**Acorn Project Worksheet**

**Project Mission Focus:** Disciple of Jesus Christ

* **Team Name: Piranhadactyls**
* **Team member’s Names:**
  + David Martinez
  + Sam Benson
  + Taden Marston
  + Fiona Barnett
  + Angelo Arellano
* **Project Title:** Listen to The Lord
* **Project Influences:** 

|  | **Belief** | **Actions** |
| --- | --- | --- |
| **Self** | □Consciousness | □Conduct |
| **Group** | □Connectedness | □Interaction |
| **Community** | □Representation | □Cooperation |

**Explain:**

* **Conduct:** As we discuss the gospel and share our thoughts, the way we act and present ourselves will change and become more like Christ’s.
* **Connectedness:** It connects us as a group and strengthens the bonds between us. Helps us know each one better.
* **Consciousness:** These activities help us be more aware of our moral and spiritual progress.
* **Representation:** It helps us know better the community we represent as members of the Church of Jesus Christ of Latter-Day Saints.
* **Project Values:** Recognizing the voice of the lord in our lives.
* **Description:** Keep a journal of things we learn at church, and devotional. Meet together Monday and Wednesday to discuss insights and how the things taught can apply to each of our lives.
* **Vision Statement:** Developing better spiritual study and reflection habits.
* **SMART Goal:**
  + Specific: YES, discussions will relate to devotionals
  + Measurable: YES. An hour twice a week
  + Attainable: YES, consistent times and workload
  + Relevant: YES, discuss the gospel to strengthen discipleship
  + Timely: YES. Complete in 4 weeks

***Summary***: For 4 weeks, we will meet up for an hour twice a week on Sundays and Mondays to discuss what we learned in church/devotional.

* **Audience (*Who, What, Where, When, Why, How*):**
  + **Who:** David, Sam, Fiona, Taden, Angelo.
  + **What:** Attend devotional together, gather afterward to reflect on it, and gather after TechTeam class to share ideas about church meetings and what we learned.
  + **When:** Sundays and Mondays for church and the devotionals, Mondays and Wednesdays at 1:45 pm. (After Technical Teamwork.)
  + **Where:** STC building and I-Center.
  + **Why:** To Increase our own understanding of gospel principles and understand everyone’s insights and perspectives on Christ’s Teachings
  + **How:** Through regular meetings and consistent attendance in Devotion
* **Roles and Responsibilities:**

**Role Responsibilities**

* + **1: Meeting Lead.** Lead the meetings and moderate the topics discussed.
  + **2: Recorder.** Records evidence of the execution of the activity.
  + **3: Participant.** Engage in the activity and share ideas and insight.
  + **N:**
* **Milestones**
  + 1. Pick an idea for what we want to do for this project.
  + 2. Attend Elder Bednar Devotional.
  + 3. Take notes about things we learned from church.
  + 4. Attend and take notes on Devotional topics
  + 5. Meet consistently twice a week for 4 weeks to discuss our findings and insights.
* **Instructor Improvements Suggestions**:
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Acorn Project Worksheet**

**Project Mission Focus:** Skilled Collaborators

* **Team Name: Piranhadactyls**
* **Team member’s Names:**
  + David Martinez
  + Sam Benson
  + Taden Marston
  + Fiona Barnett
  + Angelo Arellano
* **Project Title:** D&D Adventure.
* **Project Influences:**

|  | **Belief** | **Actions** |
| --- | --- | --- |
| **Self** | □Consciousness | □Conduct |
| **Group** | □Connectedness | □Interaction |
| **Community** | □Representation | □Cooperation |

**Explain:**

* **Connectedness:** It gives us the opportunity to know each other outside a church/school setting and know how to get along with each other.
* **Interaction:** This allows us to interact with each other and work together to achieve a common goal.
* **Cooperation:** We will need to work together to overcome the adventure presented to us.
* **Project Values:** Learning how to function as a team to complete a task.
* **Description:** Meet up three times in a three-weekend period to plan, play, and complete the D&D game.
* **Vision Statement:** Developing necessary skills to collaborate and function as a team.
* **SMART Goal:**
  + Specific: YES; we intend to complete a specific task/mission
  + Measurable: YES. Meet up for 3 weekends (1st session longer to get things started)
  + Attainable: YES, we have the necessary materials and time
  + Relevant: YES, we must work as a team and think like a team
  + Timely: YES. Within 3 weeks

