How do we infuse learning skills in the project? What Skills can we harness from doing these processes?

Process	Description
Problem Solving Process/ Design Defining the right problem to solve.	Learning thinking skills (creative and critical thinking, questioning, meta-cognitive reflection), decision making, communication, process skills
Creating a Culture/ Values / Mission	Values, Character traits, Organization operating style, Social skills
Creating a team	How are we going to operate, Setting goals, planning, communications, executive functions
Collaboration	Communications (verbal & non-verbal), Report writing
Picking learning target	Measure our success,
Measurements / Feedback	Keeping track and making things better, Project management
Plans / Schedule	Setting the major milestones Financial literacy and business measurements.
Connection to the Community/ Business	Getting feedback and learning from the groups. Deciding what and how to present your findings, asking for help

How do students learn life skills while solving world problems?

As the students do the problem solving process, we harvest the life skills. We get the students to be **cognitively aware of the skills they are using**.

How do we do this? Let's take an example of the Team set-up

We spent time having the team form a charter (overview of the project), set norms, develop the values of this team, discuss the roles needed and how are they going to develop trust and handle conflicts? This ensures the student cognitively embraces the learning.

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Another example: Setting up and defining an organization culture. Students learn that organization's have traits, operating styles, and values. Where does this come from? The students define a culture for their team.

The facilitator uses questions and reflection (your thought process) to have the students discuss how they will used these skills

The teacher as the facilitator:

We need to focus on modeling for the students the way to ask questions based on the desired outcomes to demonstrate that learning is achieved by getting the students to understand how they gathered the data & use skillful thinking to make a conclusion.

In addition, we must model the meta-cognition aspects on how we arrived at a learning point. By providing examples & engaging students in role playing, we can demonstrate how we arrived at a particular point.
The teacher can identify the expected outcome and question the students on how they achieved this outcome. In addition, the students will assess themselves on their compliance with the ground rules that were established in the beginning of the project. The goal for the teacher is to create an environment that supports learning and construction of knowledge by the student.

What are the learning outcomes?
- Work in a team and understand the values and culture within it
- Clearly articulate the nature of the design process & problem solving
- See the "World" as a place of excitement and inspiration
- Use assessment strategy and feedback as learning tools
- Use relevant soft-skills in their life to connect with society
- Begin the steps to become a lifelong learner
- Have taken steps for self-control in their interface with others
- Understand the processes within a business and finance
- Understand that problems are opportunities in life
- Build on their strengths and skill sets
- See errors as a learning point

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