

## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Musician's Workshop

**Project Design:** Foster Creativity;

**Project Focus:** Fine Arts - Skill development

**Expected Skill Acquisition:** Students will hopefully leave this design block with technical skills on the instrument they wanted to learn, and universal music skills such as rhythm, chords, and scales. By doing so, students will also demonstrate growth in perseverance and patience.

**Elements of Knight Culture:** Personalization;Equity;

**Expected Number of Participants:** 12-17;

**Location for the Project:** Room 225

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**Project Purpose:** Musician's Workshop is a block where students who have an interest in learning musical instruments can have dedicated time every day to practice and learn essential skills for playing music on the instrument of their choice. By identifying our starting point and making goals and milestones, students will be able to track their progress in what hopefully becomes a lifelong passion for playing music!

**Learning Phase 1:** Students will begin by taking note of their starting point. Some students may be starting at step one, while others may already have a solid foundation beneath them. Either way, students will describe their playing ability and record a short video/audio recording of their playing. I will then help students create realistic goals that they can work towards over term 3.

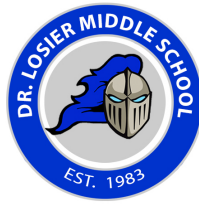
**Learning Phase 2:** Phase 2 will be the practice phase. Students will dedicate time every day to practicing the technical aspects of their instrument. This will include playing technique, rhythm, chords, and scales.

**Learning Phase 3:** Phase 3 will be creating a final recording that showcases all that they have learned and how much they have improved. It could be an original song they've created, a cover of a song they always wanted to learn, or a showcase of the different skills. This will

provide them with a side-by-side comparison of how far they have come, and what hard work can accomplish.

**How the Project will be Showcased:** Ideally, the exhibition will give students the opportunity to play for their friends and family. I would like to have the iPads set up for each individual student where friends and family can watch and listen to the before and after recordings.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*



## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Golf - A Simple Game That's Hard to Play

**Project Design:** Teach a Technical Skills so Kids can be Innovative;

**Project Focus:** Physical Skills

**Expected Skill Acquisition:** Students will be able to grip a golf club comfortably, swing and strike a golf ball with various clubs. They will also gain an appreciation for the sport and hopefully become life long players.

**Elements of Knight Culture:** Positive Relationships;Equity;

**Expected Number of Participants:** 20-35;

**Location for the Project:** Soccer field on nice days, Mez or Gym on rainy days.

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**Project Purpose:** For students to learn the various skills of the game of golf, as well as the rules and etiquette of the game.

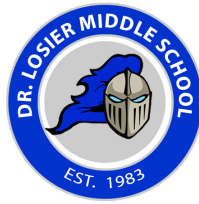
**Learning Phase 1:** The Basics - Students will be introduced to the various beginning skills of golf. How to grip the club, stance, and swinging a short club (wedges - 8 iron) will be the focus. Students' swings will be recorded and shared using the Swing Profile iPad app at the beginning of the phase as the end to show improvement. Putting and chipping will be worked on during rainy days.

**Learning Phase 2:** The Long-ish Game - Students will continue working on their swings while using longer clubs. 7 iron to hybrids/fairway woods will be the focus. Students' swings will be recorded and shared using the Swing Profile iPad app at the beginning of the phase as the end to show improvement. Putting and chipping will be worked on during rainy days.

**Learning Phase 3:** Bombs Away! - Finally, students will be introduced to how to tee a golf ball and hit it with the driver. Students' swings will be recorded and shared using the Swing Profile iPad app at the beginning of the phase as the end to show improvement. Putting and chipping will be worked on during rainy days.

**How the Project will be Showcased:** Students will be able to demonstrate their skills by actually swinging the clubs. The videos of the students' swings will also be shared with parents so they can see the progress made.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*



## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Brazilian Jiu Jitsu Profile

**Project Design:** Teach a Technical Skills so Kids can be Innovative; Foster Creativity;

**Project Focus:** Problem Solving

**Expected Skill Acquisition:** Jiu Jitsu is all about problem solving. On top of the technological skills they will learn in the profile creation aspect of this course, students will consider all the techniques they have learned and apply them in real-time by "rolling" with as many different people as possible.

**Elements of Knight Culture:** Positive Relationships; Equity; Personalization;

**Expected Number of Participants:** 17-23;

**Location for the Project:** Mezzanine

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**Project Purpose:** Using Apple technology, students will develop a Jiu Jitsu profile that outlines everything they learn in the world of Jiu Jitsu. This covers techniques learned in class, analysis of other competitors around the world, tracking personal growth and development, and reflections on their learning/learning styles.

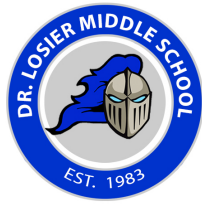
**Learning Phase 1:** Students will be introduced to the Apple technology that will be used to track student development. They will be introduced how to use the technology, as well as what elements of Jiu Jitsu that they will track. This includes, but is not limited to technique, analysis, reflection regarding personal growth and development, and problem solving skills.

