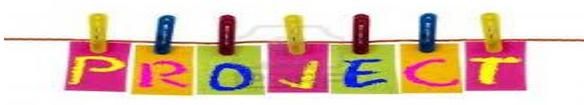


Possible project-for-after-school	
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Design these to be done with a mentor or in a team

Projects	Description	Time
Engineering is everywhere	Doing exercises around various house-hold items http://www.integratingengineering.org/engine_all_around_us_01302013.pdf	2 hours
Doing a small picture book to help the characters in the book	3-pigs, see list at http://www.integratingengineering.org/example_stories.html	4 hours
Creating a thinking team like a sports team	Work together to define the team make a table of team characteristic and sports	2 hours
Defining the problem solving process		1 hour
Defining a list of life skills	Have a discussion of what skills are needed in Society, Education, and Business	2 hours
Pick a skill	Create a method of how you would teach tis, play, music, dance	Few hours
Defining BUGs that bother us?	Using sticky pads, create a brain-writing exercise Extend to building & Presenting	1 hour + hours
Connecting Math & Science: <u>Charlotte's Web</u>		
What are thinking skills	Bloom, 21 st century	2-3 hours
6-Hats collaboration	Ed DeBono	1 hour
Developing requirements of a project	Given a project... How will we judge them. How about ourselves	1-2 hours

Projects	Description	Time
Being a mentor and STEM facilitator	Teach mentors the skills of using questions and developing meta-cognition	
Who's the customer	Innovation and understanding customers	3 hours
<p>a common sense approach to sustainable construction. Utilizing the most advanced products, technologies and certifications available, we believe it is our responsibility to be conscious of the environment in the construction of homes and interiors that enhance health and comfort and reduce the use of energy.</p>		
<p>Distinguish the importance of “doing with” others from “doing for” others. Encourage children to respond to community problems by <i>working with</i> and <i>listening to</i> a diverse group, rather than spearheading new initiatives without any guidance.</p>		
<p>Create a PD for mentors about our process, STEM and team building, Values, Talk about being a facilitator with the students (questions, explore the unknown) Build a team culture and discussion of values and culture of the student. Understand the design process as a discovery path for learning and how to initiate from different points Creating a flow diagram of what is happening in our mind and having fun while learning.</p>		