

Acorn Project Worksheet

Project Mission Focus: Disciple of Jesus Christ

- **Team Name:** Team 9
- **Team member's Names:** Emily Raventos, Mitch Coleman, Anna Arutyunova, Joseph Harris, Ynno Plucena

Project Title: Ropes Course

- **Project Influences:**

	Belief	Actions
Self	oConsciousness	oConduct
Group	oConnectedness	oInteraction
Community	oRepresentation	oCooperation

Explain: We'll build our communication and problem-solving skills as we work together to make it through. We will learn the specifics of our roles when we get there and talk to the employees. We will be going through the whole course.

Project Values: Humility, physical activity, healthy habits, wholesome recreational time, fun

- **Description:** We as a team would like to prepare ourselves physically and mentally to complete the ropes course. While doing this we value humility, physical activity, healthy habits, wholesome recreational time, and having fun.
- **Vision Statement:** We envision ourselves completing the ropes course and growing together as a team.
- **SMART Goal:** In the next week, our group will do the ropes course on campus together
 - o **Specific:** We'll build our communication and problem-solving skills as we work together to make it through.
 - o **Measurable:** If we did/didn't accomplish it
 - o **Attainable:** We will set a specific date and time when everyone can attend the ropes course.
 - o **Relevant:** Team building activity
 - o **Timely:** 4 hour ropes course before end of semester

Summary: We will learn the specifics of our roles when we get there and talk to one another and work together as a team. We will be going through the whole course.

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

Who: Our team

What: Completing the full ropes course

Where: Ropes course by upper fields

When: The four-hour course next week

Why: Fun, builds communication skills

How: take the course, coordinate w/each other and ropes course workers;

· **Roles and Responsibilities:**

Role

Responsibilities

- **1:** Effective communicator - clearly communicates needs, thoughts, and ideas
- **2:** Creative thinker - think outside the box in how to accomplish tasks
- **3:** Problem solver - thinks of solutions to tricky situations or complicated problems
- **4:** Coordinator - schedules and contacts ropes course
- **5:** Motivator - Offers encouragement and lightens mood during course

· **Milestones**

- **1.** Coordinate schedules
- **2.** Be ready physically
- **3.** Prepare ourselves mentally
- **4.** Complete Ropes course
- **5.** Reflect on the team building experience

· **Instructor Improvements Suggestions:**

- _____

○ _____

[] **Approved Date:** _____

Acorn Project Worksheet

Project Mission Focus: Sound Thinkers

- **Team Name:** Team 9
- **Team member's Names:** Emily Raventos, Mitch Coleman, Anna Arutyunova, Joseph Harris, Ynno Plucena

Project Title: Service Project

- **Project Influences:**

	Belief	Actions
Self	oConsciousness	oConduct
Group	oConnectedness	oInteraction
Community	oRepresentation	oCooperation

Explain: We will each individually reach out to people in our lives in a Christ-like manner. We want to uplift, motivate, and help those around us.

- **Project Values:** Patience, humility, love, ministering
- **Description:** We'll be reaching out to loved ones and others in our lives to motivate and/or uplift them. We'll do this through phone calls, texts, emails, letters, face-to-face, or other communication methods.
- **Vision Statement:** We will become more Christlike by serving and ministering to others.
- **SMART Goal:** For the next 2 weeks, reach out 3 times a week (pray for opportunities) to friends, family, teachers, classmates, or ministering sisters/brothers etc. to motivate/uplift.

○ **Specific:** phone calls, text, in person, etc.

○ **Measurable:** 3 times a week

○ **Attainable:** When you meet or see someone take 5 minutes out of your day to be kind

○ **Relevant:** Becoming more Christ-like and serving people in our lives.

- **Timely:** For the next 2 weeks

Summary: We will each individually reach out to people in our lives in a Christ-like manner. We want to uplift, motivate, and help those around us.

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

Who: Anyone and Everyone

What: Doing and writing uplifting messages and random acts of service

Where: Everywhere, depending on the situation

When: At least 30 mins a week

Why: To become more Christlike

How: Text, call, letters, stopping and talking to someone

- **Roles and Responsibilities:**

Role

Responsibilities

- **1:** Time logger - Keeps track of time.
- **2:** Accountability checker - Makes sure to remind everyone about the project, and ask if anything is needed
- **3:** A team uplifter - inspire with personal example of an excellent service
- **4 :** Community specialist- keeps up with news and the community to see if anyone in the community is in need of upliftment.
- **5 :** Student specialist- When on campus or anytime they see a student stressed, or down, simply think of a way to uplift them.

