Disciples of Jesus Christ

(Ropes Course, Bowling, Game Hall)

Influence: Community

The purpose of this project was to build better connections between the team members by enjoying recreation together. By participating in these I-Belong activities, team members were able to establish friendly relations that helped improve overall productivity and strengthen relationships that were needed in order to be successful while participating in these activities. It also was an influence for the community because we were able to serve and uplift others in a couple of different ways..

Sound Thinkers

(Escape rooms)

Influence: Group

The purpose of this project was to develop and apply the skill of team problem-solving. This required planning and preparation before solving an actual escape room. We first researched common escape room practices and what to look for. Then we performed online escape room practices before signing up for an actual escape room. This project was fun because everyone was able to showcase their ideas for how things worked, what clues could mean, share moments of bright ideas and dim confusion, and finally to complete the escape room. With us all working as a team and putting our ideas together, we learned how to better become sound thinkers..

Effective Communicators

(CIT society meetings)

Influence: Group/ Self

By the three of us attending a couple of meetings we will have learned several things that we could apply to effective communicators. In these meetings we worked as a team on a project. The project consisted of putting working lights, fans, and a functional garage into a model house. The roles each of us will play will be programming lights, programming fans, building a program from scratch while working together. Each of us was successfully able to learn how to solder, program smart lights, fans, and troubleshoot issues that came up. Without effective communication we would not have been able to have gotten far.

Skilled Collaborators

(Pandemic)

Influence: Group

Reverse Charades (Team performs word for one person)

Our goal with this is to become better at collaborating with one another. We agree that these games will both be a great way to do this, as well as fun. Pandemic is a game that relies heavily on teamwork, you have to do all that you can with each other to stop the virus from wiping out the Earth. Reverse Charades is an interesting twist on the classic game. Two people will take on the role of performing words for one person. Sometimes teams need to be on the same wavelength, communication can be found not just verbally but through actions. The purpose of this project is to provide an opportunity for us to practice working together as a team, to learn how to collaborate despite adversity. Our roles are simple; we all need to communicate and help each other. We will start each game session by planning a carefully thought out strategy. With some effort given by everyone to apply it, we will hopefully be able to beat both games dedicated specifically to strategizing/playing. After each game, we will discuss ways we could improve and collaborate more efficiently.