Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Forensic Science Techniques

Number of Participants: 17-23

Primary Location of this Project: Science Lab

Project Purpose: Students will learn how to do basic Forensic Science and proper lab techniques related to crime scene investigation.

Learning Phase 1: Students will learn different Forensic Techniques used by professionals used to solve crimes.

Learning Phase 2: Students will learn how to do basic Forensic techniques and try them out in class.

Learning Phase 3: Since we are going to do as many techniques as time allows there will be no final project or building of a model.

Project Wrap-up/Display: If we have space we could display some of our techniques. No final culminating project so to speak. But we could do a display.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Fall Into Art

Number of Participants: 12-17

Primary Location of this Project: classroom

Project Purpose: Students will be experimenting with pencil sketching, pastels, and paint, creating simple art projects and learning techniques through step-by-step instruction. Our bigger project will be a fall themed painting on canvas using acrylic paints.

Learning Phase 1: They will learn to follow directions and to replicate a design/pattern/shape.

Learning Phase 2: They will learn about the importance of planning and sketching outlines before adding colour using pastels.

Learning Phase 3: They will learn about mixing colours, painting techniques, and how to care for paint brushes.

Project Wrap-up/Display: Our final project (or larger project) will be a fall themed painting on canvas. Each student will complete one of their own which will be put on display here at the school for a few weeks before they take them. Instructions for this will be divided up over a several classes. If we finish before the end of the Design Block rotation, we will work on some additional pencil sketches.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Digital 3D Modeling with Minecraft

Number of Participants: 17-23

Primary Location of this Project: Computer lab or Ipad cart

Project Purpose: Students will learn about scale and representation of objects in a digital environment.

Learning Phase 1: Measuring and Scale: Students will learn how to take physical measurements and translate them into a scaled down digital version using Minecraft: Education Edition.

Learning Phase 2: Understanding of elements in the digital environment: Selection and mining of appropriate blocks to properly represent the structure.

Learning Phase 3: Creation Phase: Students will work collaboratively online through a server to create a scaled 3-D model.

Project Wrap-up/Display: The culminating project will be a scaled 3-D model of Dr. Losier Middle School.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Paying Respect to Our Veterans

Number of Participants: 17-23

Primary Location of this Project: classroom, later Theatre

Project Purpose: Students will design our Virtual Remembrance Day Tribute. Do you want to show your appreciation towards our War Veterans? Do you like to sing, act, present, or choreograph? Then we want YOU to be a part of this year's virtual Remembrance Day Service. This design block will develop many talents: organization, research, media skills, performance skills. These skills will be needed both in front of the camera as well as behind the scenes. It will be a wonderful collaboration.

Learning Phase 1: Students will explore Canadian history, meet veterans virtually, and view the Canadian War Museum to gain an understanding of what Canada's role has been throughout both the wars and peacekeeping missions. This will help establish a theme.

Learning Phase 2: Students will explore different ways they can show appreciation for our veterans. They will view past Remembrance Day Ceremonies, music, skits, poems to help decide how to design their own ceremony. They may want to interview local veterans, too.

Learning Phase 3: Students will learn how to sift through all the great ideas and decide what will work the best. They will brainstorm, organize and develop an itinerary for their own ceremony. At this point, they will assign roles, create, and practice.

Project Wrap-up/Display: All parts will be filmed and assembled to present the Remembrance Day Tribute to the school.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Photography

Number of Participants: Max 28

Primary Location of this Project: classroom, computer lab or area with mac computers, outside

Project Purpose: Students will learn the basics of photography and create their own personal portfolio.

Learning Phase 1: Students will learn basic composition rules such as the rule of thirds.

Learning Phase 2: Students will explore the use of DSLR cameras. They will learn about the camera settings such as iso, aperture, shutter speed etc. Students will also be exploring their own cell phone cameras, if they have them. The students will have time to practice taking pictures in multiple settings with a variety of camera types.

Learning Phase 3: Students will learn the basics of the editing software available to them. They will learn how to adjust lighting, shadows, exposure, colour, etc.

