# Welcome to Mighty Oak Acorn Workbook

## Overview

As part of CSE 170 Technical Teamwork, you will work in teams of 3-4 on four different Acorn projects. This workbook is to assist you in forming those projects.

## Purpose

The purpose of working on projects is to help you better understand the complexity and practicality of the elements you learned in class. You and your team create the projects through careful preparation, guidance by the Spirit, and teamwork using inspiration, collaboration, and innovation.

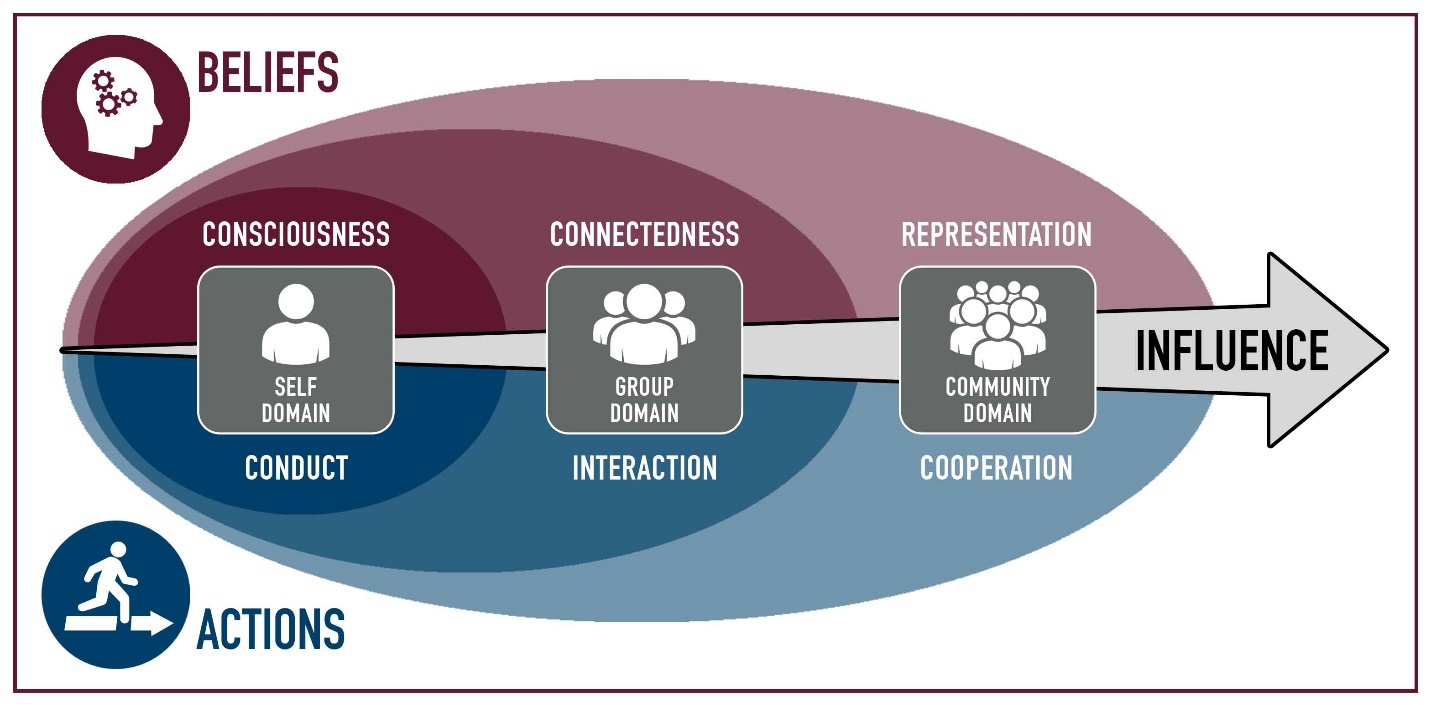
## Background

Please read and watch the following information

* <https://www.byui.edu/president/past-presidents/jacob-spori>
* <https://www.byui.edu/devotionals/justin-hodges>

