



# Acorn Project

When we come up with an idea

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# Project Progress

- Project 1: COMPLETE
- Project 2: COMPLETE
- Project 3: COMPLETE
- Project 4: COMPLETE

# Project 1: Pandemic/Reverse Charades

- Influence: Group
- BYU-I ILO: Skilled collaborators
- Values: Become better at collaborating with one another, improve teamwork and professionalism, and improve the overall influence we have as a team.
- Vision: Provide unique opportunities to work together as a team despite adversity, growing and improving along the way
- SMART Goal: meet 3 times within the next 3 weeks to learn how to master the games of Pandemic and Reverse charades. In between sessions, meetup to discuss strategy

# Project 1: The journey

- COMPLETED: Work together to attempt winning pandemic at least once with our best effort and reverse charades five times in a row.
- COMPLETED: Begin each game with a carefully planned strategy.
- COMPLETED: Met another time to improve upon our strategies and apply them to beat the games.

# What we learned:

- Pandemic is harder than it looks
  - Even with “Bro Clemen” coming in with the clutch, we still lost miserably
- Reverse charades is harder than it looks
  - Seemingly simple words quickly become impossible (e.g. salad)
- BUT we can overcome hard things as a team
  - E.g. Buzz-Lightyear
- Teamwork skills come with practice
- Collaboration completely relies on trust and humility

# Project 2: CIT Society Meetings

- Influence: Group/self
- ILO Mission: Effective Communicators
- Values: Accomplishing a large task through effective teamwork
- Vision: Create a miniature smart house with working lights and automatic temperature management.
- Goal: Meet on Wednesdays for three weeks. Help the society construct the model house. Lights and fans should be accomplished by the end.

# Project 2: The Journey

- COMPLETED: Learn how to program smart lights. Each person has learned what programs we have used to program the lights and how to turn them on and off.
- COMPLETED: Learn how to power on the smart fans. By using a laptop charger and by putting the correct wires from the fan to a board we have been able to effectively make the fans run.
- COMPLETED: Learn how to solder effectively. Each person in the group has learned how to solder and decent enough to get the lights boards together.

# Project 2: CIT Society Meetings

- Learned:
  - We can all effectively solder now
  - Utilize Raspberry-Pi and various components to incorporate smart technology
  - Troubleshoot faulty wiring or programming
  - With tiny tasks, large projects are much more manageable and realistic



# Project 3: Escape Rooms

- Influence: Group
- ILO Mission: Sound Thinkers
- Values: Effectively think and operate together as a single unit. Be able to solve a problem while under pressure.
- Vision: Be able to solve problems as a team. Escape rooms provide the opportunity to think outside the box.
- Goal: Research escape rooms, online escape room and actual escape room.

# Project 3: The Journey

- COMPLETED: Research common escape room practices.
- COMPLETED: Perform online escape room practices.
- COMPLETED: Sign up for and attempt an in-person escape room
- FAILED: Save Duct-Tape Person



# Project 3: Escape Rooms

- Learned:
  - How to bounce ideas around
  - How to consider unique possibilities
  - Team quirks
    - Aaron can open toilets
    - Mickey can decipher mirror smudges
    - Bryer can read shower curtains

# Project 4: I-belong activities

- Influence: Self/Community
- ILO Mission: Disciples of Jesus Christ
- Values: Work to improve our personality, motivation, and connections with each other and God through I-belong activities (Bowling, ropes course, service, volunteering, etc.)
- Vision: improve overall productivity, relationships with one another, and our influence on the community
- SMART goal: Meet for an hour every saturday morning for four weeks and participate together in an I-belong activity

# Project 4: The Journey

- COMPLETED: Complete 2 hours of service and/or volunteering
- COMPLETED: Complete the ropes course as a team, focusing on lifting each other and working together
- COMPLETED: Go bowling and add our accumulative score together. Make a goal for points to reach and beat it.

# Project 4: What we learned

- Improved connections with each other
- Help improve each other in a respectful, critical manner
- Deeper understanding of importance of teamwork
- Participating as a team helps to improve not only motivation to complete our acorn projects, but our energy to complete personal assignments and homework as well.

# Final Thoughts

- We've learned how we work and how to build schedules around it
- Now that we're friends, we can work together better
- We learned to commit to ideas and problem solve together