**ting·bing** is a system of architectural building components that enable high school students to design and build their own learning space. It provides true physical immersion for the constructionist learner: students are encouraged to tinker, create, and share their own layout for the classroom or design learning modules that fit into a common core. All components are designed for dis- and reassembly, allowing successive groups of students to experiment with the joys of building.

### Three ways to build
- **Virtual CAD Design**: Experiment with green power! If we chart how much electricity our classroom uses, can we match it with energy from the sun and our bodies? Ride a bike to school and see!
- **Physical Modeling**: A library of plug-in modules provides activities for multiple intelligences. Student-designed modules can be shared and built by students at other schools using the common core.
- **Rugged Life-Size Structural Components**: A space frame to contain the force from the roof. A solid framework for clamping, hanging, lashing on whatever is needed. Breaks down into pieces for easy storage.

### Life Size...
- **Virtual**: Transmedia navigation
- **Model**: Think of what “Mathland” might mean, the room, and not the computer screen, is the most tasteful and productive grain size of design for educational technology. (M. Eisenberg, “Mindstuff”)
- **Adventure**: Build-your-own-space to PLAY
- **Adventure Classrooms**: Build-your-own-space to LEARN (by playing!)