**Team:** The Pagans

**Names:** Karla Morga, Garrett Stanger, Daniel Gomez

Meeting Minutes

* Attendees: Karla, Daniel, and Garrett
* Agenda -
  + Keep attending Devotionals, schedule a time for Escape Room, plan times for game night.
  + Return and Report
    - Goal 1 Status- Near Completion - 50% Complete
    - Goal 2 Status- Progressing- 25% Complete
    - Goal 3 Status- Progressing- 25% Complete
    - Goal 4 Status- Progressing- 25% Complete

Various principles discussed in class help our team as we progress in our Acorn Projects. What we learn in class is vital to helping the ease and completion of our individual projects. As we have discussed the importance of influence, whether that be influence on ourselves or the team, it is necessary to be conscious of such as we work to accomplish goals with our group. Sometimes, it’s difficult to work in teams when we each have very different personalities and different things that motivate us. However, as we learn more about ourselves, we will be in a better position to work more effectively in a group and will be able to also learn from them. As we work in the class and in groups, we work to find the correlation between the work we currently do and how that pressure and teamwork dynamic will be reflected in the professional world.

* Current plans: Attend Escape Room, attend game night, keep attending devotionals and meet after, attend/research job fairs.
* Lessons Learned: Attending devotional with a question in mind beforehand is extremely beneficial but it is amplified when you can share and hear other’s thoughts afterwards.

**Summary:**

* **Goal 1:**
  + **Name:** Devotionals
  + **Influence:** Consciousness, Conduct, Representation
  + **BYU-Idaho ILO Mission:** Disciple of Jesus Christ
  + **Values:** Belief in Christ, Salvation, Personal Beliefs
  + **Vision:** Our vision is to further our relationship with Christ and to be more receptive to the Holy Ghost and its guidance.
  + **SMART Goal:**

Specific: The goal with this project is to be a better disciple of Jesus Christ. As we attend Devotionals and are more conscious of the words being spoken to us and our own thoughts, we will be in a better position to come closer to Heavenly Father and Jesus Christ and be more receptive to the Holy Ghost.

Measurable: This is going to be measured by us going to 3 Devotionals on 3 separate occasions and repeating the same process.

Attainable: This project is attainable because we will be spending time before each Devotional, as well as counting the time during and after those respective Devotionals, which we will attend as a team.

Relevant: This is relevant because it will allow us to be focused more centrally on Christ, and act as a good foundation and start to all our acorn projects. Likewise, it will help us as we pursue our degrees and allow us to be more receptive to the promptings of the Holy Ghost and allow us to receive and accept the guidance.

Timely: This project can be accomplished in a reasonable amount of time

* + **Milestones:**
    - Meet early before devotional to discuss thoughts and questions we hope to get answered ... partially complete
    - Attend Devotionals … partially complete
    - Converse afterwards … partially complete
    - Plan based on feelings/promptings for the future and to connect those feelings and promptings to our academics/career goals ... partially complete
* **Goal 2:**
  + **Name:** Escape Rooms
  + **Influence:** Conduct, Connectedness, Interaction, Cooperation
  + **BYU-Idaho ILO Mission:** Sound Thinkers
  + **Values:** Try new things, Communication, Empathy
  + **Vision:** Our Vision is to grow as a group as we work together to overcome the obstacles of the Escape room and develop skills necessary for teamwork both in the escape rooms and in the real world.
  + **SMART Goal:**

Specific: Our goal is to work together to be able to solve the necessary puzzles to escape within a certain amount of time.

Measurable: This is going to be measurable by our ability to solve puzzles in each amount of time.

Attainable: This project will be attainable because we plan on going all together and planning beforehand to help us plan our strategy.

Relevant: This activity is relevant because we are tasked with thinking through puzzles to solve for us to escape within a small amount of time.

Timely: This project can be completed in a good amount of time. The actual activity will be an hour-long appointment.

* + **Milestones:**
    - Research escape rooms and how to solve them effectively … not complete
    - Practice online and do various practice escape room scenarios … not complete
    - Meet up together and carpool down to Escape Room in IF … not complete
    - Plan to succeed in puzzle solving not complete
    - Conquer fears … not complete
    - Crush escape room … not complete
    - Talk about strengths and weaknesses … not complete
* **Goal 3:**
  + **Name:** Game Night
  + **Influence:** Connectedness, Interaction
  + **BYU-Idaho ILO Mission:** Effective Communicator
  + **Values:** Problem Solving, Teamwork, Trying New Things
  + **Vision:** Our vision for this project is to learn various skills that we experience during various games in order to better understand ourselves and be able to identify skills that help us in our individual lives.
  + **SMART Goal:**

Specific: This goal is specific in the sense that we will be able to identify different qualities in ourselves and each other that are useful when working in a team and we will be able to identify those important qualities and how we can work with/ apply them to our professional and academic careers.

Measurable: We will measure this by making a list of the games that we play, with a brief description of the game, and we will also record our impressions and conclusions that we drew from each game.

Attainable: This is attainable since we will be able to meet up various times across the semester in order to complete this project.

Relevant: This will help us learn more about ourselves and each other and learn more about not so obvious qualities that are important to have when working in a team trying to solve a common problem.

Timely: Since we will be spending a lot of time playing a variety of different types of games, we will be able to spread the time across a week, or for as long or as short as we need.

* + **Milestones:** 
    - Make a list of games to play and list out descriptions. Involve games either players vs. board games or co-op games. Ex: Coup … **complete**
    - Come together and play 2-3 games depending on the time for that meeting … not complete
    - Play decided games … not complete
    - Converse and make a list of thoughts from the games and roles. Communicate and record significance of roles in the real world and how they apply to our class/career/ to us in general. … not complete
* **Goal 4:**
  + **Name:** Career Market
  + **Influence:** Consciousness, Connectedness, Representation
  + **BYU-Idaho ILO Mission:** Skill Collaborators
  + **Values:** Personal Progress, Help others progress
  + **Vision:** Our Vision for this project is to be more prepared for the professional world, and to take a dive into what we need in order to be prepared, now rather than later
  + **SMART Goal:**

Specific: This goal is specific in the way that we will attend multiple career markets together (3) in order to gain a better understanding of the professional world and our involvement in such.

Measurable: This will be measured by attending 3 specific career markets and taking notes during each session.

Attainable: This is attainable in the sense that there are career markets every week and can be done before the end of the semester comfortably

Relevant: This is relevant for us because it will allow us to feel more comfortable in our major and feel like we have a better idea of the workforce and ways to progress in such areas.

Timely: This can be done in a timely fashion because we will take notes while we are attending the career markets, and we will also talk as a group about what we have learned and how we can be better prepared for our careers as students and as graduates.

* + **Milestones:**
    - Meet to discuss interests and possible careers … **complete**
    - Attend career markets … not complete
    - Compare possible employers … not complete
    - Identify skill sets required for companies … not complete
    - Compare companies and find what they have in common … not complete
    - Talk to individual companies and find and discuss their needs … not complete
    - Begin applying or networking with companies … not complete