Acorn Project Status Summary

Attendees—Noah Lloyd, Spencer Wilson, Jackson Clarke, Franck Sokora

- **Goal 1:**
  - **Name:** Weekly Devotionals
  - **Influence:** Group connectedness, group interaction
  - **BYU-Idaho ILO Mission:** Disciple of Jesus Christ
  - **Values:** Teaching each other, strengthening our testimonies.
  - **Vision:** We will take turns attending the weekly devotionals on campus and discuss what we each learned to strengthen one another's testimony's and become better disciples of Jesus Christ.
  - **SMART Goal:**
    i. **Specific:** We will all attend the devotional each week, and then afterwards, we will get together, and we will teach each other what we have learned, and we talk and discuss together.
    ii. **Measurable:** it is measurable because we will each be accountable for going to devotional for the week.
    iii. **Attainable:** This project is attainable because we each will each be accountable for attending the devotional and teaching and discussing what we have learned with each other.
    iv. **Relevant:** This project relates to the ILO of Disciple of Jesus Christ because we will be learning something spiritual from devotional and teaching what we learned to other members of our group.
    v. **Timely:** Yes, this project is timely. We will each go to the devotional, which is about one hour, and then we will all come to discussion which will be 15-20 minutes, and which will add up to at least 10 cumulative hours.

  - **Milestones:**
    - Week 10 **(Incomplete)**
      - Meet at the MC on 6/24 discussion
    - Week 11 (6/21) **(Incomplete)**
      - Meet at the MC on 7/1 for discussion
    - Week 12 (7/5) **(Incomplete)**
      - Meet at the MC on 7/8 for discussion
    - Week 13 (7/12) **(Incomplete)**
      - Meet at the MC on 7/15 for discussion

- **Goal 2:**
    - Name: Website
    - Influence: Connectedness, interaction
    - BYU-Idaho ILO Mission: Sound Thinkers
    - Values: Effective Communication, Problem-solving, brainstorming, Dividing Responsibilities
    - Vision: We will work together to build a web-app that will help out students without cars.
    - SMART Goal:
        - Specific: Our web-app will be divided into various functions. This will allow us to better track our progress on the program.
        - Measurable: The completion of our project will be measured by whether or not it is able to run successfully
        - Attainable: We all have at least a rudimentary understanding of HTML, CSS, and JS.
        - Relevant: The project relates to the ILO because, in order to succeed, we will all need to work together and think critically about how the web application will run.
        - Timely:The project will be completed by the end of the semester
        - *Summary*: We will be using our computer skills to make a simple website using HTML, CSSu, and JS, that will be completed in 6-7 weeks that will run.
    - Milestones:
        - Signup and login: non complete
        - Retrieve User Input: non complete
        - Added CSS Styling to the Website: non complete
        - Build the part asking the user to enter in their data: non complete
- **Goal 3:**
    - **Name**: Going to an escape room
    - **Influence**: Connectedness, interaction
    - **BYU-Idaho ILO Mission:** Effective Communicator
    - **Values**: Communicate clearly, active listening, problem solving
    - **Vision**: Our Vision is to complete the escape room within an hour

- **SMART Goal:**
  - Specific: Planning on working on communication as a team by completing an escape room, working on our communication, and working together as a team under pressure to complete the escape room.
  - Measurable: This goal is measurable because we will be researching escape rooms and figuring out a plan to communicate and work together and use team work to complete the escape room
  - Attainable: This acorn project is attainable because it will take us a week to plan and complete the escape room as a team
  - Relevant: This relates to the ILOs because we will have to use good communication to figure out how to complete and finish the escape room
  - Timely:It can be accomplished in 10-12 hours after planning, practicing, and going out and completing the escape room.
- **Milestones**:
  - Each member of the team will play at least thirty minutes of "Room Escape: 50 rooms" (**Complete**)
  - Each group member will read the escape room guide and take notes on it. **(Complete)**
  - Hold a meeting to review what was learned in milestones 1 and 2 **(Complete)**
  - Schedule a time to go to the escape room **(Complete)**
  - Go and complete the escape room at our time slot **(Complete)**

- Goal 4:
  - **Name:** Coaxial Piston Cannon
  - **Influence:** Group connectedness, group interaction
  - **BYU-Idaho ILO Mission:** Skill Collaborators
  - **Values:** Efficient communication, division of responsibilities, provide and receive constructive criticism.
  - **Vision:** We will effectively divide responsibilities and perform our respective tasks to create a functioning air cannon

- o **SMART Goal:**
  - **Specific:** We will create a functioning air cannon by following instructions and working together
  - **Measurable:** Our cannon will be able to launch a projectile at least 30 feet
  - **Attainable:** The goal of creating this cannon is attainable, as we have access to all the material and information we will need.
  - **Relevant:** Our project is relevant to the ILO of becoming skilled collaborators, as our success will be wholly dependent on our ability to work with one another and follow instructions.
  - **Timely: We will be able to complete the project by the end of the** semester.

- o **Milestones:**
  - Find instructions and part list for air-cannon **(Incomplete)**
  - Set up date to construct and test air-cannon **(Incomplete)**
  - Arrive at designated meeting spot **(Incomplete)**
  - Obtain parts **(Incomplete)**
  - Construct air-cannon **(Incomplete)**
  - Test functionality of air-cannon **(Incomplete)**

Meeting Minutes

- Agenda -
  - Previous Action Items
    - Study escape room tactics and strategies
    - Download and play the escape room app listed in the workbook
    - Discuss what was learned from the first two bullet points
    - Attempt the escape room
  - Return and Report
    - **Goal 1**: Have not met to discuss the devotional. We plan on meeting this week to discuss.
    - **Goal 2:** Have not made any progress on this project. We plan to meet with the Professor to talk about changing project idea.
    - **Goal 3:** Completed project.
    - **Goal 4:** Have not made any progress. Plan on meeting to buy materials.
- Current plans
  - Meet at ACE hardware to gather materials for air cannon
  - Meet to discuss what we learned from the previous week's devotional
  - Meet to issue assignments for goal 2 and discuss possibility of modifying the project.

- Lessons Learned: Last week we were able to attend the escape room as a group. We were given one hour to escape and were able to do so in fifty minutes. We held a meeting after to discuss the things we each learned from the experience. We learned that for a group to be most effective, the members must be able to work well individually, as well as in a group. There were times when our most efficient course of action was to have each member engaged in a separate activity, and times when we all needed to put our heads together to solve a particular puzzle.

- Summary of assigned action items - each team member should have an assignment.
  - All:
    - Meet at ACE hardware to gather materials for air cannon
    - Meet to discuss what we learned from the previous week's devotional
    - Meet to issue assignments for goal 2 and discuss possibility of modifying the project.