

Facilitator sheet-class3

5 min	Intro
15 min	Picking the problem
10 min	Framing the problem / Show process
10 min	How are we going to measure success
10 min	Requirements Develop Requirements for our design ... How are we going to measure the success of our creation?
10 min	Break
15 min	Brain-Plasticity/ Mind-set
10 min	Skills discussion Creative, critical
5 min	Summary ... Feedback question?

Tasks

- Brain storm project ideas
- Discuss and agree on a project
- What are the desired outcomes for the project?
- Develop a project plan (next week)
- Are there community organizations that we should contact for support?

What are your roles? What usually happens is that as soon as we have a problem to work on we're so eager to get to solutions that we neglect spending any time refining it.

Work as a team ... Listen to each other

Essential Questions in choosing

- 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?

Chuck up: Ask

"What's this a part of?", "What's this an example of?" or "What's the intention behind this?"

"What are parts of this?" or "What are examples of this?"



"The design should..." Specify the need, not the solution:

The five Whys

Why is this a problem? Answer and then ask why and due this 4 more times

Outcome: Will be able to discuss with team mates the finding of the root cause of defining a problem.

Skills

Creative 7 Critical thinking
Meta-cognition ... Thinking about our thought process