

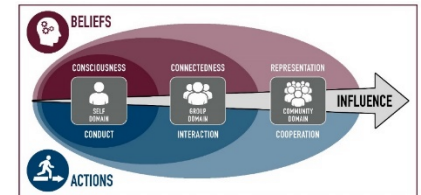


Acorn Project Worksheet

Project Mission Focus: Disciple of Jesus Christ

- **Team Name:** Group ATE
- **Team member's Names:** Joshua Ellis, Kevin Allred, Tyler Aston
- **Project Title:** Family History Indexing 2000 names
- **Project Influences:**

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



Explain: I have marked all of these because doing family history work is something that impacts the world as a whole and has an everlasting impact as we do the work for those who are waiting to receive the fullness of the gospel. All the down to the individual we will receive blessings and uniting everyone as we serve one another as taught by the Savior.

- **Project Values:** To serve, to be further the work of the Savior, to connect families
- **Description:** When we are serving others we are in the service of the Lord. We can grow to be more like Him as we do his work. As we are taught by the first presidency; “that the family is central to the Creator’s plan for the eternal destiny of His children.”
- **Vision Statement:** Given the scope of the assignment we plan on impacting as many families as we can so important genealogy work can be done.

- **SMART Goal:**

- Specific: We are going to doing family search indexing to implement our values and vision statements.
- Measurable: We aim to get 2000 names indexed.
- Attainable: Given the size of our group this should relate to 4 hours per person.
- Relevant: As a disciple of Jesus Christ, we aim to further His gospel and no better way than through gathering His lost sheep. **We will work together as a team by asking each other when we can’t read a name by ourselves. This helps develop our ability to admit when we need help.**
- Timely: Most of us are familiar with this and should bear no obstacles.

Summary: Our project is easily measurable and attainable and will fulfill our values and vision.

- **Audience (Who, What, Where, When, Why, How):** Us and familysearch.org, indexing, internet, Wednesday afternoon, to bring families together, by making names searchable for genealogy purposes.
- **Roles and Responsibilities:**

Role

Responsibilities

- o **1: Accountability holder**, hold everyone accountable for getting 1 hour done each week.
- o **2: Indexer**, do an hour of indexing each week.

- **Milestones**

- o 1. Meet and everyone is able to start indexing.
- o 2. Everyone is able to have done at least 1 hour of indexing a week since first meeting
- o 3. 1 hour of indexing per member since week 2
- o 4. 1 hour of indexing per member since week 3
- o 5. 1 hour of indexing per member since week 4

- **Instructor Improvements Suggestions:**

- o _____
- o _____

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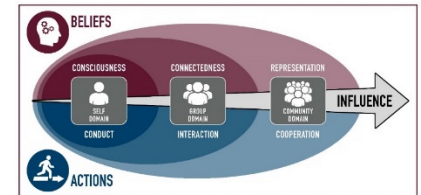


Acorn Project Worksheet

Project Mission Focus: Sound Thinkers

- **Team Name:** Group ATE
- **Team member's Names:** Joshua Ellis, Kevin Allred, Tyler Aston
- **Project Title:** Expanding our toolboxes by learning a new programming language.
- **Project Influences:**

	Belief	Actions
Self	<input type="checkbox"/> Consciousness	<input type="checkbox"/> Conduct
Group	<input type="checkbox"/> Connectedness	<input type="checkbox"/> Interaction
Community	<input type="checkbox"/> Representation	<input type="checkbox"/> Cooperation



Explain: This project will influence ourselves by adding one new tool to our resumes. We will each present what we learned to the group, in effect teaching one another.

- **Project Values:** We want to show we are effective critical thinkers and can learn new skills.
- **Description:** Taking on a new skill as an adult isn't easy especially if you have kids, a job, married, etc. Through our goal we strive to show we can be sound thinkers and take on new challenges by learning a new programming language.
- **Vision Statement:** The goal is to be able to prove we used our free time to learn something new that we can then use in our careers.
- **SMART Goal:**
 - Specific: Identify a programming language each one of us doesn't know, learn it and teach it to the group.
 - Measurable: Individuals must be able to identify the common use of language (**such as functions, objects, loops, and logic**) and demonstrate knowledge through writing a simple game in their new language.
 - Attainable: We are all studying some form of computer science and are familiar with programming.
 - Relevant: Taking on a new skill pertaining to our majors shows we are able to take on a skill outside of a classroom.
 - Timely: Basic knowledge of a language should be done with only a few hours.

Summary: Our goal fits well within the scope of the assignment.

- **Audience (Who, What, Where, When, Why, How):** individual and team, learning new skill, home and meeting room, Wednesday afternoon, to grow, teaching.
- **Roles and Responsibilities:**

Role	Responsibilities
1: Researcher	we are all researchers, we are to research new language.