## Requirements

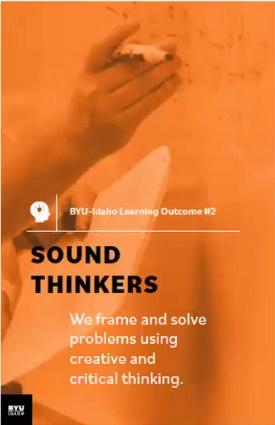
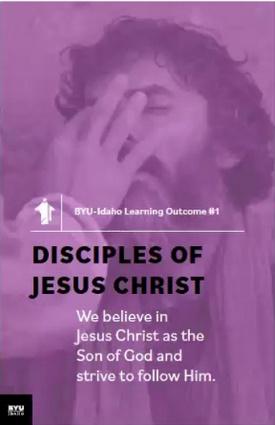
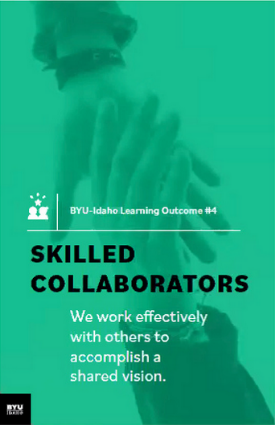
Each project will focus on the Influence model and the Institutional Learning Outcomes.



Each project will focus on the Self, the Group, or the Community. Tying in the Belief or Action attributes associated in the Model of Consciousness: Conduct, Connectedness, Interaction, Representation, and Cooperation.

The university has four Institutional Learning Outcomes.

Each of your Acorn Projects will be assigned one of these learning outcomes.

* A Disciple of Jesus Christ
  + We believe in Jesus Christ as the Son of God and strive to follow Him.
* Sound Thinkers
  + We frame and solve problems using creative and critical thinking.
* Effective Communicators
  + We develop and express ideas that are purposeful, organized, and clear
* Skilled Collaborators
  + We work effectively with others to accomplish a shared vision.

**NOTE: All I.L.O.s need a project.**

# Four Project Breakdown:

A project will consist of the following parts

* List the values associated with the project & a statement of the project vision
* Describe each of your roles
* A statement of your vision of success
* Each project must be a minimum of 10-20 hours.
* The project will have a Specific, Measurable, Achievable, Realistic, Timely Goal.
* Definition of the Goal: Who, What, Where, When, How & Why
* List of Milestone, Achievements, Checkpoints, and Deliverables.

What should you do for your project? That is up to you and your team. You and your team will have to have some brainstorming ideas. Research some ideas, have backup ideas, and work together to synergize to come up with an innovative project.

## Types of Projects

Acorn projects are small; they are smaller than class projects and bigger than individual and team assignments. You work on the Acorn Projects as a team.

Examples of Acorn project:

Rules: You may use one of these examples as is. You may modify another. The other two you must come up with as a team.

* Attend a [Career Services](https://www.byui.edu/career/preparation) event as a team and work on a deliverable
* Participate in “[Get Involved](https://www.byui.edu/get-involved)”: Recreation, Ushering, Get Connected, I-Serve, Peer Mentoring, Rep Council, Tutoring
* Participate in a service project, service information, training that will help other students at BYU-Idaho.
* Create a program together, use a collaborative tool and resource repository.
* Join a Department Society and work together to contribute to a project
* Attend a Society Event such as a Hack-A-Thon, participate as a team
* Participate in a Sport, Sporting Event, or Team activity
* Attend a Leadership conference/activity produced by Student Services
* Participate in an Escape Room, Rope Course, or similar activity
* Discover 4+ campus building activities: for example Geology, Animal, Garden tour, Planetarium
* Plan three group date, with at least 3 activities
* Play 5 different players vs the board, 2-3 times, or an RPG game

# Participation

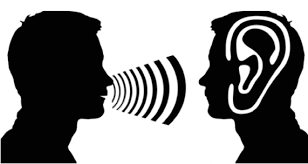
Each project should be a significant effort. It will require some brainstorming, planning, execution, and reflections.

Each project should for the team be about 10-20 hours cumulative, with multiple sessions. If there are four in a group, this breaks down to 2-4 hours each. I suspect that you will be around 3-5 hours each.

You work together as a team and do not split up the projects individually among yourselves.

# Brainstorming

The following are tools and concepts you should know about brainstorming and managing your team’s project and members. We will be covering each of these throughout the semester in detail and are here for reference and reminders.

