Design Block – Round 3
Menu of Offerings

Category: Arts

Project Title: Creative Character Designs

Maximum number of participants: 12-17;

Primary location of the project: art room

Project Purpose:
Students will learn all about the character designer world, what they need to study to become professional character designers and they will create their own character design project.

Learning Phase 1:
Overview- Students will learn all about the art of character designs. During phase 1, they will explore the history of character designing. They will learn about different industries where character designers are needed such as animation, games, illustrations, and advertising. We will look at what to study to become a character designer. And finally, we will talk about famous character designers.

Learning Phase 2:
Overview – In phase 2, students will put all their creativity and imagination to the test. They will start by sketching multiple characters, testing colors, and using different mediums such as paint, modeling clay, drawing, digital devices, etc. They will have about 2 weeks to design multiple characters which will all be in form of sketches, plans, and drafts. They will also start planning for phase 3: How do they want to bring to life their characters

Learning Phase 3:
Students will create an identity for their character (s) and decide what kind of medium they want use. Here's some ideas for this: computer animation, coloring books, stop motion, comic strips, comic books, etc. They will do a little bit of research and checking out videos to help them in the process of giving purpose to their characters. This will be where the hard work is going to take place because they will work as characters designers.

How project will be showcased:

Showcase of Learning: Every product will be displayed for the public to see at the end of the year at the DLMS Learning Showcase :)
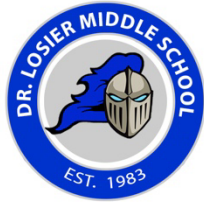
Design Block – Round 3
Menu of Offerings

Category: Arts

Project Title: Design Your Design Block

Maximum number of participants: 12-17;

Primary location of the project: classroom and possibly the cafeteria

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Project Purpose:
Students will learn to work collaboratively to create a collage art piece (painting) with a common theme.

Learning Phase 1:
Students will learn some basic art skills (sketching, painting) and the use and care of art supplies, while practicing some techniques on smaller individual art pieces.

Learning Phase 2:
Students will learn about collages and how to develop a theme to connect individual parts of a larger art piece. They will plan (individual ideas, small group and whole class discussions) a large art piece, with an overall theme and purpose, create a model and sketches for this piece, and practice the individual parts.

Learning Phase 3:
Students will complete their individual canvases.

How project will be showcased:
The individual canvases will be on display in the school lobby as one coordinated collage.
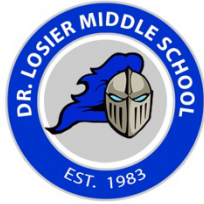
Design Block – Round 3
Menu of Offerings

Category: Arts

Project Title: hand building with raw clay

Maximum number of participants: 17-23;

Primary location of the project: classroom

Project Purpose:
Clay properties, different techniques/styles for working with clay

Learning Phase 1:
They will learn about the properties of clay.

Learning Phase 2:
They will learn a variety of techniques for hand building with clay.

Learning Phase 3:
Students will research and create their own clay sculpture using the sills they have learned.

How project will be showcased:
Students will have a final work that they have created by hand and painted to display for their project

Design Block – Round 3
Menu of Offerings

Category: Arts

Project Title: How to be a Foodie

Maximum number of participants: <12;

Primary location of the project: Classroom

Project Purpose:
Students will learn about various cuisines and the vast world of food and cultures

Learning Phase 1:
Students will learn about the many types of cuisine

Learning Phase 2:
Students will hear from guest speakers who have a background in cooking the many cultures.

Learning Phase 3:
Students will recreate some of these items either at home or in video form to display knowledge.

How project will be showcased:
Students will make a final video of what they've learned and possibly showcase some cooking techniques.
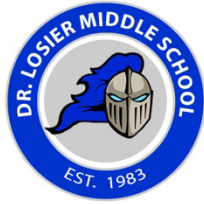
Design Block – Round 3
Menu of Offerings

Category: Arts

Project Title: Only Murders in the Building

Maximum number of participants: 17-23;

Primary location of the project: Theatre

Project Purpose:
  Do you like to solve mysteries? Do you like to laugh? Do you like to role-play? If you answered yes to one or all these questions, then you qualify to explore this fun and surprising genre of murder mystery.

