

## Work Force-Syllabus


| Title   | World Problem Activity  |  |
|---|---|--|
| Description   | Training pre-employment individuals for joining the workforce with needed life-skills   |  |
| LEARNING OUTCOMES / OBJECTIVES  | <ul style="list-style-type: none"> <li>• Life- long learner skills</li> <li>• Join the work force with a positive attitude and engineering mind-set.</li> </ul>   |  |
| Weekly Schedule   | 4 weeks; 5 days/week; 7 hours/day = 140 hours   |  |
| Course Rubrics  | Standards, learning targets<br>Three areas of learning targets <ul style="list-style-type: none"> <li>• Knowledge ... Content</li> <li>• Skills ... Processes, trainability assessment</li> <li>• Reasoning ... Thinking skills, character development</li> </ul> |  |
| Course Expectations   | Students will develop skills to be part of a workforce with a positive attitude of seeing problems as opportunities creating a joyful work environment  |  |
| What Is a work force centric culture?   | <ul style="list-style-type: none"> <li>• Seeing the work environment as a place to learn</li> <li>• Grow professional as if you're in your own business</li> </ul>  |  |
| <b>Classes</b>  |   |  |
| Week 1<br><br><i>Introduction/ Course objectives</i><br><br><i>Problems as opportunities</i>      | <b>Day</b>  | <b>Learning</b>                                  |
|   | 1   | Intro, Ice breakers, My likes(what interests me) |
|   | 2   | Building a team, culture, values                 |
|   | 3   | Role playing, Improv                             |
|   | 4   | Mapping our learning, mindset                    |
|   | 5   | Connect to a work organization                   |
| Week 2<br><ul style="list-style-type: none"> <li>• Study project:<br/>Trip to the mall</li> </ul> | <b>Day</b>  | <b>Learning</b>                                  |
|   | 1   | Work place problem to solve                      |
|   | 2   | Research problem                                 |



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|   |  |  |
|---|--|--|
| <i>to observe retail work force</i><br><br><i>Selecting a problem, Team rules</i> | 3  | Field trip                                     |
|   | 4  | Problem activity                               |
|   | 5  | Problem solving                                |
|   | <ul style="list-style-type: none"> <li>• Discussion web tools; problem solving Process</li> <li>• Collaboration 6 hats</li> <li>• Engr. Is everywhere</li> </ul> |  |
| <b>Week 3</b><br>Study project:<br><br><i>Trip to the Waltham manuf. Museum</i>   | <b>Day</b>   | <b>Learning</b>                                |
|   | 1  | Testing, Reflection                            |
|   | 2  | Elevator pitch                                 |
|   | 3  | Field trip                                     |
|   | 4  | Branding                                       |
|   | 5  | Work environment, customer, processes, metrics |
| <b>Week 4</b><br><br><i>Trip to the Framingham hospital</i>                       | <b>Day</b>   | <b>Learning</b>                                |
|   | 1  | Work environment, planning                     |
|   | 2  | Social & Emotional learning                    |
|   | 3  | Field trip                                     |
|   | 4  | Character development                          |
|   | 5  | Celebration .... Presentation                  |

### Take away

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- Acquire self-awareness and apply self-management skills to achieve personal well-being and effectiveness
  - Act with integrity and make responsible decisions that uphold moral principles
  - Acquire social awareness and apply interpersonal skills to build and maintain positive relationships based on mutual respect
  - Be resilient and have the ability to turn challenges into opportunities