* Ownership
  + Ownership is one of the hardest things to learn. Ownership is taking the goal of the team and making it yours. It goes along with the scripture, “Be One.” You put your whole might, mind, heart, and soul into it.
* Listening
  + Listening is a key element in brainstorming. We have two ears and one mouth. For some reason, our ear does not hear when our mouth is moving and making sounds. Lord intended us to listen twice as much as we talk. If it became a problem, use the tool “the Talking stick,” which the person holding the stick gets to talk about, then pass it along. 
  + “Seek first to understand, then to be understood” – Steven R. Covey
* Brainstorming 
  + This process is where you through ideas on the wall and vote on them. It is best to come prepared with 4-5 ideas, accept other ideas, and be prepared to have your ideas merge with others to be better ideas.
  + A couple of questions to ask to help with the process
    - If you had unlimited finances, what would you do?
    - If you had magic, what would you do?
    - If you had unlimited time, what would you do?
* Problem Solving 
  + We are problem solvers. For thousands of years, your ancestors solved problems. You can solve problems. The problem sometimes is making a choice and committing to it.
  + Steps: Describe the problem, gather information, determine important factors, visualize the solution, create action steps.
* Decision making
  + Do not get stuck in the analysis paralysis loop, which is thinking about a solution and not taking any action. Pick a solution and go with it. A boat never sails if it does not get in the water. 
  + Sort, Rank, and Vote on the solution. And then do it. The change will happen along the way that will make it better.
* Conflict Management
  + Everyone has different experiences and opinions based on those experiences. Everyone has different backgrounds and values-based on those backgrounds. That is ok and is necessary. Without conflict, a boat does not sail, and planes don’t fly. We do not strengthen our muscles, bones, and tendons. Good Conflict Management creates a space where ideas can share, discuss, analyze, poked at, torn apart, and put back together better, without insults, put-downs, or negative feels. 
  + “You can empower yourself, but can only encourage others.”
  + Tools: Negotiate with rules and limits, be cooperative, be direct, be aware of yourself and others, establish trust, be open.
* Communication 
  + Oh, communication. Say what you mean. Say what you are going to say, say it, and say what you said. Keeping your thoughts back does not work with brainstorming. Letting everyone participate is also just as important. Being present is also needful. 
    - Form of Communication: Nonverbal, Oral, and Written
    - Blueprint of Communication: Message, Sender, and Receiver
    - Assure good communication: Common ground, Sincerity, Authority (to act, not be acted upon), and clarity.
    - Barriers of Communication: lack of receptiveness and a good environment.
* Coaching and Mentoring 
  + Ask for help is necessary. Ask to have some to report to also necessary. You don’t think you need a coach; you can do it on your own. Think again. Every professional has a coach; that is how they got to be a professional—sports, Business, C.E.O., etc.
* Change
  + Things are going to change; plan on it. The first plan never works out. The original idea will not be the final product. Being adaptable is necessary. Ask a carpenter if every cut is exact or is just close enough. Ask an artist if all lines are straight. An Engineer is there no tolerances. Build in the wiggle room. 
    - When change is needed, leading change can make it happen
    - How to lead change: recognize the change, empower others to make the change, base change on value, mission, and vision, establish urgency, move ahead with the unknowns (manage and mitigate the risks, don’t get stuck in analysis paralysis),
* Feedback 
  + You are going to receive feedback. Prepare for it. That is how you learn. Make sure you go in without your eye wide shut, seeing but not seeing. Other perspectives allow you to see what you forgot you saw. Remember, the feedback is not you. It is reality. It is you being looked at through someone else’s eyes and mind, repeated back to you through your eyes and mind. It is like taking a photograph, making a drawing of it, and then you are describing what you saw from the drawing. Receiving feedback is like receiving the word at the end of the play, the game Telestrations.
  + “Consider feedback to be a gift. It truly is.”

# Acorn Project Worksheet Explanation

Record the summary of your brainstorming activities.

## Project Influence

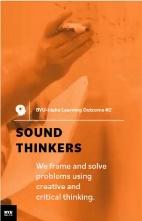
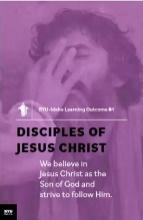
Pick one of the following:

* Self
  + □Belief: Consciousness
  + □Actions: Conduct
* Group
  + □Belief: Connectedness
  + □Action: Interaction
* Community
  + □Belief: Representation
  + □Action: Cooperation

Explain how this project will Influence you, your team/group, or the community.

## Project Mission Focus:

Identify 1 of the following for this Project Goal. Must have one project goal for each I.L.O. 

