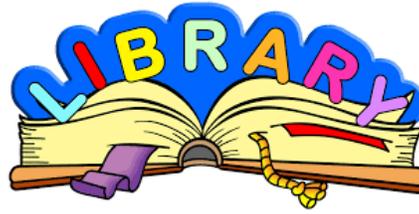


Library Project
10 one-hour sessions



Why: Provide young adults who use the public library as a community center with a learning opportunity.

How: Working together as a team solving a business, societal or educational problem of their choice. Reporting their results back to the community.

Outcome: Provide soft-skill (life-skills) learning to library patrons that will have them comfortable in dealing with society, educational and business organizations.

Process:	Soft-skills (examples):
<ul style="list-style-type: none"> • Ice breaker • Forming teams and setting values, norms • Pick a project • Problem solving process • Public reporting & feedback <p><i>During the process, students are cognitively made aware of life skills</i></p>	Problem solving
	Collaboration & Team work
	Thinking skills
	Self-control/ Values
	Continuous improvement/ Quality
	Process methods
	Measurements/ Feedback
	Planning
	Risk taking/Stretch goals
	Learning from failure
	Entrepreneurship
	Innovation
	Study skills, research methods
Decision making	
Negotiation	
Social intelligence	
Listening skills	

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