Project Mission Focus: Disciple of Jesus Christ

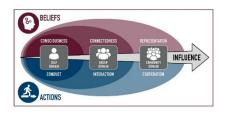
Team Name: Ask us later

Team member's Names: Jacob South, Anna Roscher, Steven Sellers, Tanner Carter

• **Project Title:** Group Come Follow Me

• Project Influences:

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



Explain: As a group, we will complete three Come Follow Me Sessions by the end of the semester.

- **Project Values:** Intentional and deliberate team activity to become better disciples of Jesus Christ.
- Description: Our goal is to help each other to better understand the Gospel of Jesus Christ.
- **Vision Statement:** We believe commitment to Christ is our number one priority as students, friends, children, and parents.

SMART Goal:

- Specific: We get through three Come Follow Me sessions.
- o Measurable: Determine how many people come each week, and if we finished the lesson.
- o Attainable: Our group can fit a Come Follow Me session each week into our schedules.
- Relevant: Come Follow me is an inspired way to become a better disciple of Jesus Christ.
- o Timely: We want to complete 3 Come Follow Me sessions in three weeks.

Summary: As a team we will meet up either in person or through video call to have a Come Follow Me session on Saturdays. There are three weeks left in the semester, so we have set a goal to complete three Come Follow Me sessions by the end of the semester.

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

- o Who: Our target audience is our group.
- o What: What the target audience will be doing is completing Come Follow Me lessons.
- o Where: The target audience will be meeting in person (on campus) or through video call.
- When: The target audience will meet at 3pm.
- Why: The target audience will complete this project to become better disciples of Jesus Christ.
- How: The target audience will complete this project by meeting with the group and participating in the discussions.

• Roles and Responsibilities:

Role Responsibilities

o 1: Discussion Leader and upkeep of those goals Leads/starts the discussion of the goals we have made,

come prepared a	nd ready to discus

Milestones

o 2: Participant

- o 1. Meeting a goal earlier than planned
- o 2. Half way through allotted time frame.
- Instructor Improvements Suggestions:

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Project Mission Focus: Sound Thinkers

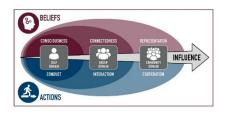
Team Name: Ask us later

• Team member's Names: Jacob South, Anna Roscher, Steven Sellers, Tanner Carter

• Project Title: Establishing the Way of a Sound Thinker

• Project Influences:

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



Explain: Present opportunities in which team members can develop skills to use in all aspects of life. We believe that these skills should help them not just in work settings, but also in school, religious, and whatever their extracurricular activities may be.

- **Project Values:** Self-Improvement & Taking Action.
- **Description:** The team will attend three on-campus workshops.
- **Vision Statement:** We believe that by attending strengthening seminars and conferences with a purpose, we can become sound thinkers in any situation.
- SMART Goal:
 - o Specific: Attend a career fair as a group, at the same time
 - Measurable: Application: how well have we applied what we learned together in the career fairs to our daily lives?
 - Attainable: Attend 1 or more career fairs
 - Relevant: Learning from others is essential to becoming sound thinkers
 - Timely: By the end of the semester (or this project)

Summary: As a group: plan and attent career fairs and other student service activities to gain a broader understanding of the working of the work place and other life skills.

- Audience (Who, What, Where, When, Why, How): Team specific, involves outside help
- Roles and Responsibilities:

Role Responsibilities

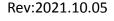
o 1: Planner Finds a time to attend the career fair that works for

everyone/organizes a meeting place
o 2: participant arrives to the planned time with the required materials, ready to learn

- Milestones
 - 1. After an activity
 - 2. Half way through the project
 - 3. End of the project

Instructor Improvements Suggestions:
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Project Mission Focus: Effective Communicator

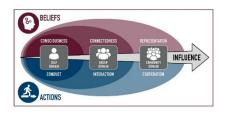
Team Name: Ask us later

Team member's Names: Jacob South, Anna Roscher, Steven Sellers, Tanner Carter

• Project Title: Learn from One Another, and Teach One Another

Project Influences:

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



Explain: The team will meet once a week either in person or online through video call to teach one another what they have learned that week. There are only three weeks left in the semester, so we will meet 3 more times. Communication is a constant in our lives, especially with other people. This project will help the group members learn how to effectively communicate what they have learned.

- **Project Values:** Improving one's confidence in communication.
- **Description:** Weekly presentations to the group of what they have learned that week.
- Vision Statement: Being confident in presentations helps one be confident in themselves.
- SMART Goal:
 - o Specific: Team members will share one interesting thing that they have learned that week.
 - Measurable: The part that will be measurable is having each team member participate in the meeting. Asking questions will be the main way of measuring.
 - Attainable: Once every week, small 1 minute presentations. This will also leave plenty of time for discussion.
 - o Relevant: Presenting to the group makes it easier to then communicate openly with the group
 - Timely: Have the meeting every week.

Summary: Group members will learn the importance of choosing to participate in a discussion rather than just waiting for their turn to talk. This project encourages group members to ask meaningful questions and to create presentations of what they genuinely learned. Group members will make presentations weekly to strengthen their communication skills

- Audience (Who, What, Where, When, Why, How): Present to other group member
- Roles and Responsibilities:

Role

o 1: Presenter and present to teammates

Milestones

- o 1. End of weekly presentations
- o 2. Half way point

Responsibilities

Prepare one minute presentation on what was learned Listen intently and ask meaningful questions.

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- o 3. end of project
- Instructor Improvements Suggestions:
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Project Mission Focus: Skill Collaborators

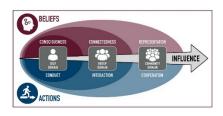
• Team Name: Ask us later

• Team member's Names: Jacob South, Anna Roscher, Steven Sellers, Tanner Carter

• **Project Title:** Digital BoM

Project Influences:

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



Rev:2021.10.05

Explain: Collaboration starts with the individual and then based on what we as individuals do, it spreads to others.

- Project Values: Effective working through communication
- Description: Design a program as a team
- Vision Statement: We believe that if we communicate effectively and use all the other skills we've developed, we will be able to create a program as a team
- SMART Goal:
 - Specific: Develop a Book of Mormon program using GitHub
 - Measurable: The program functions the way it's meant to including function and appearance
 - o Attainable: It's just a simple page-turning program.
 - o Relevant: completing a program shows our ability to effectively collaborate
 - Timely: End of class

Summary:

- Audience (Who, What, Where, When, Why, How):
- Who: for anyone wanting the Book of Mormon in their program
- What: a Modular version of a digital Book of Mormon that can be implemented into various program
- Where: the internet. There's no real location it's meant for
- Why: makes it easier for developers to put the Book of Mormon in their programs
- How: The collaboration of many makes this much simpler.
- Roles and Responsibilities:

is being worked on/next steps

Role Responsibilities

o 1: Project manager organizes the different part of code and manages what

o 2: Developers fix bugs within the code and makes sure things run appropriately.

Milestones

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- o 1. Wireframe completed
- o 2. half way
- o 3. completed

•	Instructo	or Improvemen	ts Suggest	ions:
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