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| Module                                 | Description  | Learning Objectives<br>Students will be able to  | Behavioral Goals  |
|--|--|--|---|
| <b>Introduction</b>                    | Students will form groups and do an ice-breaker exercise & discuss what they learned & observed  | <ul style="list-style-type: none"> <li>• Understand goals of the course</li> <li>• Begin to see the benefits of working together</li> </ul>  | Students will demonstrate a positive attitude about team-work   |
| <b>Team format</b>                     | <p>Though a series of activities students will develop a team charter and learn various life-skills for working together</p> <p>Teams will compete in various games &amp; Improv activities.</p> | <ul style="list-style-type: none"> <li>• Understand to similarities of a learning team to a sports team</li> <li>• Relate the team to a community organization</li> </ul>                | <ul style="list-style-type: none"> <li>• Students will be able to work together and deal with issues in a positive manner</li> <li>• Interpersonal skills will be practiced</li> </ul>                                      |
| <b>Problem selection</b>               | Discussion of community, school & world issues to work on as teams   | Setting ground rules for the task  | Begin the understanding of the Engineering mind-set   |
| <b>Problem solving</b>                 | Students learn the problem-solving process and implement it working as a team. Skills are practiced doing this activity  | <ul style="list-style-type: none"> <li>• Students use on-learning learning tutorials.</li> <li>• Students can understand thinking skills, problem solving and decision making</li> </ul> | <ul style="list-style-type: none"> <li>• Students will understand that all problems as opportunities</li> <li>• Students will see learning as a fun activity</li> </ul>   |
| <b>Testing</b>                         | Questioning and finding feedback on the teams work. Listening to the community   | Ability to use feedback and iterate to find details of what has been accomplished  | <ul style="list-style-type: none"> <li>• Learning that failure is a method to get better at what you are doing</li> <li>• Be able to communicate with others to gather feedback</li> </ul>                                  |
| <b>Public Reporting</b>                | Prepare results of this activity through creating documents & charts about what has be learned   | Gather thoughts and share results with the community organizations   | <ul style="list-style-type: none"> <li>• Learning to develop conclusions of the teams activity and create what's next for the project</li> <li>• Students will demonstrate the use of life-skills moving forward</li> </ul> |
| <b>Tying into the work environment</b> | Visit & discuss what the needs of companies are. Obligation to you?  | Students will understand their pluses & minus. Why you need to think of your self as in your own business.   | <ul style="list-style-type: none"> <li>• Branding</li> <li>• Operating your business, its needs</li> </ul>  |



# Work Force-Syllabus

## Overview

Need to think of the details that should accompany the project regarding the life-skill learning.

## How are the Life Skills integrated into the project?

## Essential Questions

1. How do we insure that the students pick up and embrace the life-skills that are part of the project?
2. What does cognitively and repetitive mean in learning life-skills.
3. Do we just pick a few ones before the project starts?

**Students must be cognitively aware of skills they are using**

In problem-based learning, beside solving the world problem, "learning along the way" is also a goal of the work. Students must be cognitively aware of skills they are using.

## Tasks

How do we re-enforce the learning of these skills?... Writing in a book, creating a poster, team play about the skill?

Prioritize the life-skills into musts and wants, put them in categories (business, society, personal),

Get students to Collaboration on their learning life skills

"well-being can be considered a life skill. If you practice, you can actually get better at it." By learning and regularly practicing skills that promote positive emotions, you can become a happier and healthier person. **Jane Brody**

## Personal/ Social Development:

|                         |                  |                        |
|-------------------------|------------------|------------------------|
| Ethical decision making | Civic engagement | Planning/ Goal-setting |
| Self-control            | Character traits | Social intelligence    |
| Values /community       | Team work        |                        |

## Skills related to the process:

|                                  |                                 |                                 |
|----------------------------------|---------------------------------|---------------------------------|
| Problem solving                  | Financial literacy              | <a href="#">Time management</a> |
| Thinking skills                  | Character traits                | Self-control/ Values            |
| Collaboration & Teams            | Continuous improvement/ Quality | Process methods                 |
| Measurements/ Feedback           | Planning                        | Risk taking/Stretch goals       |
| Learning from failure            | Entrepreneurship                | Innovation                      |
| <a href="#">Study skills</a>     | Decision making                 | Negotiation                     |
| Social intelligence              | Team work                       | Organization culture            |
| <a href="#">Listening Skills</a> | Nonverbal communications        |                                 |



# Work Force-Syllabus

**Elements of Engineering mind-set**

**Culture:**

- Values/ norms/ communities
- Negotiation
- Decision making
- Collaboration
- Excellence

**Project Formation:**

- Creative and Critical thinking
- System view
- Questioning
- Customer needs
- Financial controls

**Planning and Scheduling**

- Time management
- Measurements/ Feedback
- Quality systems

**Problem Solving / Process**


- Innovation
- Risk taking
- Prototyping and iteration
- Entrepreneurship

**Public reporting**

- Reflection
- Testing idea
- Presenting

**Attitude**

- Positive
- Flexible
- Doing your best
- Being a leader when necessary

| Process                      | Skills  |
|------------------------------|---|
| Ice breaker/ Intro.          | Greeting skills, Eye contact, non-verbal skills   |
| Forming the team             | Diversity, Values of a culture, Time management Listening skills, Collaboration Character development                     |
| Picking the project          | Team work, Handling adversity Project planning, Scheduling  |
| Problem solving              | Thinking skills. Self-reflection Problem-solving structure Decision making, Sorting                                       |
| Testing & writing            | Feedback, Iterations, Communication (without phones) Elevator pitch,  |
| Public dialogue/ Celebration |  Metacognition, Presentation skills, |

All parts of the process

