



Home of the Knights

Design Block – Round 2 Menu of Offerings

Project Title: creating with clay

Maximum number of participants: 12-17

Primary location of the project: classroom

Project Purpose:

A variety of ways to hand build with clay

Learning Phase 1:

To learn a variety of skills in hand building with clay.

Learning Phase 2:

How to restore dried out clay so that it is workable again

Learning Phase 3:

How everyday items can add to creativity and uniqueness in their clay projects

Final Product:

Students will have several items that they will create and be able to display by the end of design block.



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Design Block – Round 2 Menu of Offerings

Project Title: Wood shop exploration

Maximum number of participants: 12-17

Primary location of the project: Shop

Project Purpose:

Students will be exposed to wood working in a shop setting.

Learning Phase 1:

Shop safety, career opportunities, and the opportunity to build in the shop.

Learning Phase 2:

What it takes to plan and build a wood working project

Learning Phase 3:

Skills required to build with wood.

Final Product:

Students will be able to display their work.



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Design Block – Round 2 Menu of Offerings

Project Title: W.O.D. (Workout of the Day)

Maximum number of participants: Max 28

Primary location of the project: Mezz

Project Purpose:

To Increase students physical fitness and appreciation for being active.

Learning Phase 1:

Students will learn the fundamental movements required to safely exercise in a fast paced, timed exercise program.

Learning Phase 2:

Students will learn how to increase their weight and resistance safely after a few weeks of learning the proper movements and routines of the workout.

Learning Phase 3:

Students will plan and put together the different exercises and be the lead instructors for the workout of the day. Responsibilities will include planning the workout, assembling the equipment, and facilitating the workout. Ideally this will be done in small groups of 2-3 students.

Final Product:

No final project to display for the Design block.



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Design Block – Round 2 Menu of Offerings

Project Title: (A) School Clothes and (B) Social Club with MORE Services

Maximum number of participants: <12;

Primary location of the project: Mainly my homeroom in 220, and gym a maximum of once a week.

Project Purpose:

Students will share their time between (A) learning to make DLMS school clothing to sell at school and (B) hosting/planning for/interacting with clients from MORE Services, (non-for profit agency that supports adults with intellectual disabilities), and when we don't have our clients coming to visit,

Learning Phase 1:

- A) Design and plan for school clothing.
- B) Learn to plan for/interact with MORE Services clients.

Learning Phase 2:

- A) Learn how to use the Cricut and Heat press for the clothing.
- B) Engage in a meaningful relationship with the clients that visit.

Learning Phase 3:

- A) Be able to create school clothing to sell here at DLMS.
- B) Form a lasting relationship with our new friends.

Final Product:

Final projects of clothing for sale.



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Design Block – Round 2 Menu of Offerings

Project Title: Breakfast Program

Maximum number of participants: 12-17

Primary location of the project: Food Lab

Project Purpose:

Students in this Design Block will learn how to plan and prepare 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 day 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.

Final Product:

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.)



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Project Title: Paper Roller Coasters

Maximum number of participants: 12-17

Primary location of the project: classroom

Project Purpose:

Design and build large paper roller coaster.

Learning Phase 1:

Students will plan and design their roller coasters using the provided templates.

Learning Phase 2:

Students will work collaboratively to build a large paper roller coaster that stands at least 4 feet tall.

Learning Phase 3:

Students will complete the roller coaster that will have loops, turns and funnels that allows a marble to travel down to the bottom.

Final Product:

Students can display their roller coaster and give a demonstration of how it works.



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Design Block – Round 2 Menu of Offerings

Project Title: Hoop Dreams

Maximum number of participants: 17-23

Primary location of the project: Gym

Project Purpose:

To work on and improve basketball skills and game strategy

Learning Phase 1:

The fundamentals - ensure that players have a solid grasp of the fundamental movements and shooting techniques.

Learning Phase 2:

Game Strategy - small sided games (1 v 1, 3 v 3) to work on proper floor spacing, help side defense, attacking the defense based on what is given.

Learning Phase 3:

Putting it all together - Full 5 v 5 games to apply everything covered to this point.

Final Product:

Hopefully, a tournament to declare a design block champion.