* □Disciple of Jesus Christ
* □Sound Thinkers
* □Effective Communicators
* □Skilled Collaborators

## Personal Values

Values are our core beliefs or desires that guide or motivate our attitudes and actions. List your values and the forms that they take; principles, standards, personal qualities, character traits, or ethics codes.

## Vision Statement

A vision is a picture of future success. Our vision is when we think far enough to realize that there will be challenges for which we can prepare.

## S.M.A.R.T. Goals

*“A Goal Without a Deadline is Only a Dream!”*

Define your Acorn project as a “SMART” (**S**pecific, **M**easurable, **A**ttainable, **R**elevant, and **T**imely) goal.

* **Specific** - Describe this Acorn Project Goal in enough detail so that you, your teammates, and the instructor know specifically what you are going to do, how it is important, or how it will impact you. Is it challenging?
* **Measurable** - Describe how this Acorn Project Goal is Measurable**.** How will you know when the goal is completed? What is your exit strategy? What are the milestones?
* **Attainable** - Describe how this Acorn Project Goal is Attainable**.** Can it be accomplished? You have 10-12 weeks to complete the project with four people.
* **Relevant** – Describe how this Acorn Project Goal is Relevant. How does it relate to BYU-Idaho I.L.O.s? How will it help grow your Acorn into a might oak?
* **Timely** - Describe how this Acorn Project Goal is Timely**.** Can it be accomplished in a reasonable amount of time? Ten cumulative hrs. minimum per project

Re-write the SMART goal as a single sentence.

## Milestones

It takes more than one step to complete goals. List up to 10-12 milestones, achievements, checkpoints, or deliverables for your goal. Following the network of high-level objectives, break down each objective into separate activities necessary to accomplish it. Order and prioritize the activities by the longest and plan.

# Approval of Project

You will submit your projects for review & approval to your instructor. Expect a week for feedback. You can continue as if it was approved; meanwhile, your instructor will give you additional tasks and ideas to improve the projects. Submit a final revision with changes for approval. 

# Bi-Weekly Status of Project Update Software Concept. Upgrade System Icon. Application Status.. Royalty Free Cliparts, Vectors, And Stock Illustration. Image 126610927.

As mentioned in the brainstorming, you will have changes, conflicts, decision making. Change is normal. Each week you need to meet with your team to discuss the progress of your Acorn Projects. You can complete them in sequence or parallel.

You will be required to provide the status of your Acorn projects every other week. You will need to indicate the **percentage done**.

# Stages of Team Development

As you move with your Acorn project, you and your team will hit some challenges and accomplish some breakthroughs. Here is a guide to let you know what you will face as your team pulls together. It is expected that each goal has multiple sessions/milestones, to show these phases.

The first stage in a team’s development is **Forming** (“Pickup Sticks,” “Polite”).

Most team members are eager to be on the team. However, they often come with high, unrealistic expectations. These expectations come with some anxiety about how they will fit in, how much they can trust others, and how much time to set aside. Team members are also unclear about norms, roles, goals, and timelines. In this stage, there is a high dependence on the leading figure for purpose and direction. Behavior is usually tentative and polite. The major issues are personal well-being, acceptance, and trust.



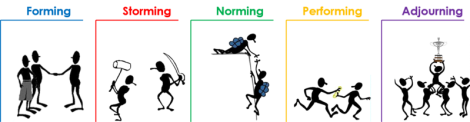
The second stage in a team’s development is **Storming** (“At Odds,” “Testing”).

As the team gets some experience working together under their belt, there is a dip in morale as team members experience discrepancies between their initial expectations and reality. The difficulties in accomplishing the task and working together lead to confusion and frustration, and growing dissatisfaction. Negative reactions to each other develop, and subgroups form, which polarize the team. The breakdown of communication and the inability to problem-solve result in lowered trust. The primary issues in this stage concern power. Control and conflict.

The third stage in a team’s development is **Norming** (“Coming Around,” “Valuing”).

As the issues encountered in the second stage are addressed and resolved, morale begins to rise. Task accomplishment and technical skills increase, contributing to a positive, even euphoric feeling—clarity and commitment increase on purpose, values, norms, roles, and goals. Trust and cohesion grow as communication becomes more open and task-oriented. There is a willingness to share responsibility and control. Team members value the differences among themselves. The team starts thinking in terms of “we” rather than “1.1! Because the newly developed feelings of trust and cohesion are fragile, team members avoid conflict for fear of losing the positive climate. This reluctance to deal with conflict can slow progress and lead to less effective decisions. Issues at this stage concern the sharing of control and avoidance of conflict.

