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Session 3 ... date $\qquad$

## Overview

Deciding as a team what problem we will work to solve. Think of something you can add value to and provide useful results.


Community, School, World

## Essential Questions

- What excites us?
-What bothers us?
- What are typical problems facing us in our community, school and the world?
- Can we use existing items to build upon in choosing our project?

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## Possible Examples:

| Group | Problem examples |
| :--- | :--- |
| - Community <br> - Can also modify world <br> problems to the <br> community | - Use of tap water instead of bottle water <br> - <br> - Improve public transportation system <br> - Create social media for the community <br> How would we create a better down <br> - town? |
|  | How to improve the recreation facilities <br> - in our community? |
|  | How can we design a food growing <br> place for the community? |
| School | - How to develop friendships? <br> - Preventing bulling <br> - How do get along with the teachers? <br> - How would we create a better school? <br> - How do we develop a better <br> measurement system for students? |
| World | See list of world problems <br> Feed, Heal, Clean, Connect, Educate |
| Skills | What games or process can we create to <br> bring learning a skill? |
| Business | - Create a business to serve the <br> Community <br> - How do we develop a financial system <br> for the youth? |


[^0]:    Tasks

    - Brain storm project ideas
    - Discuss and agree on a project
    - What are the desired outcomes for the project?
    - Develop a project plan
    - Are there community organizations that we should contact for support?
    - Plan out our roles for the project
    - Create a charter... like forming a team

