bit of thought and planning — and access to the right furniture company — finding furniture that meets the color needs of any space can be done with ease.

See website for application and availability.

Request a Sample Kit

Go online or ask your Smith System dealer to request a sample kit. The kit includes edge molding color samples, laminate top samples, seating color chips and all the other necessary pieces to select your school's furnishings.

Standard Laminates

All 13 of the standard laminates are -60 finish. When a Wilsonart Laminate code includes "Y," "K," "-12," "-78," or "AEON" these are special laminates with an up-charge, even when it contains a "-60" or "-38."

Laminate Options

Want to specify a different laminate? No problem. If you have 20 or more tops of the same color -60 or -38 there is no upcharge. Have 20 or less or want to specify a different laminate brand? We will quote the job for you, just provide the laminate code and finish style.

Design Resources

Smith System furniture is available on all popular specification software, including:

- 20/20
- 2D/3D CAD File
- Project Matrix
- KITS Collaborator
- Revit Files

Standard Edge Profiles

Available in ¾" and 1¼" thicknesses, Smith System tables and desktops give you the option of lending the tops of the room a light or substantial feel. Similarly, our edge band treatments give the choice of curved, bullet or bumper edges.

Warranty

Smith System tables carry a 12-year warranty on the tops and a lifetime warranty on the frames. Our tables are constructed of high-pressure laminate and the edging is stapled into place every 6-8 inches and stands up to the most demanding of PreK-12 environments.

Smith System® Finishes

Shell Color Options

Groove®, Flavors™ and Numbers™ Seating



Shell Color Options

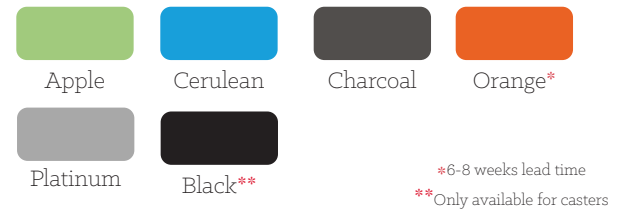
Theorem® Seating



Surface Options



Oodle®, Elemental® & Planner® Leg Color and Caster Options



Booktruck Color Options



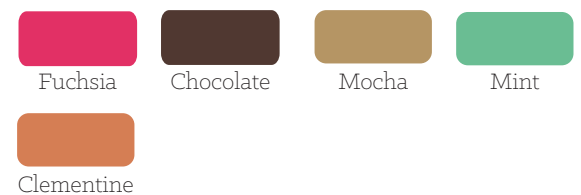
Edge Color Options & Cascade® End Panel Color Options



Flowform™ Outdoor Table Surface Options



Accessible with Minimum Order Quantities and Lead Time



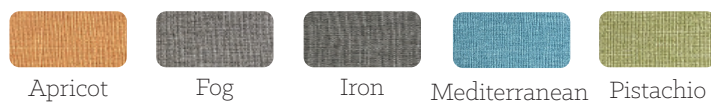
Colors above will be accessible with minimum order quantities and lead time. Please see the minimum order quantities below for these colors-

600 Chair Shells
300 T-Mold or 3mm
50 Total Units of Cascade

Please see lead times below-
Chair Shells, T-Mold and 3mm-6 to 8 weeks
Cascade End Panels/Booktrucks-16 to 20 weeks

*Not applicable to Theorem or Numbers seating

Vinyl Options - Flowform®



Vinyl Options - Flowform® Outdoor





10 steps for purchasing new furniture.

If the thought of purchasing new school furniture leaves you feeling overwhelmed, you're not alone. But when you have a plan the whole thing seems much less daunting. You're starting at the right place.

Smith System wants to help schools understand how improved classroom design can positively impact student outcomes. Schools are the education experts. We are the furniture experts. Together, we can develop highly functional, future-proof spaces that will outlast any one administrator, teacher or student.

1 Establish Project Team and Assign Roles

This will vary by district size, but a typical team often includes:

- Superintendent — establishes team, project vision and consistency with district goals, timeline; this person is the ultimate decision-maker
- District Business Manager — budget and procurement
- District Facilities Manager — quality assessment
- Principal — articulates school's goals, manages teacher representative group activities outcomes. Schools are the education experts. We are the furniture experts. Together, we can develop highly functional, future-proof spaces that will outlast any one administrator, teacher or student.