The fourth stage in a team’s development is **Performing** (“As One,” “Trusting”).

At this stage, both productivity and morale are high, and they reinforce one another. There is a sense of pride and excitement in being part of a high-performing team. The primary focus is on performance. The purpose of roles and goals are clear. Standards are high, and there is a commitment to meeting standards and continuous improvement. Team members are confident in their ability to perform and overcome obstacles. They are proud of their work and enjoy working together. Communication is open, and leadership is shared. Mutual respect and trust are the norms. Issues include continued refinements and growth. 

## Pushing Through

As mentioned in the brainstorming, you will have changes, conflicts, decision-making. Each week you need to meet with your team to discuss the progress of your Acorn Projects. You can complete them in sequence or parallel. 

You will be required to provide the status of your Acorn projects every other week. You will need to indicate the **percentage done**.

## The finish line

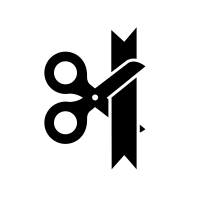
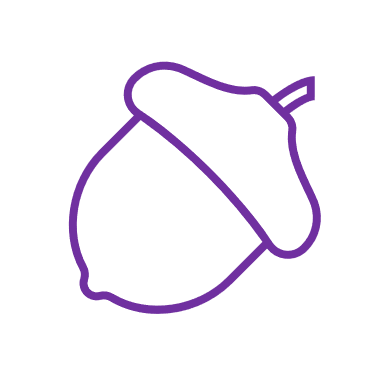
No runner stops exactly at the finish line; No athlete walks straight to the car and goes home; No engineer throws away all the equipment after an experiment. After camping, what do you keep and what do you throw away. There is clean up, reflection, lessons learned, and preparing to do it again. 

You will need to complete the following for each Acorn:

1. Presentation
   1. Your team will be required to present a 3-5 minute briefing of your Acorn Project to the class.
2. Lessons Learned
   1. You need to reflect on the vision and goal of the project. Think if you were to do each of the projects again, how would you do better. What advice would you give someone?
   2. You need to have at least two lessons learned for each of the 4 Acorn Projects.
   3. Also, additional lesson learned on your team dynamics.
3. S.T.A.R
   1. Write up a summary of your experience in the following format
      1. S. Situation
      2. T. Task
      3. A. Achievement
      4. R. Results
4. Participation
   1. Each of you will provide a report on how you participated and
   2. Each of you will report on how each member of the team participated.
   3. As a team, you will determine how many hours you spend on each project.
5. Stop, Start, and Continue
   1. As a team and as an individual, you need to reflect on three things:
      * Stop: List an item that your team and yourself that you need to stop doing that hindered the team and project.
      * Start: List an item that would improve and innovate the project.
      * Continue: List items that went well and is necessary for the success of the project
   * Complete Stop, Start, and Continue for each of your projects.

# Presentation of Acorns Ceremony

On the Last of Class, we will have a ceremony where I will present you with four Acorns, one for each project that you completed.



## Other Resources

* <https://www.byui.edu/mighty-oaks>

**Acorn Project Worksheet**

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

* **Team Name:** Anything Else
* **Team member’s Names:** David Gjennestad, Gavin Hart, Arianna Mihu, Michael Scoville, Marco Villareal
* **Project Title:** Devotional Attendance Project
* **Project Influences:** Self- Conduct

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

**Explain:** We will be focusing on our self-conduct by attending devotional and learning how we can improve ourselves and work to be better disciples of Jesus Christ.

* **Project Values:** We are motivated by our desire to improve ourselves and grow closer to Christ.
* **Description:** We will meet up at least 3 times for devotional as a group, and take notes on what we learn to share and discuss.
* **Vision Statement:** By the end of this project we aim to be better disciples of Jesus Christ by actively engaging in learning and improving ourselves so that we can assist those around us.



* **SMART Goal:**
  + Specific: We will meet 3 times for devotional as a group. We will take notes and discuss our thoughts afterwards.
  + Measurable: This is measurable because we have a goal of meeting three times.
  + Attainable: This project is attainable, because we have 6 more opportunities to meet for devotional together.
  + Relevant: This is relevant to being disciples of Christ, because it turns our focus to him, and helps us be more actively engaged in working towards being better people.
  + Timely: We can accomplish this in a timely manner, because we have 6 weeks left, and we only plan on meeting for this three times.