***Summary***: We will meet up a total of 3 times over three weekends preparing, playing, and completing the D&D game.

* **Audience (*Who, What, Where, When, Why, How*):**
  + **Who:** Sam, David, Fiona, Taden, Angelo.
  + **What:** Play Dungeons and Dragons.
  + **Where:** Various Locations including Apartment Lounges,
  + **When:** The weekends (Fridays preferably)
  + **Why:** Because D&D is a fun game and teaches real-life lessons.
  + **How:** Having at least 3 meetings.
* **Roles and Responsibilities:**

**Role Responsibilities**

* + **1: DM** Lead the campaign and help us follow the rules.
  + **2: Recorder** Gather evidence of the activities.
  + **3: Participant** Plays the game and tries to keep the DM sane.
  + **N:**
* **Milestones**
  + 1. Pick an idea for what we want to do for this project.
  + 2. Meeting 0 to create characters and introduce first-time players.
  + 3. Meeting 1. The first part of the campaign.
  + 4. Meeting 2. The middle part of the campaign.
  + 5. Meeting 3. The conclusion of the campaign.
* **Instructor Improvements Suggestions**:
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Acorn Project Worksheet**

**Project Mission Focus:** Effective Communicator

* **Team Name:** Piranhadactyls
* **Team member’s Names:**
  + David Martinez
  + Sam Benson
  + Taden Marston
  + Fiona Barnett
  + Angelo Arellano
* **Project Title:** Hardcore Minecraft: Defeat the Ender Dragon
* **Project Influences:**

|  | **Belief** | **Actions** |
| --- | --- | --- |
| **Self** | □Consciousness | □Conduct |
| **Group** | □Connectedness | □Interaction |
| **Community** | □Representation | □Cooperation |

**Explain:**

* **Connectedness:** It is a difficult task that requires each team member to trust in the abilities and commitment of the others and work on sync to achieve success.
* **Interaction:** Real-time and effective communication is needed to assign roles, perform tasks, and share resources.
* **Cooperation:** The workload will be divided and each member must cooperate with his/her particular abilities in order to beat the Ender Dragon.
* **Project Values:** Teamwork, synergy, synchronicity, resilience, adaptability.
* **Description:** Develop effective communication skills and teamwork abilities through a cooperative campaign to beat the Ender Dragon (Final Boss) in the video game “Minecraft”.
* **Vision Statement:** To develop the abilities of a skilled team member and an effective communicator. That can adapt to any team in a short time.
* **SMART Goal:**
  + Specific: Yes, we have selected a very specific goal we can strive for.
  + Measurable: Yes, there are milestones we can set to track progress, as well as having a physical timer to measure how long it takes us to complete the objective.
  + Attainable: I would say it’s very attainable, despite half of us being inexperienced with Minecraft, I feel like it's still very achievable. It may take a few tries though.
  + Relevant: Yes, in order for us to be successful in our attempts we are going to have to be very clear in our communication on what needs to be done to finish in a timely manner.
  + Timely: Yes, the run in its entirety from start to finish should take less than 5 hours, especially if we take the time to do the appropriate research and metal prep work beforehand.

***Summary***:

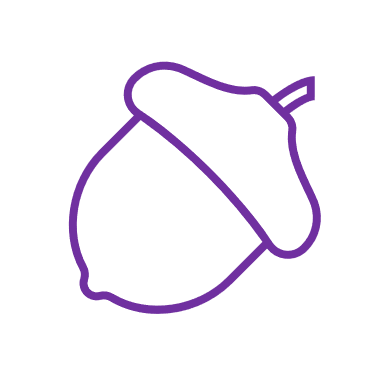
We will meet up over a few weeks max (whether in person or through an online chat), preparing, playing, and completing our intended goal to defeat the ender dragon.