- o **2: Teacher**, we need to take what we learned and teach it to the group.

- **Milestones**

- o 1. Meet and identify our language
- o 2. Report our progress each week
- o 3. After two weeks be able to start teaching
- o 4. Group has identified their new favorite language

- **Instructor Improvements Suggestions:**

- o _____
- o _____

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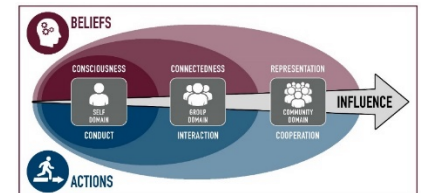


Acorn Project Worksheet

Project Mission Focus: Effective Communicator

- **Team Name:** Group ATE
- **Team member's Names:** Joshua Ellis, Kevin Allred, Tyler Aston
- **Project Title:** Become better communicators by completing Pico Park
- **Project Influences:**

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



Explain:

This project is a way to put into practice the interpersonal communication skills we've been developing. In Pico park you need to be conscious of your own behavior and the impact that it has on the team. You need to be able to work in sync with your teammates as you cooperate to reach the goal.

- **Project Values:** To put to test our communication and cooperation skills.
- **Description:** To work as a team requires communication and cooperation. Pico Park is a contained environment where these skills are put to the test in a fun yet difficult series of challenges and puzzles that target each of our soft skills.

- **Vision Statement:** The goal is to prove that we are effective communicators by playing Pico Park to completion.

SMART Goal:

- Specific: Get together as a group and complete pico park.
- Measurable: Complete all 48 levels.
- Attainable: Kevin has pico park on his switch with the needed controllers.
- Relevant: With marriage being a reality for some and in the future for others of us, it is important to become excellent communicators when finding solutions to difficult problems.
- Timely: We will have this project completed by week 12.

Summary: Completing all 48 levels of Pico Park will prepare us for success in life by testing our communication skills.

- **Audience (Who, What, Where, When, Why, How):** as a group, play game, kevin's apartment, Saturday Morning, develop communication skills, solve puzzles.

Roles and Responsibilities:

- | Role | Responsibilities |
|-------------|----------------------------------|
| o 1: Player | Work with team to complete task. |

- o 2: Key Getter
- o 3: Walker
one at the bottom

In each level, get the key to the door
When stacking, this person is the designated

Milestones

- o 1. Complete world 1
- o 2. Complete world 2
- o 3. Complete world 3
- o 4. Complete world 4
- o 5. Complete world 5
- o 6. Complete world 6
- o 7. Complete world 7
- o 8. Complete world 8

● Instructor Improvements Suggestions:

- o _____
- o _____

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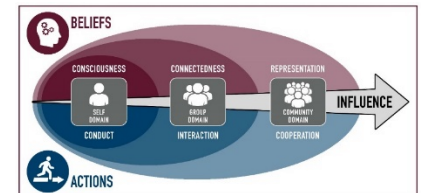


Acorn Project Worksheet

Project Mission Focus: Skill Collaborators

- **Team Name:** Team ATE
- **Team member's Names:** Joshua Ellis, Kevin Allred, Tyler Aston
- **Project Title:** Build presentation site on GitHub
- **Project Influences:**

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



Explain: This project will rely on our connection with the other teammates as we cooperate on designing a website to present our projects on using a version control to define our interaction.

- **Project Values:** To develop our ability to collaborate by using an industry tool to build a project.
- **Description:** We will build a website together and use github to handle pull requests and branch merges.
- **Vision Statement:** Learn industry methods of managing interaction and collaboration.
- **SMART Goal:**
 - Specific: Build a website together that we will use to present our other projects.
 - Measurable: The website will have at least 4 pages. 1 for each project/person and a shared page.
 - Attainable: We all have experience with websites and some with Github
 - Relevant: Github is the leading version control in the web industry.
 - Timely: getting a job will require you to know and understand github. Learning it now will prepare us for the future.

Summary: We will build a website using the industry tool github that will prepare us to be effective collaborators in real world application.

- **Audience (Who, What, Where, When, Why, How):** Classmates, present our website, in class, at the end of the semester, to show them our projects, using github as the platform.

- **Roles and Responsibilities:**

Role	Responsibilities
o 1: Page designer 1 page.	Design page for project 1 and help with 4th
o 2: Page designer 2 page.	Design page for project 2 and help with 4th
o 3: Page designer 3 page.	Design page for project 3 and help with 4th

- **Milestones**

- 1. Basic Layouts
- 2. Ensure all entities have attributes (Names & ID's)
- 3. Implement CSS
- 4. Implement Javascript

- **Instructor Improvements Suggestions:**

- _____
- _____

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