- **Milestones**

- **1.** Time sacrifice
- **2.** Daily upliftment
- **3.** Putting service before personal interests
- **4.** Disciples of Jesus Christ/following his example
- **5.** Keep up with ministering assignments

- **Instructor Improvements Suggestions:**

- _____
- _____

[] **Approved Date:** _____

Acorn Project Worksheet

Project Mission Focus: Effective Communicator

- **Team Name:** Team 9
- **Team member's Names:** Emily Raventos, Mitch Coleman, Anna Arutyunova, Joseph Harris, Ynno Plucena

Project Title: Game night

- **Project Influences:**

	Belief	Actions
Self	oConsciousness	oConduct
Group	oConnectedness	oInteraction
Community	oRepresentation	oCooperation

Explain: As a group we get to grow more connected and get to know each other better through games and having fun together

- **Project Values:** We value unity, good strategy
- **Description:** We will meet together in person and have a game night. We also have a few online games such as geoguessr, crazy-8, ticket to ride, etc. This will be team-building experience and will help us grow closer with friendly competition.
- **Vision Statement:**
- **SMART Goal:** 2 times during the semester we will play games together (at least once in person) for a minimum of 2 hours.
- **Specific:** Get to know each other's personalities, skills, talents, values, humor
- **Measurable:** We will at least know everyones name, where they are from, and what career they would like to do.

- **Attainable:** Held in a location that all can meet at (park, apt, etc.)
- **Relevant:** Builds teamwork and relationships
- **Timely:** For at least 2 hours

Summary: Have a couple of game nights as a team to have a wholesome time together, grow closer to each other and have fun in a safe environment

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

Who: Our teammates

What: Playing board/card/online games together

Where: Park, apt, etc. Will be decided by the “host”

When: At least an hour, 2 times, within the next 3 weeks

Why: To have fun, be more unified, and get to know each other

How: Meet together, play games

· **Roles and Responsibilities:**

Role	Responsibilities
○ 1: Host - Host picks the place	
○ 2: Supplier - supplies with games	
○ 3: Drinks- supplies fluid	
○ 4: Baker - supplies cookies and goods	
○ 5: Time coordinator- works with host and makes a time when it will happen	

· **Milestones**

- 1. Learn each others humor, personalities, and values
- 2. Have all the ingredients for cookies and find a good cookie recipe
- 3. Remember to get fluids and deliver them to the place of the destination
- 4. Don't get too competitive and lose the the spirit of unity
- 5. Coordinate time

- **Instructor Improvements Suggestions:**

- _____
- _____

[] **Approved Date:** _____

Acorn Project Worksheet

Project Mission Focus: Skill Collaborators

- **Team Name:** Team 9
- **Team member's Names:** Emily Raventos, Mitch Coleman, Anna Arutyunova, Joseph Harris, Ynno Plucena

Project Title: Pickleball

- **Project Influences:**

	Belief	Actions
Self	oConsciousness	oConduct
Group	oConnectedness	oInteraction
Community	oRepresentation	oCooperation

Explain: Get together to learn pickleball. Joseph is going to teach us how to play.

- **Project Values:** Unity and healthy competition, quick reaction, learning new skills, a complete understanding of pickleball, physical activity, health, healthy habits, healthy eating, endurance, strength, cooperation, mutual respect, agility, charisma, teaching each other, humility for when things don't go as desired, humility when things go too well, creative thinking,
- **Description:** Joseph is going to teach us how to play pickleball and be more comfortable with playing individually and with other people.

Vision Statement: We will learn how to play pickleball and how to effectively work as a team while we win or gracefully accept defeat.

- **SMART Goal:** Get together with the team to learn how to play pickleball with Joseph and his paddles for as long as it takes us to learn to master it.

- **Specific:** We are gonna be taught by Joseph how to play pickleball.
- **Measurable:** We will be able to play without Joseph
- **Attainable:** Our skills will improve with more knowledge and practice
- **Relevant:** To be able to teach someone else how to play
- **Timely:** We will meet at least once and play for as long as it takes to improve our skills and learn the game.

Summary: Joseph is going to teach us how to play pickleball and be more comfortable with playing individually and with other people.

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

Who: Emily Raventos, Mitch Coleman, Anna Arutyunova, Joseph Harris, Ynno Plucena

What: Pickleball

Wear: Shorts and sneakers

When: When the time is right

Y: Because Joseph wants to teach us and we want to learn

How: Carefully

- **Roles and Responsibilities:**

Role	Responsibilities
○ 1: Joseph- sensei	
○ 2: Team Captain- picks who they play with	
○ 3: Tournament Creator- creates a tournament or coordinates who's playing	
○ 4: Water supplier- brings water	
○ 5: Snacks\ baker- bakes and or brings snacks	

- **Milestones**

- 1. Become competent with pickleball
- 2. Learn effective strategies
- 3. Learn how to master competitiveness, humility, and fun
- 4. Anger management
- 5. Physical endurance

Thank you Joseph

- **Instructor Improvements Suggestions:**

- _____
- _____

[] Approved Date:_____