Acorn Project Worksheet

Project Mission Focus: Disciple of Jesus Christ

· Team Name: BetterthanTeamAte

· Team member's Names: Wessly Green, Abishek Chudal, Leven Barney, Mausham Bista

· Project Title: Shoveling Snow

· Project Influences:

	Belief	Actions
Self	oConsciousness	oConduct
Group	oConnectedness	oInteraction
Community	oRepresentation	oCooperation

Explain:

Is going to influence us by learning how to minister to other people. In the scriptures we learn that when we are at the service of our fellow men we are only at the service of God. When we show love and service to others we show it to our Heavenly Father.

· Project Values:

- Love
- Respect
- Kindness
- Trust
- Patience

· Description: By using these values, we want to create a better bond as a group while achieving our goal of helping our neighbors to remove snow. Also, we want to get out of our comfort zone and find ourselves more close to our Heavenly Father by serving others.

· Vision Statement: The Bible teaches us that assisting others is an additional means of achieving peace, and God constantly directs and inspires us to do so. Winter has come, and the road and home are covered in a lot of snow, making it difficult to even walk. To make it easier for people to stroll about, however, we will offer to shovel the road here. Additionally, assisting others can help us achieve serenity.

· SMART Goal:

o Specific: A service project that will include removing snow from the cars or places of our neighbors, provide warm clothes to those that do not have one, and put some Christmas lights to have that Christmas spirit coming.

o Measurable: We will shovel the snow and provide warm clothes and put up Christmas lights in 2-3 days.

o Attainable: One week planning for this activity.

o Relevant: This project will help us be more disciples of Jesus Christ and create a stronger bond with our heavenly father.

o Timely: We will begin working on this activity in the final week of November after planning it, and we'll finish it by the end of the month.

Summary: In planning this service project, we as a group are talking together about how we can make sure that our plans are specific so everybody is on the same page, measurable so that everyone knows about how long we would take, attainable in the time period we will have, relevant to our institutional learning outcomes, and timely for the effectiveness of service project.

· Audience (Who, What, Where, When, Why, How):

We and the individuals we will be serving are most likely the project's target audience. We'll clear the snow from cars parked nearby, shovel the area around the apartment where we and our buddy reside, provide warm coats to anyone in need, and hang some Christmas lights. This action will likely begin by the end of the month. The goal of this action is to assist those in need during this cold season, receive a boost of the Holy Spirit, and inspire

others to do the same. We'll accomplish this by identifying those in need of warm clothing, clearing the snow off a friend's car, and installing lighting in trees.

· Roles and Responsibilities:

Role   Responsibilities

o 1: Leader   (Responsible for making sure everything is being fulfilled)

o 2: Thinker   (Responsible for the activities we are going to do on the service project)

o 3: Challenger   (Responsible for having a plan B if the first does not work)

o N: Supporter   (Responsible for maintaining a good, funny, and respectful environment in the group)

· Milestones

o 1. Plan a service project

o 2. Snow Removal

o 3. Provide Warm Clothing

o 4. Lights on the trees

o 5. Group prayer for day

o 6. Identify when the project will be completed.

o 7. Employ what we learned on our next service project.

· Instructor Improvements Suggestions:

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Acorn Project Worksheet

Project Mission Focus: Sound Thinkers

·   Team Name: BetterthanTeamAte

·   Team member's Names: Wessly Green, Abishek Chudal, Leven Barney, Mausham Bista

·   Project Title: Escape Artists!

·   Project Influences:

	Belief	Actions
Self	oConsciousness	oConduct
Group	oConnectedness	oInteraction
Community	oRepresentation	oCooperation

Explain: This project is going to allow us to hone our problem-solving, critical-thinking, and teamwork skills.

·   Project Values:

● Problem-Solving
● Critical thinking
● Honesty
● Respect
● Trust

·   Description: By using these values, we want to create a bond as a group and be able to solve problems by using critical thinking. Have fun but also solve the game so we can win in the escape room. We also want to be able to be patient and solve our problems more effectively.

· Vision Statement: As a team, we can use our problem-solving and critical thinking skills to find the clues and escape the room, developing skills that are crucial in everyday life.

· SMART Goal:

o Specific: Go test our problem-solving skills in an escape room.

o Measurable: We gonna rate the quality of effort on the escape room on 1-10.

o Attainable: Two days of planning where we are going to perform the escape room activity will help us.

o Relevant: This project will help us develop stronger critical thinking skills.

o Timely: Most escape rooms give you a limit on how long you may remain inside. (Usually 1 hour)

Summary: We will go to an escape room with our team to assess and develop a greater understanding of our group's critical thinking and problem solving skills. We will try some virtual escape rooms before going to assess how we can improve for the real thing.

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

We and our staff will most likely be the audience for this action. In order to escape the escape room, we will search the area for hints and puzzle components. After a few weeks of preparation, we'll probably continue. We'll visit the closest one nearest campus. Going to an escape room is meant to promote collaboration, improve problem-solving abilities, and locate the answers to a puzzle. We can accomplish this by looking for hints, looking for clues, and thoroughly inspecting the room.

· Roles and Responsibilities:

| Role | Responsibilities |

- o 1: Leader   (Responsible for making sure everything is being fulfilled)

- o 2: Thinker   (Responsible for making sure that we find the place in rexburg or idaho falls to do the activity of the escape room)

- o 3: Challenger   (Responsible for having a plan B if the first does not work. Meaning a second escape room option.)

