



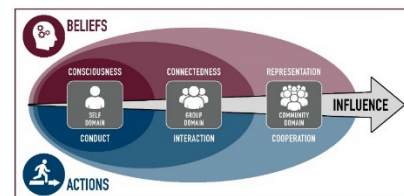
Acorn Project Worksheet

Project Mission Focus: Skill Collaborators

- **Team Name:** Yggdrasil
- **Team member's Names:** Benjamin Bell, Gabe Lytle, Jared Linares, Zayne Dayton
- **Project Title:** Grad Planning
- **Project Influences:**

	Belief	Actions
Self	Consciousness	□Conduct
Group	Connectedness	Interaction
Community	□Representation	Cooperation

Explain:



- **Project Values:** Connectedness, Teamwork, Bonding, Sharing
- **Description:** Come together and help each other find the best classes, class orders, and teachers for each other's graduation goals. Help each other better plan out their graduation plan.
- **Vision Statement:** Come together and pool our resources to better prepare the entire team.
- **SMART Goal:**
 - Specific: Come together and help each other find the best resources available for our grad plan.
 - Measurable: Share with each other our plan so far. Offer new information on classes and teachers.
 - Attainable: Get to a point where everyone has been able to share and receive tips and info.
 - Relevant: Having a coherent grad plan is extremely relevant. Having classes and teachers that are highly recommended is invaluable.
 - Timely: Sharing information of teachers and classes can be done relatively quickly and efficiently.
- **Summary:** Our goal is SMART and is very much within our ability to complete in a timely manner while gaining relevant new information.
- **Audience (Who, What, Where, When, Why, How):**
 - Who:** Yggdrasil
 - What:** Grad Planning
 - Where:** On campus
 - When:** This week
 - Why:** To be better prepared
 - How:** Via clear communication and participation

- **Roles and Responsibilities:**

Role	Responsibilities
<ul style="list-style-type: none">o 1: Coordinatoro 2: Officiatoro 3: Documentero N: Contributor	<p>Pick a time and location that best works for everyone.</p> <p>Start the meeting, go over the goals of meeting.</p> <p>Keep track of everyone's needs and input</p> <p>Offer information on classes and teachers</p>
● Milestones <ul style="list-style-type: none">o 1. Coordinate a meetingo 2. Attend meetingso 3. Determine status of everyone's plano 4. Offer input and suggestionso 5. Collect information and update plans	
● Instructor Improvements Suggestions: <ul style="list-style-type: none">o _____o _____	
[] Approved Date: _____	



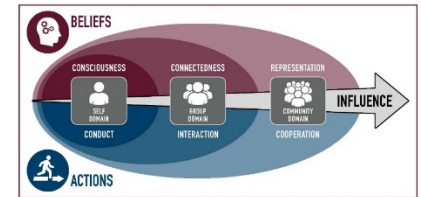
Acorn Project Worksheet

Project Mission Focus: Sound Thinkers

- **Team Name:** Yggdrasil
- **Team member's Names:** Benjamin Bell, Gabe Lytle, Jared Linares, Zayne Dayton
- **Project Title:** Ropes course
- **Project Influences:**

	Belief	Actions
Self	Consciousness	□ Conduct
Group	Connectedness	Interaction
Community	□ Representation	Cooperation

Explain:



- **Project Values:** Interaction, Connectedness, Cooperation, and personal consciousness
- **Description:** Be able to complete the ropes course as a group, and work together to get to the end, and ultimately over our collective fear of heights

- **Vision Statement:**

- **SMART Goal:**

- o Specific: Get together as a team and complete the ropes course
- o Measurable: start by getting together as a team, and getting each other's contact information
- o Attainable: get each other's contact information
- o Relevant: get together as a team, collect information, and designate someone to sign us up
- o Timely: get other group members contact information by next class and schedule a time to discuss

Summary: Get together as a team, to attempt the ropes course. We'll start by getting together by the end of a class and collecting contact information. With the information collected we'll designate someone to sign us up or figure out how signups work, then work through that individual. We'll schedule a time within a week on when to attempt the ropes course.

- **Audience (Who, What, Where, When, Why, How):**

- o Who: Us, the team
- o Where: Ropes Course
- o When: This next week
- o Why: to grow closer as a team over our collective fear of heights
- o How: Go to the ropes course and do our best

- **Roles and Responsibilities:**

- | Role | Responsibilities |
|----------------|---|
| o 1: Team Lead | Collect contact information, organize between other roles |

- o **2: Team organizer** Figure out specifics of the ropes course and how to sign up
 - o **3: Team Coordinator** Contact each member, figure out if they've done their parts and if they need help
 - o **N: Team Member** Work alongside those who need help
 - **Milestones**
 - o 1. Get contact information
 - o 2. Schedule a time that works for all of us
 - o 3. Figure out how to sign up
 - o 4. Sign up
 - o 5. Complete the ropes course
 - **Instructor Improvements Suggestions:**
 - o _____
 - o _____
- [] **Approved** Date: _____

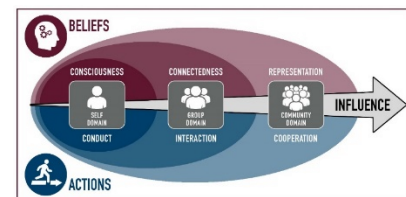


Acorn Project Worksheet

Project Mission Focus: Effective Communicator

- **Team Name:**
- **Team member's Names:**
- **Project Title:**
- **Project Influences:**

	Belief	Actions
Self	Consciousness	Conduct
Group	Connectedness	Interaction
Community	□Representation	□Cooperation



Explain: If we do a D&D set up, we will need to be conscious of how we are acting with ourselves and with our teammates and group.