**Learning Phase 2:** Students will learn Jiu Jitsu techniques and practice them daily. They will also watch professional grapplers to gain insight into new techniques and styles of grappling, and reflect upon how they can learn by watching professionals.

**Learning Phase 3:** Students will start to put their preferred techniques into both offensive and defensive sequences. They will outline and document these sequences using video, as well as reflect upon them with writing.

**How the Project will be Showcased:** Student Profiles will be on display during our learning show case.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*



## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Introduction to Printmaking

**Project Design:** Foster Creativity;

**Project Focus:** Fine Arts - Skill development

**Expected Skill Acquisition:** Creativity, problem solving, teamwork, abstract thought, perspective, time management, adaptability.

**Elements of Knight Culture:** Personalization;

**Expected Number of Participants:** 20-35;

**Location for the Project:** Art Room

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**Project Purpose:** Students will use various printmaking tools, nature, and recycled items to create unique and original artwork.

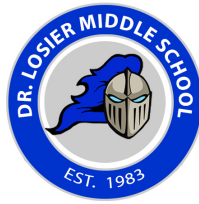
**Learning Phase 1:** Students will learn about the art of printmaking, where it began and how it was done long before our modern methods. We will briefly study the tools and terminology, and move on to practicing very simple forms of recycled/found item printmaking.

**Learning Phase 2:** In phase two, students will attempt more complicated prints by creating their own hand crafted relief blocks and using those blocks to create artwork.

**Learning Phase 3:** By phase three, students will be trying their hand at monoprinting. They will use stencils, fabric, fiber, plants, and other found objects to create truly unique designs.

**How the Project will be Showcased:** Once student work is complete and ready to be displayed, an art gallery will be set up so other students, family, and friends can experience the hard work and creativity of the artists.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*



## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Morning Announcements / DLMS Promo Video

**Project Design:** Foster Creativity; Teach a Technical Skills so Kids can be Innovative;

**Project Focus:** Technology - Use and Solutions

**Expected Skill Acquisition:** Filming, editing, collaboration, communication, leadership, sense of school culture, proper use of technology

**Elements of Knight Culture:** Positive Relationships; Personalization;

**Expected Number of Participants:** 12-17; <12;

**Location for the Project:** Room 214-216 + Morning announcements Room

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**Project Purpose:** Students will lead and create the morning announcements for the school year, as well as create one or multiple promo videos for our school.

**Learning Phase 1:** Students will learn the basics (or enhance their knowledge) about editing, speaking on camera, creating segments, etc...

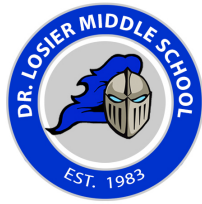
**Learning Phase 2:** Students will collaborate together to help film/create the morning announcements and promo videos.

**Learning Phase 3:** Students will produce and create the morning announcements (smaller scale production) and promo videos (larger scale production) for the school.

**How the Project will be Showcased:** The promo videos and some highlights of the morning announcement will be showcased on tv's in the school

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*





## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Beatles Tribute

**Project Design:** Foster Creativity;

**Project Focus:** Fine Arts - Skill development

**Expected Skill Acquisition:** Leadership skills will be developed as well as fine arts skills

**Elements of Knight Culture:** Personalization;

**Expected Number of Participants:** <12;

**Location for the Project:** Theatre and classroom

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**Project Purpose:** Students will learn about the influence of the Beatles and perform in a variety show

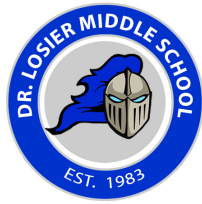
**Learning Phase 1:** Students will learn songs written and performed by the Beatles and attempt to create an entry in a tribute. This could be on an instrument or with signing.

**Learning Phase 2:** Students will craft their entry or entries in the tribute to the Beatles showcase.

**Learning Phase 3:** Students will rehearse and plan for the final presentation in front of students and parents.

**How the Project will be Showcased:** The final variety show will pull all skills together to convey the details that explain the influence of the Beatles on pop culture.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*



## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Learn to Sew

**Project Design:** Foster Creativity; Teach a Technical Skills so Kids can be Innovative;

**Project Focus:** Fine Arts - Skill development

**Expected Skill Acquisition:** sewing, measurement, cooperation

**Elements of Knight Culture:** Personalization;

**Expected Number of Participants:** <12;

**Location for the Project:** My Design Block room, #228

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**Project Purpose:** Students will learn some basic hand sewing skills and the basic operation of a sewing machine.

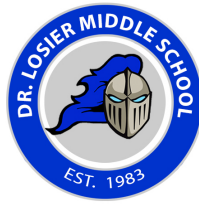
**Learning Phase 1:** Students will learn some simple hand sewing stitches and complete a simple project.

**Learning Phase 2:** Students will learn the basic operation of a sewing machine, and plan a simple project that will incorporate hand sewing and machine sewing to complete it.

**Learning Phase 3:** Students will apply their sewing skills to a larger group project that will be of benefit to the school.

