Meeting Minutes

3:30-4:00 PM July 8th

* Mickey, Aaron, Bryer
* Agenda -
  + Previous Action Items

We completed the final steps for goal 3 on July 5th and goal 4 on July 7th. We will now work together this week to create our Final Acorn Presentation.

* + Return and Report
    - Goal 1 Complete
    - Goal 2 Complete
    - Goal 3 Complete
    - Goal 4 Complete
* Current plans

Work together to create our acorn presentation. We will share the same document and meet in person to make sure everything goes smoothly.

* Lessons Learned:

I-Belong Activities-- from this we learned how to better improve our connections with each other and developed an even deeper understanding of the importance of teamwork. We were able to successfully help a few people and enjoy some wholesome recreational activities. We found that participating in this project as a team, we not only improved our motivation to finish our acorn projects together, but we found increased energy to complete our individual homework assignments as well.

Escape Room Activity– What we were able to learn from doing this activity was teamwork and how to communicate effectively. It not only showed us that we ourselves can solve problems of high difficulty but that as a team we can collaborate and help each other solve problems of a high caliber as well. With the activity we were able to show that we were understanding our specific assignment in figuring out the escape room. With the knowledge of each teammate we were able to effectively complete each room.

* Summary of assigned action items - each team member should have an assignment.

Since our projects are all done, we have no tasks left over to specifically assign to any specific individual for this week. We will meet up to finish the construction of our acorn presentations as a team tomorrow.

Summary Template:

* Goal 1:
  + Name: Pandemic Game/Reverse Charades
  + Influence: Group
  + BYU-Idaho ILO Mission: Skilled Collaborators
  + Values: Our main goal with this is to become better at collaborating with one another. With everyone doing their part and helping each other to do the same, we are hoping to improve upon our teamwork, professionalism, and overall influence that we have as a team. We cannot make as big a difference alone as we can collaborating together.
  + Vision: Provide unique opportunities to work together as a team and to work together despite adversity, growing and improving along the way.
  + SMART Goal: Meet at least three times within the next 3 weeks to learn how to master the games of Pandemic and Reverse charades.
  + Milestones:
    - COMPLETED: Work together to beat pandemic at least once and reverse charades five times in a row.
    - COMPLETED: Begin each game with a carefully thought strategy.
    - COMPLETED: Met another time to improve upon our strategies and apply them to beat the games.

* Goal 2:
  + Name: CIT society meetings
  + Influence: Group/self
  + BYU-Idaho ILO Mission:, Effective Communicators
  + Values: We are striving for a sense of accomplishment for creating something that is somewhat difficult and learning how to work more effectively as a team. This will help us improve our teamwork and ability to work under pressure.
  + Vision: To create a miniature house that has working lights, smart fans and possibly a garage door.
  + SMART Goal: Meet three times on three separate Wednesdays to work on constructing the house together. By working on it a little bit more each day, we should be able to complete the lights and the fans.
  + Milestones:
    - 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.
* Goal 3:
  + Name: Escape Rooms
  + Influence: Group
  + BYU-Idaho ILO Mission: Sound Thinkers
  + Values: With this goal we are trying to learn how to think effectively and in unity with one another. We are also striving to improve with our overall teamwork skills and our ability to work under pressure.
  + Vision: The purpose of this project is to develop the skill of solving problems as a team. Escape rooms provide an opportunity to think outside the box and put our minds together to accomplish a common goal.
  + SMART Goal: 1st meeting: Research common escape room practices and what to look for. 2nd meeting: Perform online escape room practices. 3rd meeting: Sign up and complete an escape room. We believe this project will take about two weeks to complete.
  + Milestones:
    - COMPLETED: Research common escape room practices.
    - COMPLETED: Perform online escape room practices.
    - COMPLETED: Sign up for and attempt an in person escape room.
* Goal 4:
  + Name: I-Belong activities
  + Influence: Self/Community
  + BYU-Idaho ILO Mission: Disciples of Jesus Christ
  + Values: With this goal we are working to improve our connections with each other, our personality, and our motivation through I-Belong activities--(bowling, ropes course, service, volunteering, etc).
  + Vision: Our vision for this goal is to improve our 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 a I-Belong activity (This Acorn project will be finished last.)
  + Milestones:
    - COMPLETED: Complete 2 hours of service and/or volunteering through the I-belong portal
    - 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.