- **Project Values:** Connectedness and interaction and problem solving.
- **Description:** Hopefully get through some scenarios that require us to think about how our actions have consequences and have fun.
- **Vision Statement:** To use sound thinking to overcome a challenge and gain our freedom
- **SMART Goal:**
 - Specific: reserve one of the studies rooms and get together or meet at my apt
 - Measurable: there are certain checkpoint and I think 5 in total but even just getting one is good so if we can get through one or two of these, we are doing great.
 - Attainable: should be just has some possible getting sidetracked so as long as we are focused should be attainable.
 - Relevant: when it comes to role playing games, decision making, planning and teamwork are all still very important and sound thinking can help you through ha tough situation.
 - Timely: should be attainable I'm thinking on hour sessions with the 4 of us could possible be done in like 3 sessions noting to crazy.

Summary: should be able to get a study room. The game is a computer game that I have that allows us to play together and take on escaping a prison. Its available to everyone as well if they want to pay for it but we can just use what I own and should be fine. We build a party have rolls. Then we take turns trying to figure out a way to get through the prison to freedom.

- **Audience (Who, What, Where, When, Why, How):**
 - **Who Us.** The team of Yggdrasil
 - **Where:** Either study room or apt
 - **When:** I'm thinking on hour maybe after class or when people have time.
 - **Why:** To think through hard problems and use each other's skills and knowledge to figure out solutions.

- **How: With my computer and a screen and a desire to escape prison.**

- **Roles and Responsibilities:**

Role	Responsibilities
● 1: Provider:	they provide the game
● 2: Location expert:	they choose the location
● 3: Timer:	they help us keep it to an hour
● N: Monitor:	They keep us focused on our objective, don't waste time.

Milestones

- o 1. Complete tutorial
- o 2. Make it to the prison
- o 3. Discover what is happening in prison
- o 4. Find way to break out
- o 5. Break out

- **Instructor Improvements Suggestions:**

- _____
- _____

[] **Approved** Date: _____

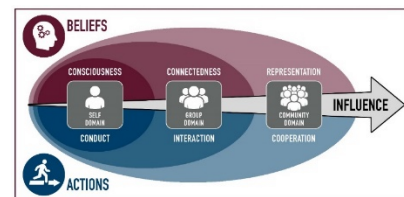


Acorn Project Worksheet

Project Mission Focus: Disciples of Jesus Christ

- **Team Name:** Yggdrasil
- **Team member's Names:** Benjamin Bell, Zane Dayton, Jared Linares, Gabe Lytle
- **Project Title:** Communication Journal
- **Project Influences:**

	Belief	Actions
Self	Consciousness	Conduct
Group	Connectedness	Interaction
Community	□Representation	□Cooperation



Explain: This project will influence the Self because it will improve the way that we as individuals are able to communicate and our level of confidence in doing so, but it will also influence the Group because it will measure the way we influence other people with our communication.

- **Project Values:** Courtesy and respectfulness
- **Description:** This project will involve keeping track of our daily interactions over a fixed period of time and then observing the results as a group. We will experiment with different methods of communication, observing the results of each interaction to get an idea of “what works” and “what doesn’t” when it comes to interpersonal relationships and influence.
- **Vision Statement:** To study how we can improve our communication with others.
- **SMART Goal:**
 - **Specific:** Over three weeks, each group member will keep track of several interactions with others (job interviews, dates, group interactions, conversations with loved ones or friends, etc) each day. They will record what communication strategies were used and what responses were elicited. At the end of that period, the group will convene with their data and discuss what worked and what didn’t work. A variety of approaches should be attempted all throughout the period– for example, being assertive vs. passive, planning out an agenda of what you want to say vs. winging it, etc.
 - **Measurable:** All data will be recorded and measured by each individual.
 - **Attainable:** The goals are not too lofty and are easily attainable.
 - **Relevant:** The data applies to this class because it will give us real-world ideas about what methods of communication are most effective.
 - **Timely:** The timeframe is measured specifically over a three-week period.

Summary:

- **Audience (Who, What, Where, When, Why, How):**

The audience is us.

- **Roles and Responsibilities:**

Role

Responsibilities

- o **1: Teammate** Each group member is responsible for their own journal and will have an equal role in gathering the data.
 - **Milestones**
 - o 1. Establish what different strategies we want to employ and set some ground rules
 - o 2. Three-week period of data-gathering
 - o 3. Reconvene and discuss data
 - o 4. Create an analysis
 - **Instructor Improvements Suggestions:**
 - o _____
 - o _____
- [] **Approved** Date: _____