**How the Project will be Showcased:** Students will have their completed project to display during the Exhibition of Learning in June.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*



## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Projects, Community and Graduation

**Project Design:** Foster Creativity; Teach a Technical Skills so Kids can be Innovative; Use the Design Thinking Process;

**Project Focus:** Project Based Learning

**Expected Skill Acquisition:** Along with personal growth in areas of citizenship, empathy and humanitarianism, the students will be able to showcase the skills required to complete their individual projects.

**Elements of Knight Culture:** Positive Relationships; Personalization; Equity;

**Expected Number of Participants:** <12;

**Location for the Project:** Classroom

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**Project Purpose:** There will be 3 parts to this project for students to give back. The focus of this Design Block will be to give back and serve others.

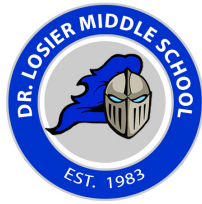
**Learning Phase 1:** Is there something we could do to improve the school? Is there something we could make or learn about, to help others? We will be brainstorming on how to have a positive impact on the world around you.

**Learning Phase 2:** With community involvement, we will see how our actions can have a positive impact on others.

**Learning Phase 3:** With Grade 8 graduation on the horizon, we will also be helping out when needed, assisting with the decor and details.

**How the Project will be Showcased:** We will be documenting our journey through the phases, and showcase any physical projects at our open house.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*



## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Wellness: MAKE, BAKE, SHAKE

**Project Design:** Teach a Technical Skills so Kids can be Innovative; Use the Design Thinking Process;

**Project Focus:** Planning/building; fine art movement; skill of cooking/measuring & following directions

**Expected Skill Acquisition:** Collaboration, problem solving, communication, focus, patience

**Elements of Knight Culture:** Personalization;

**Expected Number of Participants:** 35-45;

**Location for the Project:** Foods Lab, Room 115, Room 227

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**Project Purpose:** This design block will see students rotate through 3 sections of Wellness (not necessarily in order) for 3 weeks blocks. All students will combine for the last week in order to plan for a showcase of learning. The sections are as follows:

**Learning Phase 1:** SECTION 1 - MAKE (TINY HOMES)

In this section, students will use their creativity to plan a design on paper of a Tiny Home they would like to make. The Tiny Home may be a mobile type or a more permanent structure. They will then use card stock and build a 3D model of their home.

**Learning Phase 2:** SECTION 2 – BAKE (FOODS LAB)

Students will be given the opportunity to work in the foods lab where they will bake/cook various healthy food options that follow Policy 711 (nutrition policy). Students will learn safe food handling and food preparation guidelines, how to prepare a workstation and learn how to properly clean up their work area and properly put away all supplies.

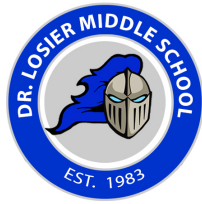
**Learning Phase 3:** SECTION 3 – SHAKE (PLIABILITY ROUTINE)

Holding static stretches and poses to make your muscles shake! This section is a Pliability Routine that facilitates better movement, heightened performance, and increased longevity

through short, guided daily videos. This section will fuse mobility, yoga, prehab, rehab, recovery, mindfulness, and strength. It is aimed at elevating performance—in life and in sport.

**How the Project will be Showcased:** Each section will have demo/display in each of the areas.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*



## Home of the Knights

### Design Block –Round 3 (April – June) Menu of Offerings

**Project Title:** Worldcraft: Storytelling, Character Design, and DnD

**Project Design:** Foster Creativity;

**Project Focus:** Project Based Learning

**Expected Skill Acquisition:** Students will learn how to create an immersive and well-rounded fantasy world through the medium of their choice. Students will work on skills such as creative writing, game planning, and fine arts.

**Elements of Knight Culture:** Personalization;Positive Relationships;

**Expected Number of Participants:** 20-35;

**Location for the Project:** Classroom

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**Project Purpose:** Students participating in the Worldcraft Design Block will embark on an exciting journey into a world of their own creation. This project-based learning adventure encourages students to unlock their creativity as they bring their very own fantasy world and characters to life.

**Learning Phase 1:** The basics of world building:

During the project's initial phase, students will explore existing imaginary worlds across gameplay, literature, and film. Students will learn the basics of worldbuilding. They will begin to plan their world by considering elements such as geographical setting, systems of magic, history, lore, and politics

**Learning Phase 2:** Fantasy Mapmaking:

Students will then be given the opportunity to create their own fantasy maps either manually or digitally. These maps may resemble the maps at the outset of a fantasy novel, or could be maps designed to prepare students for role playing games like Dungeons and Dragons

**Learning Phase 3:** Representing your world and characters:

Students can choose to spend the remainder of this design block bringing their world and characters to life. Students may write a story, create a character and background, create an art exhibit, or create and play a Dungeons & Dragons campaign.

**How the Project will be Showcased:** Students will present and display their planning, maps, and representations of their worlds and characters at the learning showcase.

*Learning Showcase – Tentatively scheduled for Wednesday, June 19<sup>th</sup>*