***Summary***: We will meet and learn during devotional, and then discuss our thoughts afterwards. We will take our thoughts and apply them throughout the week.

* **Audience (*Who, What, Where, When, Why, How*):** The audience is ourselves and the people around us.
* **Roles and Responsibilities:**

**Role Responsibilities**

* + **1:** For this, we will all have the same role. We will all meet for devotional, and then have the responsibility to discuss what we learned and take action on our thoughts during the week.
  + **2:**
  + **3:**
  + **N:**
* **Milestones**
  + 1. Meet for the first devotional. Discuss our thoughts and think about how we can apply these in our lives that week.
  + 2. Meet for the second devotional. See if we applied our actions during the week, and think about how we can improve for the following week.
  + 3. Meet for the final time. Discuss what we have learned, and think about how we can continue working to become disciples of Jesus Christ.
  + 4.
  + 5.
* **Instructor Improvements Suggestions**:
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Acorn Project Worksheet**

**Project Mission Focus:** Sound Thinkers

* **Team Name:** Anything Else
* **Team member’s Names:** David Gjennestad, Gavin Hart, Arianna Mihu, Michael Scoville, Marco Villareal
* **Project Title:** Programming Meets Emotions!
* **Project Influences:** Community- Representation

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

**Explain:** We will be focusing on the community around us by creating something that everyone can use.

* **Project Values:** We are motivated by our desire to help people around us learn to process their emotions in a positive way.
* **Description:** We plan on working on coming up with a program that will allow someone to work through their emotions when they are stressed and identify possible solutions to help them work through it.
* **Vision Statement:** By the end of this project, we hope to have a completed program that people can use. This will help us learn about those around us, and contribute to the community in a small but meaningful way.



* **SMART Goal:**
  + Specific: We plan on working together to create a program that prompts the user for their emotions, and then provide possible activities that would allow the user to respond to and process their emotions in a positive way. This could be done through using inputs and loops, and it would help the user think about their feelings in a constructive manner.
  + Measurable: This goal is measurable because it has a definitive product that we want as the outcome. We will know when we are done when we have completed the program.
  + Attainable: This project can be accomplished if we communicate effectively and work on it a little bit each week.
  + Relevant: This project is relevant, because keeping in tune with your emotions in a healthy way is important, especially when you are stressed about things like school.
  + Timely: We can complete the project in a timely manner if we all contribute.

***Summary***: By working together, we will create a simple program that will allow people to think about their feelings and receive promptings about how these emotions can be processed in a good way.

* **Audience (*Who, What, Where, When, Why, How*):** The audience for this would be our peers around us at BYU-I.
* **Roles and Responsibilities:**

**Role Responsibilities**

* + **1:** Project leader- This would be the person who is in charge of actually writing the program.
  + **2:** Project organizer- We would have someone keeping in touch with everyone else, and bring their ideas and contributions to the project leader.
  + **3:** Contributor- Everyone else would work on the code as far as their own abilities, and think of ways to assist in completing the project on time.
  + **N:**
* **Milestones**
  + 1. Meet for the first time and set up a plan and layout for the project.
  + 2. Create the skeleton of the code so that we know it will work.
  + 3. Input all of our tips for dealing with the emotions and putting this into the code.
  + 4. At this point, we would just need to finish the program and distribute it to our roommates and peers.
  + 5.
* **Instructor Improvements Suggestions**:
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Acorn Project Worksheet**

**Project Mission Focus:** Effective Communicator

* **Team Name:** Anything Else
* **Team member’s Names:** David Gjennestad, Gavin Hart, Arianna Mihu, Michael Scoville, Marco Villareal
* **Project Title:** Come Follow Study activity
* **Project Influences:** Group Interaction

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

**Explain:** We will be meeting as a group, and by working on Come Follow Me together, it will improve our ability to connect with the scriptures and interact with one another.

* **Project Values:** By meeting together and discussing the scriptures together, we will be able to work on our skills of communication.
* **Description:** We will meet once a week three times to go over the Come Follow Me for that week.
* **Vision Statement:** By the end of this project, we want to be able to better connect with the scriptures, and apply the principles to assist us in our lives. We will also be better at engaging with others socially, and communicating our ideas.