Project Wrap-up/Display: Our culminating project will be creating a personal photography portfolio for each student. The portfolios may be either digital or physical. We will be displaying these digital portfolios via a website link for all of the parents, peers, and teachers who would like to view them. The physical portfolios will be displayed within the school.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Battle of the bands

Number of Participants: 12-15

Primary Location of this Project: Theatre

Project Purpose: Play instruments and form a band

Learning Phase 1: Play an instrument

Learning Phase 2: Perform in a band

Learning Phase 3: Battle with a band

Project Wrap-up/Display: Showcase of band performances

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Creative Painting: Knight Pride Mural

Number of Participants: 12-20

Primary Location of this Project: art room / gym

Project Purpose: Explore and develop painting skills and creativity

Learning Phase 1: Students will meet and work with a professional artist who will teach the process of creating murals.

Learning Phase 2: Students will get to experience working with the artist to paint a Knight Pride mural in the school gym.

Learning Phase 3: Students will put into practice their painting skills and creativity to create their own mural on a large canvas.

Project Wrap-up/Display: The creation of a large mural in the gym and a personal small mural that will be displayed in the school.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Golf - An easy game that is hard to play

Number of Participants: 20-35

Primary Location of this Project: Outside/Gym on rainy days

Project Purpose: Students will learn the rules, etiquette, and skills of golf to be able to play a round on a golf course.

Learning Phase 1: Basic golf skills - how to grip the club strike a ball with irons (7 iron down)

Learning Phase 2: Putting, the other game in golf. Students will learn the basics of putting.

Learning Phase 3: Rules, scoring, and etiquette - students will learn the basics of how to play and score a round of golf.

Project Wrap-up/Display: Bring the students to the golf course and have them play a round of golf near the end of this design block cycle.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: STEM Challenges - Self propelled cars

Number of Participants: 12-23

Primary Location of this Project: Classroom and potentially the gym or mez for a day or two

(for the competition)

Project Purpose: Challenge where students will be designing and building solutions for certain problems (in this case, how to build a self propelled car) by using science, tech, engineering and math.

Learning Phase 1: How to problem solve. In this case, how to build their own self propelled car.

Learning Phase 2: Building their product while following their own plan.

Learning Phase 3: Assessing their product and making changes/tweaks to their product in order to improve its functionality.

Project Wrap-up/Display: Within pairs or groups, students will have built their own model of a self propelled car and will have tested out its function, its efficiency and its properties. Example: recording the distance their car travels, the weight of their car and the originality/creativity of their car.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Extreme Flexibility Yoga for advanced contortionist only.... or Yoga in the Mezz

Number of Participants: Max 28

Primary Location of this Project: Mezz everyday using the matts, projector, speakers

Project Purpose: Stretching and mobility

Learning Phase 1: Yoga and mezz ettique

Learning Phase 2: names of poses and muscles

Learning Phase 3: how to move through those poses

Project Wrap-up/Display: Students can work in groups to deliver video Yoga Lessons posted to the youtube channel to be used in a PE unit for the entire school.

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Breakfast Program

Number of Participants: 12-17

Primary Location of this Project: Food Lab

Project Purpose: Students in this Design Block will learn how to plan and prepare 5 different breakfast options.

Learning Phase 1: Commitments to Breakfast Program & Food Safety:

Students will learn safe food handling and food preparation guidelines and they will learn of their commitments to the Breakfast Program. They will work with Policy 711 and become familiar with what foods are acceptable to serve (following the nutrition policy). Students will create a weekly menu that will be posted and followed each week of the breakfast program.

Learning Phase 2: Food Prep:

Students will learn how to prepare a work station and prepare food for a single say of service in order to maximize efficiency. They will also learn how to properly clean up their work area and properly put away all supplies.

Learning Phase 3: Purchases & Inventory:

Finally, students will use the local flyers to decide what supplies need to be purchased at the end of each week. Students will also learn how to keep a log of supplies and keep an opening and closing inventory of food after each day.

Project Wrap-up/Display: Students work will be displayed each day during the Breakfast Program morning option. Students in this design block may have a specialty day where they are responsible for one days menu (example: smoothies, breakfast sandwiches, etc.)

Design Block – Round 1 (Sept 20-Nov 5) Menu of Offerings

Project Title: Escape Room

Number of Participants: 12-17

Primary Location of this Project: classroom

Project Purpose: Students will work hard to apply Math, Science, Language, Engineering, and

Art skills to create puzzles and a narrative, towards the creation of an Escape Room.

Learning Phase 1: Students will learn about what it takes to create an escape room.

Learning Phase 2: We will explore puzzles and discuss themes.

Learning Phase 3: We will combine everything learned to collaboratively create an escape room.

Project Wrap-up/Display: A well planned escape room.