

Problem Selection

TEAM _____

Session 3 ... date _____

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...



1.0 Gather Interesting Ideas, 2.0 Incubate those ideas, 3.0 Uncover flaws in your ideas, 4.0 Commit

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?

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



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Possible Examples:

Group	Problem examples
<ul style="list-style-type: none">• Community• Can also modify world problems to the community	<ul style="list-style-type: none">• Use of tap water instead of bottle water• Improve public transportation system• Create social media for the community• How would we create a better down town?• How to improve the recreation facilities in our community?• How can we design a food growing place for the community?
School	<ul style="list-style-type: none">• How to develop friendships?• Preventing bullying• How do get along with the teachers?• How would we create a better school?• How do we develop a better measurement system for students?
World	See list of world problems Feed, Heal, Clean, Connect, Educate
Skills	What games or process can we create to bring learning a skill?
Business	<ul style="list-style-type: none">• Create a business to serve the Community• How do we develop a financial system for the youth?