* **SMART Goal:**
* Specific: We will plan to study the material for Come Follow Me that week, and then bring questions and thoughts that we have to our meeting at the I-Center. We will discuss our thoughts and insights for 30 minutes to an hour, and then form an action plan that we can take from our reading that week.
* Measurable: We will meet 3 times, and we will be able to discuss whether we did the reading and our action plan or not. This is something that we can measure as we accomplish it.
* Attainable: This can be accomplished as long as we meet consistently each week. We will need to make time for it, but we can do it.
* Relevant: Engaging in the scriptures in a group setting is a great way to develop discipleship.
* Timely: It can be accomplished because we only need 3 weeks at most, and we will work on it outside of our meetings as well.

***Summary***: Plan to study, then meet up in person and discuss, and then take action from our meeting to accomplish during the week.

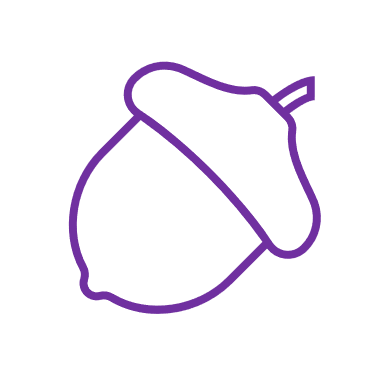
* **Audience (*Who, What, Where, When, Why, How*):** We will be reading for ourselves, and then we will take the things we learn and talk about them as a group. The audience is our peers in our group, and the people who we interact with daily.
* **Roles and Responsibilities:**

**Role Responsibilities**

**Role Responsibilities**

* + **1:** For this, we would all have the same role and responsibility to study, meet, and then take the things that we learned out to those around us.
  + **2:**
  + **3:**
  + **N:**
* **Milestones**
  + 1. Meet for the first time, take out an action plan from that lesson
  + 2. Meet a second time. Discuss, and follow up on whether we accomplished our action plan
  + 3. Meet for the third time. Discuss what we’ve learned, and how it has affected ourselves and those around us.
  + 4.
  + 5.
* **Instructor Improvements Suggestions**:
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Acorn Project Worksheet**

**Project Mission Focus:** Skill Collaborators

* **Team Name:** Anything Else
* **Team member’s Names:** David Gjennestad, Gavin Hart, Arianna Mihu, Michael Scoville, Marco Villareal
* **Project Title:** Forbidden Island Game Project 
* **Project Influences:** Group- Interaction

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

**Explain:** We will be meeting in a group setting, and by playing together, it will improve our ability to interact with people around us.

* **Project Values:** Learning how to interact with people in constructive ways is important to any facet of life. We are motivated to learn to be able to work together in a positive way.
* **Description:** We will meet together to play Forbidden Island 3 times, and talk about what we learned about teamwork during our play.
* **Vision Statement:** By the end of this project, we want to be able to identify things that we learned that help us work together, and things that we’d like to improve personally.
* **SMART Goal:**
  + Specific: We will meet together at least 3 times at the MC to play Forbidden Island, which is a co-operative board game.
  + Measurable: We can measure our progress by keeping track of how many times we have won. We want to win the game as a team at least 3 times.
  + Attainable: This is attainable because it is something we can all do together.
  + Relevant: This is relevant because it will help us work on teamwork skills, and improve our ability to collaborate.
  + Timely: This can be done in a timely manner within the next 6 weeks.

***Summary***: By meeting together and winning Forbidden Island as a team 3 times, we will be practicing our ability to work with others and collaborate together.

* **Audience (*Who, What, Where, When, Why, How*):** The audience for this is ourselves in our group.
* **Roles and Responsibilities:**

**Role Responsibilities**

* + **1:** Someone to bring the game- This person will bring the game to the meetings each time.
  + **2:** Participation- The other people will have to show up and participate in the activity.
  + **3:**
  + **N:**
* **Milestones**
  + 1. Meet up for the first time and learn the game together.
  + 2. Meet up again and attempt to win as a team. We can take notes on what worked and what didn’t, and then use these notes to help us next time.
  + 3. Finish playing the game after winning at least 3 times. Once we have done this, we will discuss what we learned about collaboration, and make an action plan for how we can incorporate these things into our professional lives moving forward.
  + 4.
  + 5.
* **Instructor Improvements Suggestions**:
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