



Windows

Schedule for Primary School Rooms & Spaces

ID	ROOM/SPACE NAME	NL	NE	R2R	RA
PS401 HOME BASE UNIT					
PS401.01	Home Base with Practical Activities Area	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS401.11	Home Base Store Room	-	-	-	-
PS401.21	Withdrawal Room	NOISE LEVELS Noise levels within this space should be considered	-	-	-
PS401.22	Shared Withdrawal Room	NOISE LEVELS Noise levels within this space should be considered	-	-	-
PS401.31	Practical Activities Area	NOISE LEVELS Noise levels within this space should be considered	-	-	-
PS401.32	Shared Practical Activities Area	NOISE LEVELS Noise levels within this space should be considered	-	-	-
PS401.41	Personal Effects Storage	-	-	-	-
PS430 SPECIAL EDUCATION LEARNING UNIT - IO/IS/P					
PS430.01	Home Base with Practical Activities Area - IO	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS430.02	Home Base with Practical Activities Area - IS/P	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS430.11	Home Base Store Room - IO/IS/P	-	-	-	-
PS430.21	Withdrawal Area - IO/IS/P	NOISE LEVELS Noise levels within this space should be considered	-	-	-
PS430.22	Shared Withdrawal Room - IO/IS/P	NOISE LEVELS Noise levels within this space should be considered	-	-	-
PS430.31	Practical Activities Area - IO/IS/P	NOISE LEVELS Noise levels within this space should be considered	-	-	-
PS430.32	Shared Practical Activities Area - IO/IS/P	NOISE LEVELS Noise levels within this space should be considered	-	-	-
PS430.41	Personal Effects Storage - IO/IS/P	-	-	-	-
PS440 SPECIAL EDUCATION LEARNING UNIT - BD/CD/ED					
PS440.01	Home Base with Practical Activities Area - BD/CD/ED	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered



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PS440.31	Practical Activities Area - BD/CD/ED	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS501 LIBRARY UNIT					
PS501.01	Library Main Area - Small	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS501.03	Library Main Area - Large	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS501.11	Office / Workroom	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS501.12	Shared Office / Workroom	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS501.21	Communications Room	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS501.31	KLA Resource Store Room	-	-	-	-
PS502 SPECIAL PROGRAMS UNIT					
PS502.01	Special Programs Room	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS502.03	Special Programs Store Room	-	-	-	-
PS503 COMMUNAL HALL UNIT					
PS503.01	Communal Hall - Small	NOISE LEVELS Noise levels within this space should be considered	NOISE EMISSION Noise emission from this space to the external environment should be considered	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS503.02	Communal Hall - Large	NOISE LEVELS Noise levels within this space should be considered	NOISE EMISSION Noise emission from this space to the external environment should be considered	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS503.11	Chair Store Room	-	-	-	-
PS503.21	PE Store Room	-	-	-	-
PS503.31	Sports Store Room	-	-	-	-
PS503.41	Performance Store Room	-	-	-	-



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ID	ROOM/SPACE NAME	NL	NE	R2R	RA
PS503.51	Sound Cupboard	-	-	-	-
PS504 COVERED OUTDOOR LEARNING AREA (COLA)					
PS504.01	Covered Outdoor Learning Area (COLA)	-	NOISE EMISSION Noise emission from this space to the external environment should be considered	-	-
PS504.03	Covered Outdoor Space	-	NOISE EMISSION Noise emission from this space to the external environment should be considered	-	-
PS505 GAMES UNIT					
PS505.01	Games Court	-	NOISE EMISSION Noise emission from this space to the external environment should be considered	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS506 KILN UNIT					
PS506.01	Kiln Room	-	-	-	-
PS601 ADMINISTRATION UNIT					
PS601.01	Entry Vestibule	-	-	-	-
PS601.11	Principal's Office	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS601.12	Principal / Meeting Room	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS601.13	Deputy Principal's Office	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS601.14	Deputy Principal - Double Office	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS601.15	Interview Room / Office	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS601.16	Interview Room	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS601.21	Clerical / Printing	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS601.23	Clerical/Printing/Workroom	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-



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ID	ROOM/SPACE NAME	NL	NE	R2R	RA
PS601.41	Security Store Room	-	-	-	-
PS601.51	Sick Bay	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS601.71	Community Clinic	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS601.81	Entrance Zone	-	-	-	-
PS602 STAFF UNIT					
PS602.01	Staff Room	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS602.03	Staff Room - Adjoining Annexe	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS602.11	Staff Toilet	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS602.12	Access Shower/Toilet	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS602.21	Staff Room Annexe	NOISE LEVELS Noise levels within this space should be considered	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
PS603 STUDENT AMENITIES					
PS603.01	Toilets	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS603.03	Drinking Facilities	-	-	-	-
PS603.04	Hand Washing Outlets	-	-	-	-
PS603.05	Seating	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS603.06	Access Shower/Toilet/Change	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS603.09	Laundry	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-

PS604 CANTEEN UNIT



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ID	ROOM/SPACE NAME	NL	NE	R2R	RA
PS604.01	Canteen	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS604.11	Canteen Office / Store Room	-	-	ROOM TO ROOM NOISE Noise to and from adjacent rooms should be considered	-
PS604.21	Canteen Servery Covered Area	-	-	-	-
PS605 STORAGE UNIT					
PS605.01	Garden Store Room	-	-	-	-
PS605.11	Bulk Store Room	-	-	-	-
PS605.21	Cleaning Supplies Store Room	-	-	-	-
PS605.31	Cleaning Distributed Store Room	-	-	-	-
PS607 ASSEMBLY COURT					
PS607.01	Assembly Area	-	-	-	-
PS607.11	Flagpole	-	-	-	-
PS607.21	Assembly Zone	-	-	-	-
PS608 PEDESTRIAN CIRCULATION					
PS608.01	Paved Areas	-	-	-	-
PS608.02	Paved Access	-	-	-	-
PS609 VEHICULAR CIRCULATION					
PS609.01	Service Roads	-	-	-	-
PS609.11	Bulk Waste Pad	-	-	-	-



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ID	ROOM/SPACE NAME	NL	NE	R2R	RA
PS609.21	Car Parking	-	-	-	-
PS609.31	Bus Zone	-	-	-	-
PS609.41	Bicycle Storage Area	-	-	-	-
PS609.51	Crossovers	-	-	-	-
PS610 OPEN SPACES					
PS610.01	Free Play Area	-	-	-	-
PS610.02	Passive Play/Open Areas	-	-	-	-
PS610.11	Street Frontage Zone	-	-	-	-
PS610.12	Active Zone	-	-	-	-
PS610.13	Passive Zone	-	-	-	-
PS610.14	Boundary Zone	-	-	-	-
PS610.15	Out of Bounds Zone	-	-	-	-
PS610.16	Special Function Zone	-	-	-	-
PS611 SERVICES					
PS611.01	Main Switchboard Cupboard	-	-	-	-
PS611.02	Distribution Board Cupboard	-	-	-	-
PS611.11	Services Zone	-	-	-	-

PS612 SITE



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ID	ROOM/SPACE NAME	NL	NE	R2R	RA
PS612.01	Fencing	-	-	-	-
PS612.11	Waste Recycling	-	-	-	-
PS612.21	Signs	-	-	-	-
PS612.31	Site	-	-	-	-