

### SITE PLAN.



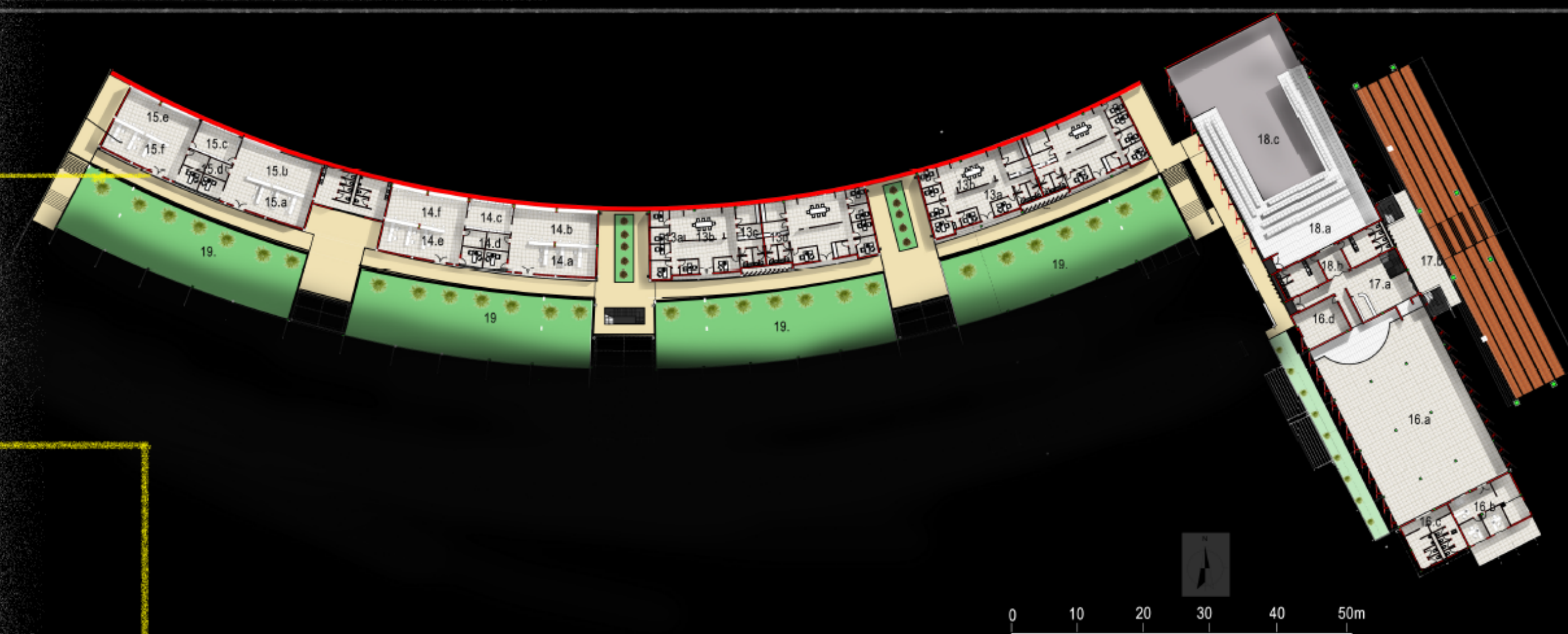
ENTRANCE ZONE.	MANAGEMENT ZONE	WORK ZONE	PUBLIC ZONE
<b>LEGEND</b> 1.a. Main entrance , adjacent public car and bus parking. 1.b. Entrance feature with directions to the various zones within the facility. 1.c. Events parking 1.d. Wind farming zone	2.a. Information centre, youth admissions and records. 2.b. Main reception, waiting area 2.b. IT department, Payments.	3.a. Mobile electronics training and work rooms. 3.b. Young Programers workrooms and e-learning 4.a. Multi-purpose training rooms 4.b. Multi-purpose workrooms. 5.b. Mentors,tutor offices.	6.-restaurant , exhibition hall, - conference hall, - performing arts centre. 6.b. terraces, casual games fields ( tennis and volleyball) 7 - outdoor relaxation spaces 8 - green spaces(landscaping)

### GROUND FLOOR PLAN



1.RECEPTION	3.MOBILE ELECTRONICS DEPARTMENT	4.YOUNG PROGRAMMERS DEPARTMENT	5. PUBLIC ZONE.
<b>LEGEND</b> 1.Main reception 1.a.Information Centre Offices 1.b.Admissions and Payments department 2.a.General Staff Offices 2.b.I.T. Department	3.a.Mobile Electronics training room 3.b.Mobile electronics workshop zone. 3.c.Product storage room. 3.d.Machinery storage room. 3.e.Supervisor/Tutors rooms	4.a. Pprgrammers training rooms. 4.b.Programmers workshop and seminar room. 4.c.Machine storage. 4.d.Trainers Offices. 4.e.Multi-purpose storeroom.	5.a Restaurant and refreshments zone 5.b.Kitchen, changing rooms, storage rooms. 5.c.Delivery Bay. 5.d.Public ablutions 5.e.Dining Forecourt 6.Outdoor seating/eating space.

### SECOND FLOOR PLAN



13.STAFF ZONE	14.CREATIVE ARTS DEPARTMENT	15.MULTI-PURPOSE WORKROOMS	16-19.PUBLIC ZONE.
<b>LEGEND</b> 13.a. Managerial Staff Offices 13.b. Staff Boardrooms/ Common room. 13.c. Staff breakout rooms 13.d.Rest rooms/ Ablutions	14.a.Creative thinkers training room 14.b.Beginners work shop 14.c.Machine/Equipment/PC storage room 14.e. E-learning space 14.f.Workshop	15.a.Training room 15.b.Workshop 1 15.c. Equipment Storage 15.d.Offices 15.e.Workshop2/Seminar Room 15.f.E-resource room	16.a.Performing Arts Centre 16.b.Performing Arts tutor offices 16.c.Changing Room 16.d.Green room 17.a.Refreshments sales corner 17.b.Terraced seating 18.a.Auditorium mezzanine seating 18.c.Void 19.Green Spaces

### FIRST FLOOR PLAN



7. YOUNG FASHION DESIGNERS DEPARTMENT.	8.EMBROIDERS DEPARTMENT	9.METAL WORK	10.GENERAL WORKROOMS	11-12.PUBLIC ZONES.
<b>LEGEND</b> 7.a.Desingers Training Room 7.b.Beginners Workshop. 7.c.Product Storage 7.d.Supervisors /trainers offices 7.e.Main workshop	8.a. Embroidery training room 8.b.Beginners Workshop 8.c.Machinery/ Product Storage room. 8.d.Offices 8.e.Main embroidery workshop.	9.a.Training room 9.b.Workshop 1. 9.c.Product/ Machinery Storage 9.d.Tutor/trainers offices 9.e.Multi-purpose workshop	10.a.Multi-purpose training room 10.b.Workshop. 10.c.Product/Machinery storage 10.d.Offices 10.e.Seminar/workshop	11.a.Conference /Auditorium seating 11.b.Stage 11.c.Ablutions 12.a. Exhibition Hall 12.b.Exhibition management offices 12.c. Hanging gardens 12.e.Outdoor green spaces