# **Course Title: Pre-employment Curriculum**

Instructor feedback: Daily feedback sheets will be used to gather updates from the students

Videos will be taken to be used by the instructors.

## **Course description:**

Title	Main topics/ Activity
What issues do we face in education? <i>How do I learn how to learn</i> ?	<ul> <li>Why do I need to know this?</li> <li>When will I ever use this?</li> <li>How is this relevant?</li> </ul> Present education leaves many students not engaged ir learning and finding it difficult to manage the complexities of life relating to the interface of society, schools, and business.
Needs:	The skills needed in our vastly complicated world, whether to earn a decent living or to be an active and informed citizen, are radically different from those required historically. Quite simply, the world has changed, and our schools remain stuck in time. "Knowledge workers" have become obsolete. What the world demands today are "smart creatives," the term that Eric Schmidt and Jonathan Rosenberg use to describe the kind of people Google needs to hire in their book How Google Works.
School experience: We will provide the missing skills like problem solving, creative and critical thinking, questioning, meta- cognition reflection, character development, business processing, financial literacy and societal values needed to succeed in today's environment.	The program is designed to focus on the skills needed in work and society in a four (4) week time frame. It will cover the skills needed at work and in society in such important areas of teamwork, attitude, planning, problem solving and communications.
Mission:	<ul> <li>Get students excited about learning (life-long learners).</li> <li>Have the reasoning skills to manage in today's society and begin to build a set of skills to use in multiple careers</li> <li>Understand that problems are opportunities. The bigger the problem, the bigger the opportunity.</li> </ul>

Title	Main topics/ Activity
	Have students better prepared for college or a career.
Goal:	The goal of the school's program is the formation of skilled and discerning minds in preparation for higher education, careers and lifelong learning. They will understand that problems are opportunities. "The bigger the problem, the bigger the opportunity" ( <i>Vinod Khosla</i> ).
	Through its learning and collaboration, Project Academy guide them in becoming life-long learners and also educates its students for service in the community and in today's global civilization as part of human brotherhood.
Structure uniqueness The process complies with the common core learning standards	<ul> <li>Ownership mindset Think like an owner</li> <li>Cultural Engineering mindset Provide leadership &amp; management of a project</li> <li>Growth mindset Your brain is like a muscle, use it or lose it</li> <li>Team mindset To be successful. need to work together</li> <li>Brand mindset Who are you and how to show the world</li> </ul>

### Values:

The school will foster a community based culture of a learning environment, use of visual thinking process with all treated as adults and with respect. A school vest will be worn to signify connection to each other. Key words are: Trust, Empathy, Kindness, Curiosity, Innovation, Persisting, Flexibility, Continuous learning, Humor and Taking responsible risk.

#### Life-Skills:

• Attitude (positive attitude, focus, emotions, flexible, moral leadership )

Social & emotional learning ( <u>character development</u>, <u>empathy</u>, responsibility, <u>self-esteem</u> )

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Title	Main topics/ Activity	
• <u>Team-work</u> ( charter, respect, values, <u>listening</u> , trust, diversity, culture, ) ,,, working like a sports team		
• <b>Problem solving</b> ( <u>creative &amp; critical thinking</u> , decisions, planning, curiosity, <u>reflection</u> )		
Personal skills (financial literacy, time management, communication)		
Business literacy (quality, proc	esses, matrices, reporting, <u>leadership</u> , judgement)	
Key Company Interface Email, Social networking, YouTube, Self-branding skills (Who you are ), Networking		
Facilitators	The following team will support the groups learning	
Need to train local facilitator	during the project	
	Bill Wolfson BSEE, MS in Physic	
Description:	The class project will focus on the chosen skills that	
Learning through doing and	occur during the team creation & problem solving	
discussion with other students.	process. The students will be challenged to be cognitively ready to learn during the process. Included	
	as standards' will be forming the team and the problem-	
	solving process.	
LEARNING OUTCOMES /	What are the learning outcomes?	
OBJECTIVES	By the end of this course, the students will be able to:	
	<ul> <li>Clearly articulate the nature of the design process &amp; problem solving</li> </ul>	
How are we going to integrate	<ul> <li>See the World as a place of excitement and</li> </ul>	
character development?	inspiration	
	Use assessment strategy and feedback as	
	<ul> <li>learning tools</li> <li>Use of relevant soft-skills in their life to better</li> </ul>	
	interface with society	
	Begin the steps to become a lifelong learner	
	<ul> <li>Understand the processes within a business and</li> </ul>	
	<ul><li>personnel finance</li><li>Understand that problems are opportunities in life</li></ul>	
Student's Responsibility:	If at any time you start to feel lost or behind in the	
Taking responsibility for attendance	course, don't panic or keep silent let us know so	
and class participation.	we can help.	