Learning Phase 1:
Students will explore the genre of murder mystery by viewing viewing Only Murders in the Building, listening to classic "Who-Dunn-It" mysteries and try to solve them.
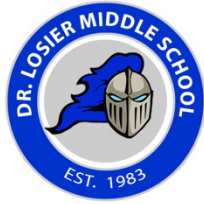
Learning Phase 2:
Using your imagination and improv is one aspect of murder mysteries. Students will learn some cooperative games to build their confidence and expand their imagination. These will be practiced thorough mystery murder scenerios.

Learning Phase 3:
Students will learn ways to develop a character and to maximize your personality with your voice and exaggerate your character. Students will have the chance to develop ther own characters as they take on roles in a murder mystery game.

How project will be showcased:
The final product casts students in roles of a murder mystery themed party that could be podcasted or live or an interactive game- it is up to you and the party…should you dare attend.

Design Block – Round 3
Menu of Offerings

Category: Athletics

Project Title: Archery

Maximum number of participants: <12;

Primary location of the project: Mezz

Project Purpose:
11 steps for successful archery

Learning Phase 1:
Learn the safety Whistles

Learning Phase 2:
Shooting at a target at 7M

Learning Phase 3:
Shooting at the competition 10M

How project will be showcased:
Internal Archery Competition

Design Block – Round 3
Menu of Offerings

Category: Athletics

Project Title: Volleyball Skills and Drills

Maximum number of participants: 17-23;Max 28;

Primary location of the project: Gym

Project Purpose:
Students will learn about volleyball and improve proper volleyball fundamentals/skills

Learning Phase 1:
Students will learn proper volleyball form/techniques and basics about the game.
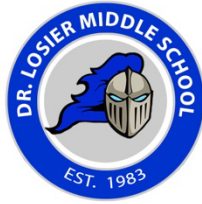
Learning Phase 2:
Students will learn and improve proper volleyball positioning during
gameplay situations.

Learning Phase 3:
Students will work on offensive and defensive skills/plays during drills and games.

How project will be showcased:
Students will be able to practice their acquired skills through games and also, students
can lead/teach proper volleyball fundamental/techniques to other DLMS students
(maybe even students from another school?).

**Design Block – Round 3
Menu of Offerings**

Category: Skill Trades

Project Title: Breakfast Program

Maximum number of participants: 12-17;

Primary location of the project: Foods 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 workstation 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 and/or online ordering 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.

How project will be showcased:
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 day's menu (example: smoothies, breakfast

sandwiches, etc.)
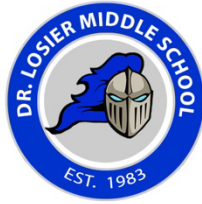
Design Block – Round 3
Menu of Offerings

Category: Skill Trades

Project Title: SOCIAL CLUB and CRICUT EXPLORATION

Maximum number of participants: <12;

Primary location of the project: Classroom and gym once every couple weeks if possible,

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Project Purpose:
Looking for independent, responsible and outgoing students. These students will develop skills, compassion and plan hands-on experiences to deliver programming to offer to our friends at MORE Services. MORE Services is a non-for-profit agency in Miramichi, which assists and supports individuals with intellectual disabilities. These individuals will come twice a week to participate in our programming. They will build friendly relationships with our MORE Services Friends, while catering to their interests and needs when deciding on programming.

Learning Phase 1:
Students will have a chance to meet our Friends from MORE Services. They will learn about
their interests and develop and plan activities. On days that we aren't hosting visitors, we will be exploring Cricut techniques.

Learning Phase 2:
Students will continue to develop a relationship with their Friends. Life skills, as well as communication skills, will be a focus. When our visitors are not visiting, we will be exploring materials for the Cricut.

Learning Phase 3:
Students are expected to have direct interactions with their Friends, they may have to initiate
conversation and play. Students must be flexible, learning that not all things thoroughly planned out will go as expected and to be able to be flexible in how the afternoon plays out. When visitors are not visiting, we will be trying application techniques and perfecting designs.

How project will be showcased:
Cricut products to showcase their learning alongside their friendships with MORE Services.

