



ID	ROOM/SPACE NAME	СО	AV	WAP	ОТН
PS/:N1 HO	ME BASE UNIT				
	Home Base with Practical Activities Area	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required	AUDIO VISUAL REQUIREMENTS Audio visual facilities are required.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS401.11	Home Base Store Room	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.			
PS401.21	Withdrawal Room	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS401.22	Shared Withdrawal Room	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	
PS401.31	Practical Activities Area	COMMUNICATIONS/TELEPHONE POINTS 1 double data point required.	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS401.32	Shared Practical Activities Area	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		-
PS401.41	Personal Effects Storage	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-		-
DC (00 CD)	FOLK FRUGATION FARMIN	IO LINIT IO (IO (D			
PS430.01	ECIAL EDUCATION LEARNIN Home Base with Practical Activities Area - 10	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		
PS430.02	Home Base with Practical Activities Area - IS/P	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		
PS430.11	Home Base Store Room - IO/IS/P	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	•		-
PS430.21	Withdrawal Area - IO/IS/P	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-		-
PS430.22	Shared Withdrawal Room - IO/IS/P	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-		•
PS430.31	Practical Activities Area - IO/IS/P	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		-
PS430.32	Shared Practical Activities Area - IO/IS/P	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		•
PS430.41	Personal Effects Storage - IO/IS/P	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.			

PS440 SPECIAL EDUCATION LEARNING UNIT - BD/CD/ED





ID	ROOM/SPACE NAME	CO	AV	WAP	OTH
PS440.01	Home Base with Practical Activities Area - BD/CD/ED	COMMUNICATIONS/TELEPHONE POINTS 2 double data points required	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		-
PS440.31	Practical Activities Area - BD/CD/ED	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-		•
PS501 I IR	RARY UNIT				
	Library Main Area - Small	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		-
PS501.03	Library Main Area - Large	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		-
PS501.11	Office / Workroom	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-		-
PS501.12	Shared Office / Workroom	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-		-
PS501.21	Communications Room	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.		-
PS502 SPI PS502.01	ECIAL PROGRAMS UNIT Special Programs Room	COMMUNICATIONS/TELEPHONE	AUDIO VISUAL REQUIREMENTS		
		POINTS Communications/Telephone point requirements and considerations apply.	Audio visual facilites are required.		
PS502.02	Special Programs Room - Divisible	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual facilities are required.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	
PS502.03	Special Programs Store Room	-	-	-	-
	MMUNAL HALL UNIT	COMMUNICATIONS TELEPHONE	ALIDIO VICLIAL DEGLIDEMENTO	WIDELESS ACCESS BOINTS	COMMUNICATIONS OTHER
PS503.01	Communal Hall - Small	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual requirements and considerations apply.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	COMMUNICATIONS - OTHER Include Sound Reinforcement System and Hearing Augmentation system to Communal Hall. If used as community half. Entertainment
PS503.02	Communal Hall - Large	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	COMMUNICATIONS - OTHER Include Sound Reinforcement System and Hearing Augmentation system to Communal Hall. If used as community hall. Entertainment
PS503.11	Chair Store Room	-	-	-	- Enterprise
PS503.21	PE Store Room	-	-	-	-





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PS503.31	Sports Store Room	•	-	·	-
PS503.41	Performance Store Room	-	-		-
PS503.51	Sound Cupboard	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	-	COMMUNICATIONS - OTHER Include Sound Reinforcement System to Assembly Area, .
PS504 CO	VERED OUTDOOR LEARNIN	G AREA (COLA)			
	Covered Outdoor Learning Area (COLA)			WIRELESS ACCESS POINTS This room is to be wireless enabled.	•
PS504.03	Covered Outdoor Space	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	•		•
PS505 GA l PS505.01	MES UNIT Games Court	-	-	-	-
PS506 KIL PS506.01	.N UNIT Kiln Room	-	-	-	-

F	2560 I AD	MINISTRATION UNIT
F	PS601.01	Entry Vestibule

PS601.01	Entry Vestibule	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual requirements and considerations apply.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	•
PS601.11	Principal's Office	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	•	WIRELESS ACCESS POINTS This room is to be wireless enabled.	
PS601.12	Principal / Meeting Room	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS601.13	Deputy Principal's Office	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	•
PS601.14	Deputy Principal - Double Office	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS601.15	Interview Room / Office	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-





