# Community Engagement

April 6, 2021

### Agenda Review

- 1. Welcome and Introductions
- 2. Opening Prayer
- 3. Opening Remarks
- 4. Allocation of School Site
- 5. St. Lorenzo Ruiz School Facts
- 6. Design Review
- 7. Next Steps
- 8. Closing Prayer
- 9. Thank You

# Welcome + Introductions

### **Rules of Engagement**

- Be aware of your audio and video settings.
- Mute your audio when not speaking.
- To speak use the, "raise hand" feature.
- Allow the moderator to give you the floor.
- Lower your hand when finished speaking.
- Utilize the chat function to submit any questions.

# <section-header>

### Why this site?

- Currently there is no Red Deer Catholic middle school on the north end of Red Deer that follows a traditional calendar.
- We are busing over 250 students from the north Red Deer communities to St. Thomas.
- There is planned future growth in the City of Red Deer in the north.
- This site provided greater physical separation from existing middle schools.

### St. Lorenzo School Facts

- The school will be a two storey design to accommodate 700 middle school students.
- The school is planned to follow a traditional school year and will operate as a closed campus.
- The school site will provide parking lots to staff and visitors ,with a potential student drop-off lane within the visitor parking lot.
- The current playground and skating rink will be retained on site, and the retention pond will not be altered.
- Additional playground space is intended to be installed, including a proposed basketball pad.
- Red Deer Catholic Regional Schools will provide the opportunity for user groups to rent the facility after hours and on weekends.
- Construction is expected to start later this Fall 2021, with the school opening September 2023.

## **Design Review**











### Site Highlights

- Spaces to be maintained:
  - Storm retention pond.
  - Playground.
  - Skating rink.
  - Treed areas.
- Bus drop-off on site.
- 84 parking stalls.
- Additional basketball court.
- 3 school entrances.

# Breakout Session + Report Out