**Design Block – Round 3
Menu of Offerings**

Category: Skill Trades

Project Title: Wood working exploratory

Maximum number of participants: 17-23;

Primary location of the project: Shop

Project Purpose:
Basic woodworking skills and safety

Learning Phase 1:
Phase 1, learning how to be safe in a shop setting

Learning Phase 2:
Phase two consist of learning basic woodworking skills such as project planning, measuring, cutting, fastening, and finishing.

Learning Phase 3:
Phase 3 consist of working with power tools in a safe manner. (Sanders, band saw, router, miter saw). If students are not comfortable with power tools they do NOT need to use them in this design block.

How project will be showcased:
Completed projects will showcase student learning.

Design Block – Round 3
Menu of Offerings

Category: STEM

Project Title: Cardboard Sleighs and Boats

Maximum number of participants: 12-17;

Primary location of the project: Classroom

Project Purpose:
Students will learn how to work cooperatively, design and build cardboard sleighs and boats.

Learning Phase 1:
Students will look up designs for cardboard sleighs and pick a design that interests them. They may also design their own model. The same process will apply to part 2 which is boat designs.

Learning Phase 2:
Students will build their sleighs out of cardboard and duct tape.
The same process will apply to part two- boat designs. Boats must float and carry one member of their team.

Learning Phase 3:
Once students have built their sleighs we will go outside and try them out.
Part two will be boat building. They will research cardboard boats. Design and build them. We will take the boats to a pool and have a boat race. One member from each team will paddle the boat to a finish line in the pool.

How project will be showcased:
Video evidence will be taken of the sleighs in action as well as the boat race. If anything is left of our structures, we will put them on display next to the video.
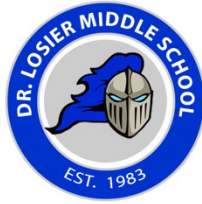
Design Block – Round 3
Menu of Offerings

Category: STEM

Project Title: Cyber Arcade - Coding with Micro:Bits

Maximum number of participants: 17-23;

Primary location of the project: Classroom with laptop cart

Project Purpose:
Students will learn interactive coding skills using micro bits to create small scale, cardboard arcade games.

Learning Phase 1:
Introduction to micro bits and the micro bit programming language.

Learning Phase 2:
Students will take a deeper dive into coding on the micro:bits and learning about user interfaces.

Learning Phase 3:
Game and Arcade design. Students will finalize their project, code it, and build the mini arcade cabinet for the micorbit.

How project will be showcased:
Students will create a cyber arcade area where other students and the public can play what they make.

Design Block – Round 3
Menu of Offerings

Category: STEM

Project Title: Documentary Film Making

Maximum number of participants: 20-35;

Primary location of the project: Large Classroom

Project Purpose:
Students will learn a variety of techniques and skills to properly plan and execute a published video.

Learning Phase 1:
Students will learn proper storyboarding, camera angles, lighting, do's and don'ts, and simple acting techniques for film making.
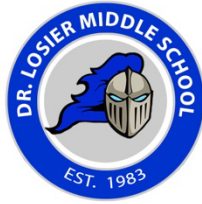
Learning Phase 2:
Students will learn a variety of editing tools to produce their film.

Learning Phase 3:
Students will use their newfound knowledge to produce a how-to style video on one of several video platforms.

How project will be showcased:
Projects can be either published to social media, or if the product is longer, it can be premiered at the showcase.

Design Block – Round 3
Menu of Offerings

Category: STEM

Project Title: STEM Fair Project Planning

Maximum number of participants: 12-17;

Primary location of the project: Science lab

Project Purpose:
A Science enrichment activity for students keen on creating and entering a project in the School and District STEM fair competitions in March and April.

Learning Phase 1:
Students will be given an overview of the different categories for STEM Fair projects and start the initial planning for a project of their choosing.

Learning Phase 2:
Students will begin to research any relevant sources of information related to their selected project.

Learning Phase 3:
Students will use the Scientific method to conduct an experiment or design a product that will be the basis for their formal project display.

How project will be showcased:
Students will have researched, experimented, and displayed a student created STEM Fair project that will be showcased at our School Fair and potentially at the District Fair.