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PS601.16	Interview Room	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS601.21	Clerical / Printing	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS601.23	Clerical/Printing/Workroo m	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual and intercommunication facilites may be required.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS601.41	Security Store Room	-	-	-	-
PS601.51	Sick Bay	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-		COMMUNICATIONS - OTHER Include Alarm Call System.
PS601.71	Community Clinic	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	-	WIRELESS ACCESS POINTS This room is to be wireless enabled.	COMMUNICATIONS - OTHER Include Alarm Call System.
PS601.81	Entrance Zone	-	-		-
DC / OO CT	A F F LIANT				
PS602 ST PS602.01	Staff Room	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required.	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	
PS602.03	Staff Room - Adjoining Annexe	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required.	AUDIO VISUAL REQUIREMENTS Audio visual requirements and considerations apply.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	-
PS602.11	Staff Toilet	•	-	-	-
PS602.12	Access Shower/Toilet	-	-		COMMUNICATIONS - OTHER Include Alarm Call System.
PS602.21	Staff Room Annexe	COMMUNICATIONS/TELEPHONE POINTS 3 double data points required.	AUDIO VISUAL REQUIREMENTS Audio visual facilites are required.	WIRELESS ACCESS POINTS This room is to be wireless enabled.	
DC/02 CT	LIDENT AMENITIES				
PS603.01	UDENT AMENITIES Toilets				
PS603.03	Drinking Facilities		-	-	
PS603.04	Hand Washing Outlets		-	-	-
PS603.05			_	_	_





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PS603.06	Access Shower/Toilet/Change	COMMUNICATIONS - OTHER Include Alarm Call System.	-		COMMUNICATIONS - OTHER Include Alarm Call System.
PS603.09	Laundry		-		-
PS604 CA PS604.01	NTEEN UNIT Canteen	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual requirements and considerations apply.	-	-
PS604.11	Canteen Office / Store Room	COMMUNICATIONS/TELEPHONE POINTS Communications/Telephone point requirements and considerations apply.	AUDIO VISUAL REQUIREMENTS Audio visual requirements and considerations apply.	•	
PS604.21	Canteen Servery Covered Area				
	DRAGE UNIT Garden Store Room	-	-	-	-
PS605.11	Bulk Store Room		•	-	•
PS605.21	Cleaning Supplies Store Room		-		-
PS605.31	Cleaning Distributed Store Room	•	-		-
PS607 AS	SEMBLY COURT				
PS607.01	Assembly Area	-	-		COMMUNICATIONS - OTHER Include Sound Reinforcement System to Assembly Area.
PS607.11	Flagpole	-	•		•
PS607.21	Assembly Zone		•		COMMUNICATIONS - OTHER Include Sound Reinforcement System to Assembly Area, .
PS608 PF	DESTRIAN CIRCULATION				
	Paved Areas				
PS608.02	Paved Access	-	-		-





ID ROOM/SPACE	NAME	СО	AV	WAP	ОТН
PS609 VEHICULAR CIRCU PS609.01 Service Roads		-		-	
PS609.11 Bulk Waste Pa	d -	-			
PS609.21 Car Parking	·	-		-	
PS609.31 Bus Zone	-	-		-	
PS609.41 Bicycle Storag	e Area -	-		-	
PS609.51 Crossovers	-	-			
DC/40 0DEN 0D4 0E0					
PS610 OPEN SPACES PS610.01 Free Play Area	-	-	-		
PS610.02 Passive Play/0	lpen Areas -	-	-	-	
PS610.11 Street Frontag	e Zone -	•		-	
PS610.12 Active Zone				-	
PS610.13 Passive Zone	•				
PS610.14 Boundary Zon	· •			-	
PS610.15 Out of Bounds	Zone -	•		•	
PS610.16 Special Functi	on Zone -	-			
PS611 SERVICES PS611.01 Main Switchbo	ard -	AREA Cupboard d	esigned to suit the board	-	