

Becca Moore

Week 1

Assignment:

Design a curriculum for yourself as a high school sophomore.

Include

Learning objective: Students will learn "___" in a collection of classes, over a semester, an academic year or degree.

Learning outcome: Student will achieve "___" through the class.

Curriculum:

A school for hand based thinkers and makers: to help students physically interact with the world in order to understand it better.

The Physics of light & sound

(through building diy guitar pedals & synths and small light projects)

The power of plants in Environmental Remediation

Case studies throughout history, in class visit with practitioners & brief overview of tech that's used, potential field trip to reserves / initiatives. (combination of earth science, chemistry, history.) get hands dirty with a class project of recreating natural filtering systems.

The history of walking

a bi weekly class that goes on hikes or walks around the city that explore different moments of local & global history and politics. (A nice switch for PE that folds in art history, policy & politics, English, and Creative writing exercises)

Spices around the world

(cooking class/wellness through nutrition + world history) (leading into lunch?)

Meditative sketchbook hour

(sort of like independent study but with the option to sketch/journal or join in on guided mindfulness or stretching sessions)

Sensing the world around us

(learning computer science through working with various sensors/coding, and robotics 101, could also connect with history of walking class with an Ingrid Burrington style walking tour of internet infrastructure)

Art, Design and sustainability

(Thinking through the history of art making tools & processes / upcycling projects but also

thinking about where materials are sourced from and how they impact our local and global environment, example papermaking and non toxic ink based screenprinting),

Maybe twice a semester workshops on resources like project management, studying and budgeting apps & tools, maybe creation software like illustrator or photoshop, as well as conducting informal interviews with people working in fields of interest.

Foreign language Penpal exchange / written or collages letters
(Can pair with the culture or language the student is interested in, ideally building off of freshman years foreign language class)

After school gardening, film production or game design options