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Title	Main topics/ Activity
Keeping a journal during the course: • Take notes • Questions to ask/ideas and reflections	<ul> <li>Please let us know if we should adjust our communication style. Are we going too fast? Too slow? Are we being too techie?</li> </ul>
Student activity	<ul> <li>We will support the students to buy and wear vests with the school logo</li> <li>Certain students will be given the opportunity to support other students in the learning process. These will be called master designers.</li> <li>Students are viewed as active authors of their own development</li> </ul>
Weekly Schedule:	To Be Determine
Implementation:         Areas of discussioncan be tailored to local needs such as the local community food needs.         See the problem/Bug         Frame it         Research         List possible solutions         Pick a few         Select         Test         Reflection         Present solution         Other possible problems that could be worked on are the Grand         Challenge for engineering determined by the National Academy of Engineering.	The course will be done with hands on learning using methods from <i>WPI/engineeringlens.org</i>
Tasks:	Ice-Breaker         Team creation         Select problem         Problem solving         Testing-Reporting

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Title	Mai	n topics/ Activit	у
<ul> <li>Course Rubrics</li> <li>Three areas of learning targets</li> <li>Knowledge Content</li> <li>Skills Processes</li> <li>Reasoning Thinking skills, character development</li> </ul>	successful. mea Assessment (learnin students and comm Badges as translate Create skills targ Problem solving Innovation	ets (badges) for: Character Community	<b>Iback</b> / skill level with lback.
<b>Course Expectations</b> Team assignments and discussion board postings.	forums and complet Students are respor	Attention to detail ted to participate in o te the assigned proje nsible for making arr difficulties arise in co	ects on time. angements with
What Is a Design-centric culture? Should set up the following:	<ul> <li>Empathy, Who's the customer, something good for society, Understand the need and expected out-come.</li> <li>Web based tool for communication and information sharing</li> <li>Google Docs</li> <li>Web Blog</li> </ul>		
One-hour Class Period Structure		Tied to the c	urriculum
<ul> <li>15 min. of class learning/discussion</li> <li>30 min. of Exercise / Activities by the teams</li> <li>Break</li> </ul>	<ul> <li>Improv.</li> <li>Drawing ex</li> <li>Problem sc</li> <li>Team build</li> <li>Socratic Qu</li> </ul>	lving ling games, poker	r
Example of a 4-week schedule Week 1 <u>Week 1;</u>	e 7 hr /day PP1	<u>team, sports</u>	<u>s, improv</u>

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Title	Main topics/ Activity
Week 2	Week 2
Week 3	Week 3
Week 4	Week 4
Student take away (Outcomes):	<ul> <li>Acquire self-awareness and apply self-management skills to achieve personal well-being and effectiveness</li> <li>Act with integrity and make responsible decisions that uphold moral principles</li> <li>Acquire social awareness and apply interpersonal skills to build and maintain positive relationships based on mutual respect</li> <li>Be resilient and have the ability to turn challenges into opportunities</li> <li>Be an outstanding employee for the company and grow in opportunity</li> </ul>

## **Course details:**

Major area	Theme
Introduction / Creating a	Attributes, Values, Teacher Skills and the relation to
learning collaborative in the	excellence in academics and the larger world of work.
classroom / pre-Assessment of	
engineering knowledge and	Developing the outcome goals for the class.
thinking skill awareness	
Work in teams	Part of Team ProjectCollaboration, decision making,
	brain writing
Problem framing and solving	Part of Hands on Learning understanding what is the true
Empathy	problem and tinkering with ways to solve the problem
Creative and critical thinking	Learn the tools of brainstorming, brain-writing, and decision
skills around the design process	making for divergent and convergent processing skills

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Major area	Theme
Brain Plasticity Growth	we continuously are able to learn new things
mindset	Two 30 minutes discussions a total of 60 minutes spent
	teaching not math but a single idea: that the brain is a
Carol Dweck, Ph.D	muscle. Giving it a harder workout makes you smarter.
Claude M. Steele Ph.D	That alone improved their math scores.
Habits of Mind	Built into projects and continuous discussion
Infusion of thinking skills	Create an appreciation for life-long learning by providing opportunities to develop creative and critical thinking skills
Dialogue	6 Hats How to create dialogue and not shouting
	matches.
	Using dialogue question
Professionalism	Respectful dealing with others
Entrepreneurships / Innovation	Business processes Persistence, problems as
	opportunities, finding humor, accuracy in your work, remain open to continuous learning
Conclusions, Self-Assessment	Understand why you did certain things, What can you learn
Quality focus	from your actions to improve
	How can you use data to improve?
Community support	• Get a partnership with industry that provides career
• Job training	opportunity if we provide a person with good soft-skills.
•	Retail stores, Warehouses, etc.
Internships	• Relationship with non-profits that focus on this area.
Technicians	
Apprenticeships	
Mentors	
Mentor support option:	A team of mentors from different Business and organizations will be available to support the student. A mentor fair will occur where mentors present themselves to the students. The student will have to opportunity to pick someone they would like to get support from. These mentors will be trained in our program and how they could support a student.
	Manufacturing elements learned in the 4 weeks
Hand-Outs descriptions to organizations needed for support:	Community introductionBusiness organizationsList of Life & Business skills

The conversation is structured by the use of four strategies: **predicting**, **clarifying**, **question generating/connecting**, and summarizing.



**Modules incorporation**: Project Academy syllabus can be divided into modules to be used by the client in their particular environment. *As an example, the potential customer may train students in coding but does not have a module on teamwork.* In addition, we provide professional development to the customer to train their staff in our modules and their use and/or add additional foundational and life skills. Our approach is to work with the client and custom our processes to their needs.