  - o N: Supporter   (Responsible for maintaining a good, funny, and respectful environment. Also giving support if we have frustration while trying to solve the problem in the escape room.)

- · Milestones

- o 1. Planned an escape room excursion

- o 2. Prepare before by practicing in virtual escape rooms

- o 3. While together assess how we can improve

- o 4. Go to a real escape room and employ what we learned

- o 5. Use our sound thinking skills to determine what we did well

- o 6. Try again in the same escape room or harder if we were successful before

- · Instructor Improvements Suggestions:

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- o _____

[ ] Approved   Date: _____

Acorn Project Worksheet

Project Mission Focus: Effective Communicator

·   Team Name: BetterthanTeamAte

·   Team member's Names: Wessly Green, Abishek Chudal, Leven Barney, Mausham Bista

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Project Title: Netflix and Chill

·   Project Influences:

	Belief	Actions
Self	oConsciousness	oConduct
Group	oConnectedness	oInteraction
Community	oRepresentation	oCooperation

    Explain: By using these values, we want to create a bond with our dates. Have a fun but most important spiritual environment. We also want to be able to be patient and solve our problems more effectively. Communication is also important, we will be influenced by being more extroverted.

·   Project Values:

● Self-awareness
● Extroverted
● Honest
● Clear
● Confidence
● Trust

·   Description: By using these values, we are gonna be more extroverted and honest with our dates. These will help us to have a better communication with them.

·   Vision Statement: As a team we want to be self aware of how we affect others and our dates with our dates and our actions.

·   SMART Goal:

o Specific: We gonna make the cake, watch a movie while cake is baking and then play board games.

o Measurable: We will ask the girl how our date plan was and ask them to rate it.

o Attainable: Planning a group outing with three primary activities in order to develop a connection or relationship should take no more than two weeks.

o Relevant: This project allows us to grow as communicators, to be better at not only sharing our message but also at understanding and receiving others messages.

o Timely: It takes roughly 1.5 hours to organize a suitable date and it will probably take around 20-45 minutes to bake cake and which we will spend that time by watching movies or playing board games.

Summary: In planning this date, we seek we will be an effective communicator by not only talking but also listening and receiving feedback from our dates.

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

The audience for our endeavor will most likely be girls and us, with only a few others accompanying us in our apartment. We'll simply bake a cake, watch movies, and play board games. We'll most likely go next week. The goal of a date is to get to know each other better while having fun and chilling.

Roles and Responsibilities:

Role	Responsibilities

- o 1: Leader — (Responsible for making sure everything is being fulfilled)

- o 2: Thinker — (Responsible for making sure we are prepared and our dates are still available.

- o 3: Challenger — (Responsible for having a plan B if the first does not work)

- o N: Supporter — (Responsible for keeping a nice, amusing, and courteous climate in the group)

· Milestones

- o 1. Date has been planned

- o 2. Movie time

- o 3. Improve comfortability in effective communication

- o 4. Discuss our findings with the rest of the group

- o 5. Prepare for the next date

· Instructor Improvements Suggestions:

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- o _____

Acorn Project Worksheet

Project Mission Focus: Skilled Collaborators

·   Team Name: BetterthanTeamAte

·   Team member's Names: Wessly Green, Abishek Chudal, Leven Barney, Mausham Bista

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Project Title: Build a Program

·   Project Influences:

	Belief	Actions
Self	oConsciousness	oConduct
Group	oConnectedness	oInteraction
Community	oRepresentation	oCooperation

   Explain: We want to cooperate as a group in order to build a program to develop and hone our skills of becoming skilled collaborators

·   Project Values:

● Effective listening
● Trust
● Respect
● Responsibility
● Relationship management

·   Description: We hope to establish a connection with each other by using these ideals. We will have a good time, but it is more important to us that we achieve our goal while doing this. We want to be able to practice patience

and find better ways to resolve issues. We aim to develop our ability to collaborate with one another's needs and work as a team.

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Vision Statement: We want to become a more effective listener to show that we care about the relationship we are in and to become better collaborators.

·   SMART Goal:

o Specific: We will get in the groove of programming by determining what program we will build.

o Measurable: We will determine the measure of the program from functional to functional and developed with a touch of ease of use.

o Attainable: We can become more effective collaborators in just one/two weeks of working together on this program.

o Relevant: We want to have this program coded and polished by the end of december.

o Timely: We gathered as a group and discussed what we would build which took around 4-5 hours, then we built it over the course of a couple weeks.

Summary: In planning for this program, we can become better listeners which includes listening to and including the wants of each other into our program. We also want to make sure that the program will be easy to use and understand by us and those who may see it.

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

The audience for this initiative will likely consist of ourselves and our classmates. We will build a program in VSCode before the end of the semester to show ourselves that we can become skilled collaborators. We will do this by using each member's knowledge of programming to develop a functional, easy to use program.

· Roles and Responsibilities:

Role   Responsibilities

o 1: Leader   (Responsible for making sure
   everything is being fulfilled.)

o 2: Thinker   (Responsible for finding the layout of
   the program we build.)

o 3: Challenger   (Responsible for challenging the group
   to strive for greater achievement.)

o N: Supporter   (Responsible for supporting the
   concerns of each member pertaining to the program.)

· Milestones

o 1.plan what program we want to build.

o 2. Plan what language to use.

o 3. Talk about what we learned about collaboration each day.

o 4. Incorporate our discoveries into our teamwork, in order to build a more
   effective program.

o 5. Final thoughts

· Instructor Improvements Suggestions:

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[ ] Approved   Date: _____