2 Team Visioning

The team creates a vision for key areas of the new school with staff from each area. (You'll want to share this with your eventual furniture partner at the outset of the project.) Answer essential questions:

- Group sizes and teaching strategies used?
- How do teachers want to re-imagine their classrooms?
- The role of technology?
- Storage needed?
- Budget?

The team creates a list of current furniture challenges and needs/wants by area:

- Classrooms
- Library/media center
- STEM/makerspace
- Commons
- Specialized areas (intervention, special education, etc.)

3 Vendor Selection

The project team drives this process. It's influenced by whether you're already working with a specific manufacturer, a local furniture dealer, and/or your architectural firm's interior designer. Keep the evaluation period short (30 days start/finish), so that you can use your chosen vendor to guide you the rest of the way. Consider:

- What qualities are you looking for in a vendor partner? For example, the ability to meet summer delivery and installation timelines, types of services offered, services provided (free vs. paid), specific vendor reps involved?
- What projects have they successfully completed that are similar in scope to yours?
- How will you find and invite vendors to participate?
- What contract vehicles are available through each vendor vs. bidding out the furniture purchase?

4 Begin Implementation

Once you've chosen a vendor, let your vendor representative conduct a few initial meetings (one with leadership only; separate meetings to interview staff) to discuss:

- Vision
- Budget
- Spaces to be furnished — prioritized in case of budget changes
- Building layout with dimensions
- Specific furniture items to be evaluated, based on your needs

5 School Tours

Based on your goals, along with some initial education about furniture, your vendor can help arrange tours of a few schools, depending on geography and staff availability. These field trips (yup, adults get them, too) will show real-world use of furniture that may align with your vision and goals.

6 Sit, Touch & Try Furniture Visit

Everyone on the project team should attend this to hear the same message at the same time. Based on your stated needs, your vendor will:

- Show furniture samples — brought to your school or you'll go to the vendor's showroom
- Conduct a large group presentation on features and benefits of different styles
- Allow your team to get hands-on with the product — Sit, Touch & Try
- Conduct one-on-one or small group Q&A to address needs

7 Plan and Prepare For Samples

Based on outcomes from Step Six — “Sit, Touch & Try,” the team should narrow down a list of furniture items to test, this could be a sample desk and chair, or a trial classroom or two. We suggest trying several shapes, seating styles and heights (grade dependent) vs one individual product. Be sure to allow for manufacturing lead time, delivery and installation.

8 Review Samples/Trial Classroom(s)

After the test furniture arrives, have your vendor conduct a quick refresher with the teacher(s) to review how each piece functions. Allow teachers (and students) about a month to experience the furniture, then have the vendor return to answer questions. This is a great time to fine tune selections, like shapes, sizes, accessories and options.

9 Design, Budgeting and Lead Time Planning

Narrow your team to the superintendent, business manager and principal. You're now ready to compile furniture specifications, quantities and a line item budget for each room. Lay out each room (or a representative room if all classrooms are the same size and you have a common furniture “kit of parts”) to ensure the furniture will fit and function right.

Allow enough time to make revisions (construction costs may have dented your original budget.) Your dealers and manufacturers will coordinate lead times and advise your choices, based on your deadline. Most manufacturers require a P.O. by a certain date to allocate inventory and commit to a delivery date.

10 Finalize P.O. Homestretch

The final step is to finalize and receive board approval (if required) on your furniture list, finishes and cost. Then place your P.O. and congratulate your team on a furniture-buying “mission accomplished.”

We love to chat.

You've got questions and guess what? We have answers. Give us a call, and together we'll explore what your school needs, and pick from our full array of options for fun, functional furniture. Two minds are always better than one, right?

We do not sell direct to schools, but we do have a trusted network of authorized local, regional, national and online dealers. Your dealer will help in making final choices, placing orders and installing your shiny new furniture. Our regional sales managers are available to help guide you through the furniture selection process.

Call us at (800) 328-1061 or use our online chat system for immediate answers.

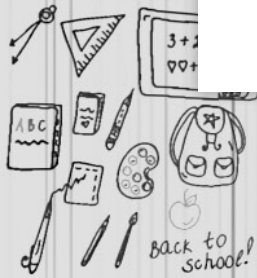


Find the full article, including tips and pitfalls for each step, at

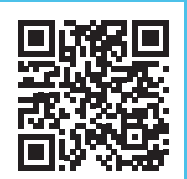
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STANDARD
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PAID**
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PERMIT NO. 73



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of your space today**



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