**Piranha Dactyls Acorn Projects Report**

### Project 1: Listen to The Lord

This first project was inspired by the Elder Bednar devotional, because we wanted to take advantage of the opportunity it provided. The ILO is a Disciple of Jesus Christ. We became disciples of Jesus Christ by actively hearing His gospel through devotionals and church meetings. The group discussions reminded us of our spiritual inspiration from listening to the Lord. We must act on our faith as true Disciples of Jesus Christ, and this project provided us with the opportunity to do so as a group after class on Mondays and Wednesdays. Recognizing the voice of the Lord in our lives was our main value, and it aligned with our vision of having improved study and reflection habits. Our ability to see the hand of the Lord in our lives was magnified by this project and our goals regarding this point were met. We all gained spiritual insights as well as counsel to help our families and ourselves come closer to Christ.

### Project 2: D&D Adventure

We took Brother Clements D&D project recommendation. Since there were people new to the game, it was a great learning experience. The ILO is Skilled Collaborators since D&D required collaboration. We all had to be team players, and we had to humble ourselves for the team's sake. Not only did we need to know how to collaborate, but we also needed to know how to collaborate strategically. We saw ourselves developing the values a team needs to achieve complex problems. Communication, collaboration, and other team player skills were such values. We planned to meet up a total of 3 times over three weekends to prepare, play, and complete the D&D game. Throughout the weeks, we established a group, and it initially didn’t go as planned. The last few weeks we: reviewed lessons, reaped rewards, and became skilled collaborators.

Project 3: Minecraft Progression

We decided that attempting to beat the Ender Dragon in Minecraft was a trackable goal that would require effective communication to complete because of our unique experiences and skill levels. The ILO for this project was Effective Communicator. Minecraft provided the perfect challenge for teaching us how to communicate effectively. We had to be honest about our thoughts and actions throughout the game, from setup to play. There were a lot of roadblocks leading up to both getting into a world together as well as actually trying to progress throughout the game, but we were able to practice good communication, and when we weren’t it showed, through deaths and setbacks. Eventually, we revised our goal to reach the Nether and get golden helmets. This kept things challenging but because we were able to dial it in, we completed our goal.

Project 4: Escape Room

We chose Escape rooms because it was the perfect example of cooperating to solve complex puzzles within a time limit. The ILO is Sound Thinkers. A sound thinker necessitates trust in our ability to process situations. Practicing online escape rooms on our own provided us with the experience we needed in the in-person escape room. Since we were each sound thinkers, we easily transitioned in a team setting when in-person. The driving value of this project is group thinking – which requires breaking down complex problems. Our vision was aligned for us to develop skills our values aimed for. We planned to meet up over a timespan of 3 weeks to first prepare, second play online escape rooms, and third to play in-person escape rooms. Then we scheduled a room to meet up on a specific day while doing escape rooms online to practice for the real thing. Then we performed the escape room at set time to see how we progressed.