* **Audience (*Who, What, Where, When, Why, How*):**
  + **Who:** Sam, David, Fiona, Taden, Angelo
  + **What:** Play a cooperative campaign of Minecraft.
  + **When:** Tuesdays and Thursdays 1 hour at 8 pm.
  + **Where:** Online through a server. Probably Shockbyte
  + **Why:** To develop effective communication skills.
  + **How:** In our computers.
* **Roles and Responsibilities:**

**Role Responsibilities**

* + **1: Leader:** Helping direct and coordinate the team, keeping track of what is required to accomplish killing the ender dragon and helps ensure that enough resources are acquired to succeed.
  + **2: Miners:** In charge of Gathering the necessary blocks and ores to provide the tools required and weapons required to get to and kill the ender dragon
  + **3: Food Gather:** Ensures that the group will have enough food to heal and survive the trek to and the battle with the ender dragon.
  + **4: Navigator:** Ensures that the group is heading the correct direction to get to the end dimension. This role can be filled by any in the group.
  + **5: Defense:** Ensures the safety of the other active rolls from hostile mobs that would remove them from the game. This role is to be had by any and all members who are not actively completing a previously mentioned role.
  + **N:**
* **Milestones**
  + 1. Meet to assign roles and set up the server. Plan out each action that needs to take place to find and defeat the Ender Dragon.
  + 2. Practice skills to effectively perform the run.
  + 3. Attempt to kill the Ender Dragon 1st official run.
  + 4. Up the difficulty to Hard if not already there, run again.
  + 5. Attempt run on Hardcore difficulty and track progress.
  + 6. If more time is needed/available, repeat for 5 times and review ways to improve between attempts.
* **Instructor Improvements Suggestions**:
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Acorn Project Worksheet**

**Project Mission Focus:** Sound Thinkers

* **Team Name:** Piranhadactyls
* **Team member’s Names:**
  + David Martinez
  + Sam Benson
  + Taden Marston
  + Fiona Barnett
  + Angelo Arellano
* **Project Title:** Escape room
* **Project Influences:**

|  | **Belief** | **Actions** |
| --- | --- | --- |
| **Self** | □Consciousness | □Conduct |
| **Group** | □Connectedness | □Interaction |
| **Community** | □Representation | □Cooperation |

**Explain:**

* **Consciousness:** We must be aware of ourselves and how each of us will contribute to successfully escaping the room.
* **Connectedness:** We must understand each other in order to handle different situations. That way we know what to say/act as a team and get to know each other.
* **Interaction:** We have to be able to think out loud with each other, that way we can figure out how to escape.
* **Cooperation:** We need to learn how to keep calm under time pressure and be reasonable people when we try ideas we think of together.
* **Project Values:** Promptness, efficiency, critical thinking, group thinking.
* **Description:** Develop sound planning and problem solving skills through doing Escape Rooms both online and at actual events. Track our improvement over time.
* **Vision Statement:** To become an efficient team getting tasks done in a timely manner while still maintaining the critical thinking necessary to achieve such tasks.
* **SMART Goal:**
  + Specific: YES, we have it divided into 3 parts.
  + Measurable: YES, we intend to record our progress
  + Attainable: YES, we plan to meet up at specific and consistent times
  + Relevant: YES, sound thinking is essential when it comes to solving escape rooms
  + Timely: YES, we intend to complete this project within a few weeks

***Summary***: We will meet up over a timespan of 3 weeks to first prepare, second play online escape rooms, and third to play in-person escape rooms.

* **Audience (*Who, What, Where, When, Why, How*):**
  + **Who:** Sam, David, Fiona, Taden, Angelo
  + **What:** Play escape rooms both online and inside actual escape rooms.
  + **When:** Preferably days between Thursdays-Saturdays over a few weeks
  + **Where:** Lounge, library, on-campus escape rooms (possibly ones available in town too)
  + **Why:** To learn how to soundly think as a teammate and as a team
  + **How:** studying strategies, Practicing online escape rooms, doing in person escape rooms
* **Roles and Responsibilities:**

**Role Responsibilities**

* + **1: Leader** Assign roles, implement plan, direct efforts
  + **2: Intel** Gathers as much information about the room as possible
  + **3: Recorder** Keeps track of the activity and the actions taken in the room
  + **N:**
* **Milestones**
  + 1. Discuss what goes into effectively completing an escape room/Gather to select the place and dates for the escape room.
  + 2. Do trial runs on an online escape room
  + 3. Go to the escape room and play.
  + 4. Gather to review our performance and ponder on what we learned
  + 5. Go to the escape room again to improve with what we learned.
* **Instructor Improvements Suggestions**:
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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