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Design Block – Round 2 Menu of Offerings

Project Title: Drama: The Best Christmas Pageant Ever

Maximum number of participants: 12-17

Primary location of the project: Theatre

Project Purpose:

Students will take on a role for a play

Learning Phase 1:

Roles will be auditioned for within the design block and assigned: Students will learn how various components of performing arts

Learning Phase 2:

Staging and rehearsals will take place toward the final production:

Learning Phase 3:

Costumes and basic set design strategies will be considered and planned: Students will determine the best avenue to plan for this show and make posters for the end showcase

Final Product:

Final production in the theatre for a group of students



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Design Block – Round 2 Menu of Offerings

Project Title: ART for IMPACT - Plastic Planet

Maximum number of participants: 12-17

Primary location of the project: art room

Project Purpose:

Students will create impactful art pieces by using trash that they will collect while cleaning up around the school and the community.

Learning Phase 1:

Students will be informed on the issue of plastic pollution around the world and the impact it has on Indigenous communities. We will possibly have a guest speaker to give us more insight on this matter and what we can do to reduce our own plastic consumption.

Learning Phase 2:

Students will walk around the school and community to clean a few areas before the snow comes along and covers the trash left behind. They will also take pictures of polluted areas that will be included somehow in the final art pieces.

Learning Phase 3:

Students will plan individually or in groups what type of art piece they want to create using the trash collected around the community. Creativity is key to create impactful art pieces that will influence others to start making personal changes regarding plastic consumption and pollution.

Final Product:

All art pieces will be displayed somewhere in the school and students will have the opportunity to talk about their work during the Learning Showcase at the end of the year.



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Design Block – Round 2 Menu of Offerings

Project Title: Art Exploration

Maximum number of participants: 12-17

Primary location of the project: classroom

Project Purpose:

Participants will have opportunity to learn and practice some basic skills in various mediums (pencil sketching, pastels, acrylic paints on canvas). If time and interest, some small craft projects may be included.

Learning Phase 1:

Students will begin with sketching and learning about perspective.

Learning Phase 2:

Students will learn to add colour to their work, and how to blend pastels.

Learning Phase 3:

Students will complete a painting on canvas.

Final Product:

As students complete art projects, they will have them put on display on bulletin boards and in display cabinets in the school hallways. Students will take home their completed projects at the end of the design block.

If time permits and there is an interest, a larger group mural may be painted and on display in the cafeteria.



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Design Block – Round 2 Menu of Offerings

Project Title: For the Love of Music

Maximum number of participants: 17-23

Primary location of the project: classroom and sometimes the theatre

Project Purpose:

Students will develop their singing voices while participating in a choir with Christmas Caroling as the ultimate sharing of music.

Learning Phase 1:

Students will explore different genres of music through Karaoke and the Top 40 Charts.

Learning Phase 2:

Students will develop their vocal range through warm ups, silly songs. They will also learn to recognize harmonies. If interested, they will try to sing rounds and harmonies in songs for small groups and whole group.

Learning Phase 3:

Students will choose, sing and record a song for the Learning Showcase. The very final project would be to share our love of singing by singing Christmas Carols for the Seniors Homes.

Final Product:

We would visit Seniors Homes before Christmas or Zoom our Christmas Caroling.



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**Design Block – Round 2
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Project Title: Morning Announcements

Maximum number of participants: <12

Primary location of the project: RM 115

Project Purpose:

Produced daily MORNING ANNOUNCEMENT

Learning Phase 1:

Learn the routines and procedures

Learning Phase 2:

How do use equipment instead of shots

Learning Phase 3:

Produce small segments for the MORNING ANNOUNCEMENT

Final Product:

Produce and upload daily announcements to YouTube



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Design Block – Round 2 Menu of Offerings

Project Title: WRED Jr.

Maximum number of participants: 12-17

Primary location of the project: Classroom, learning commons occasionally

Project Purpose:

Students will learn about the living conditions in developing countries and the impact that project work can have in those countries. They will choose a charity to donate to, revamp our logo, and work on creating our own clothing brand. We will work on marketing and selling our products. A large portion of our profit will be donated to the charity of our choosing.

Learning Phase 1:

Introduction to WRED and the developing world:

Learning about living conditions in developing countries. Students will learn about the conditions that youth experience in the developing world. This empathy-driven learning will help them to understand the importance of being involved in social justice issues.

Learning Phase 2:

Creating a clothing line: Through a PBL structure, students will be grouped based on their interests into different teams: marketing, photography, ordering, sales, finances, logo design. Each group will have a role to play in the creation of the clothing line.

Learning Phase 3:

Education and Marketing: Students will be guest speakers in humanities classes to educate students on WRED Jr. and the importance of social justice in the developing world. Simultaneously, the marketing, sales, and photography teams will be gearing up to sell clothing.

Final Product:

WRED Jr. Clothing market. We will have this market within the school.

