



# Acoustics

Schedule for IO/IS/P School Rooms & Spaces

ID	ROOM/SPACE NAME	NL	NE	R2R	RA
<b>SSP430 HOME BASE UNIT (IO/IS/P)</b>					
SSP430.01	Home Base - 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
SSP430.02	Home Base - 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
SSP430.11	Home Base Store - IO/IS/P	-	-	-	-
SSP430.21	Withdrawal - IO/IS/P	NOISE LEVELS Noise levels within this space should be considered	-	-	-
SSP430.31	Practical Activities Area - IO/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	-
SSP430.41	Personal Effects Storage - IO/IS/P	-	-	-	-
<b>SSP501 LIBRARY</b>					
SSP501.01	Library Main 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
SSP501.11	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
SSP501.21	Communications Room	-	-	-	-
SSP501.32	KLA Resource Store	-	-	-	-
<b>SSP502 SPECIAL PROGRAMS UNIT</b>					
SSP502.04	Special Programs Room - IO/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
SSP502.16	Kitchenette - IO/IS/P	-	-	-	-
SSP502.20	Special Programs Store	-	-	-	-
<b>SSP503 MULTIPURPOSE SPACE</b>					
SSP503.01	Multipurpose Space	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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ID	ROOM/SPACE NAME	NL	NE	R2R	RA
SSP503.11	Chair Store	-	-	-	-
SSP503.22	PE Store	-	-	-	-
SSP503.33	Sports Store	-	-	-	-
<b>SSP504 COVERED OUTDOOR LEARNING AREA (COLA)</b>					
SSP504.02	Covered Outdoor Learning Area	-	-	-	-
SSP504.07	Covered Outdoor Seating Area	-	-	-	-
<b>SSP502 GAMES</b>					
SSP505.02	Games Court	-	-	-	-
<b>SSP601 ADMINISTRATION UNIT</b>					
SSP601.01	Entry Vestibule	-	-	-	-
SSP601.11	Principal	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
SSP601.13	Deputy Principal	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
SSP601.15	Interview	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
SSP601.16	Interview/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
SSP601.21	Clerical/Printing	-	-	-	-
SSP601.41	Security Store	-	-	-	-
SSP601.51	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	-



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ID	ROOM/SPACE NAME	NL	NE	R2R	RA
SSP601.81	Entrance Zone	-	-	-	-
<b>SSP602 STAFF UNIT</b>					
SSP602.01	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	ROOM ACOUSTICS Room acoustics, particularly reverberation time should be considered
SSP602.21	Staff Room Annexe	-	-	-	-
SSP602.30	Staff Toilet	-	-	-	-
<b>SSP603 STUDENT SERVICES UNIT</b>					
SSP603.02	Toilets	-	-	-	-
SSP603.04	Hand Washing Outlets	-	-	-	-
SSP603.05	Drinking Facilities	-	-	-	-
SSP603.10	Access Toilets/Shower	-	-	-	-
SSP603.21	Laundry	-	-	-	-
SSP603.30	Seating	-	-	-	-
<b>SSP605 STORAGE UNIT</b>					
SSP605.01	Garden Store	-	-	-	-
SSP605.11	Bulk Store	-	-	-	-
SSP605.21	Cleaning Supplies Store	-	-	-	-
SSP605.31	Cleaning Distributed Store	-	-	-	-



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ID	ROOM/SPACE NAME		NL		NE		R2R		RA
SSP605.41	General Store	-		-		-		-	
<b>SSP607 ASSEMBLY COURT</b>									
SSP607.01	Assembly Area	-		-		-		-	
SSP607.11	Flagpole	-		-		-		-	
SSP607.21	Assembly Zone	-		-		-		-	
<b>SSP608 PEDESTRIAN CIRCULATION</b>									
SSP608.01	Paved Areas	-		-		-		-	
SSP608.02	Paved Access	-		-		-		-	
<b>SSP609 VEHICULAR CIRCULATION</b>									
SSP609.01	Service Roads	-		-		-		-	
SSP609.11	Bulk Waste Pad	-		-		-		-	
SSP609.21	Car Parking	-		-		-		-	
SSP609.51	Crossovers	-		-		-		-	
SSP609.61	Student Set Down	-		-		-		-	
SSP609.62	Porte Cochere	-		-		-		-	
<b>SSP610 OPEN SPACES</b>									
SSP610.01	Free Play Area	-		-		-		-	



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ID	ROOM/SPACE NAME	NL	NE	R2R	RA
SSP610.02	Passive Play/Open Areas	-	-	-	-
SSP610.11	Street Frontage Zone	-	-	-	-
SSP610.12	Active Zone	-	-	-	-
SSP610.13	Passive Zone	-	-	-	-
SSP610.14	Boundary Zone	-	-	-	-
SSP610.15	Out of Bounds Zone	-	-	-	-
SSP610.16	Special Function Zone	-	-	-	-
<b>SSP611 SERVICES</b>					
SSP611.01	Main Switchboard Cupboard	-	-	-	-
SSP611.02	Distribution Board Cupboard	-	-	-	-
SSP611.11	Services Zone	-	-	-	-
<b>SSP612 SITE</b>					
SSP612.01	Boundary Fencing	-	-	-	-
SSP612.21	Signs	-	-	-	-