Design Block – Round 4
Menu of Offerings

Project Title: Creating with Clay

Category: Fine Arts - Skill development

DLMS Conditions of Success: Connectedness;Personalization;

Expected number of participants: 17-23;

Primary location of the project: classroom

Project Purpose: positive open mindset/energy and connectedness between themselves and their clay projects

Learning Phase 1: Clay properties, how to store it, how to revive it etc..

Learning Phase 2: Basic skills for working/manipulating clay

Learning Phase 3: Students will learn how to hand build a basic pottery piece.

How the project will be showcased: Students will research and create a clay project of their own to display at the exhibition of learning. They will be able to discuss the tools and the hand building skills they used to create their piece of art.   They should be able to discuss what types of problems they encountered and how they resolved those problems while creating their pottery piece.

Design Block – Round 4
Menu of Offerings

Project Title: Mindful Middleschoolers

Category: Mindfulness Workshop

DLMS Conditions of Success: Connectedness;

Expected number of participants: 12-17;

Primary location of the project: Quiet classroom

Project Purpose: Allow students to begin learning mindful practices to use at home and in school. End goal of the workshop is for students to be able to lead mindfulness practices and to create a mindful project/product (such as mindful children's book, journal, mindful classroom activity kit, etc) to be shared at the end of the design block.

Learning Phase 1: Students will gain knowledge of what mindfulness is and how it benefits learning and mental health

Learning Phase 2: Students will be able to participate in and organize and lead mindfulness practices.
Each class will begin with a group mindfulness technique that will vary to show the diversity in types of mindfulness.

Learning Phase 3: Students will work either individually or in small groups to create their own "mindful" project. These projects can include such things as creating a mindful children's book, a how-to guide for middleschoolers with activities, a daily gratitude journal with prompts, a classroom kit to use for mindful activities, etc...

How the project will be showcased: At the completion of the mindfulness workshop, students will share their project/activity/practice with the group. Students will have the option to create a mindful project of their choice and creativity will be encouraged.

Design Block – Round 4
Menu of Offerings

Project Title: Shoot your shot...with catapults

Category: Problem Solving

DLMS Conditions of Success: Collaboration and Communication;

Expected number of participants: 17-23;

Primary location of the project: classroom

Project Purpose: Learn how to think critically and problem solve while building a catapult out of the materials given.

Learning Phase 1: Students will learn the basics on how catapults work and will discover different types of catapults.

Learning Phase 2: Students will learn how to design and build their own catapults with materials given. Students will also be given a challenge that they need to respect or strive to meet (example: projectile to be thrown a certain distance, catapult has a maximum amount of weight and/or height of _____, bonus: hit a specific target).

Learning Phase 3: Students will test their catapult and see what works and what require rethinking and tweaking on their catapult. Students may decide to modify their catapult or completely scrap their first idea and build another.

How the project will be showcased: The group will have a launch day competition with their catapults.

Design Block – Round 4
Menu of Offerings

Project Title: Lift it up

Category: Skilled Trades - Design and Creation

DLMS Conditions of Success: Collaboration and Communication;

Expected number of participants: 17-23;

Primary location of the project: Classroom

Project Purpose: Students will learn the basics of Hydraulics and pneumatics

Learning Phase 1: Students will look at objects that use hydraulics to function. They will build basic models of these objects.

Learning Phase 2: Students will build a small hydraulic device that can pick up a very small object.

Learning Phase 3: Students will finish the project with a large hydraulic device that can pick up and object and drop it down in a different spot.

How the project will be showcased: Students will display the three objects they made that show how hydraulics works in real life.

Design Block – Round 4
Menu of Offerings

Project Title: Glowforge Design and Creation

Category: Technology - Use and Solutions

DLMS Conditions of Success: Voice and Choice;Personalization;

Expected number of participants: 17-23

Primary location of the project: Computer lab / glowforge

Project Purpose: Students will learn how to transfer computer aided design to physical creations using 2D cutting and engraving.

Learning Phase 1: Computer aided design and measurement.

Learning Phase 2: Scaling computer drawings for cutting and engraving on the glowforge.

Learning Phase 3: Assembling various 2D parts created on the glowforge to build the design.

How the project will be showcased: Display of completed glowforge projects and presentations on the design process.

Design Block – Round 4
Menu of Offerings

Project Title: The DLMS Multicultural Society: A Celebration of Diversity

Category: Art and Culture

DLMS Conditions of Success: Connectedness;Personalization;Authentic Learning;Collaboration and Communication;Voice and Choice;

Expected number of participants: 35-45

Primary location of the project: Art Room, Cafeteria

Project Purpose: Students will collaboratively develop ways of showcasing the many languages and cultures within our school community. Interested individuals will be given opportunities to share cultural food, experiences, and knowledge with their peers. Throughout this design block, one group of students will be working on designing and painting a mural that will represent our appreciation for the diversity within Dr. Losier.

Learning Phase 1: Team Building and Goal Setting - In phase one, students will have the opportunity to learn about the cultures of their peers, while also having the chance to get to know their design block team. We will do team building activities and begin the planning process of our projects. Projects include, but are not limited to, creating magnetic mural and word wall, and a flag display that will represent the many nationalities within our school.

Learning Phase 2: Project Work - During the second learning phase, students will work in teams to complete displays or plan events within our school that will celebrate the diversity in our community.

Learning Phase 3: A Celebration of Culture - The final learning phase will be dedicated to finishing our projects and celebrating the work and learning that has been done in our design block. Our project will culminate with a student-led cultural exchange and celebration of our hard work.

How the project will be showcased: We will be creating visuals that will, ideally, be on display in our school for years to come. Students will be given a chance to present their work to the public at the learning showcase.

Design Block – Round 4
Menu of Offerings

Project Title: Bring Your Creativity To Life!

Category: Project Based Learning

DLMS Conditions of Success: Connectedness;Personalization;Growth Mindset;Authentic Learning;Collaboration and Communication;Voice and Choice;

Expected number of participants: <12;

Primary location of the project: Mainly classroom or Learning Commons, and the rare time, the gym or shop.

Project Purpose: This is for passionate, independent and creative students who are wanting to learn something new but just don't have the time or don't know where to start. This is the Design Block for you if you have an idea you want to bring to life. Is there something you could create to help others? Is there something that you would like to create to help improve the school? Is there something you always wanted to learn how to do but haven't had the chance to do it? Is there something that you think you could create that would be fun? This Design Block is just that - a creative outlet to explore our skills we already have and want to build on, or to learn something completely new that we are interested in learning more about!!

Learning Phase 1: Students will come up with an idea, plan for it, and bring it to life. This will be solely on the students to execute, with problem solving and teacher support, which will result in term-end products, meaning you will have something to show when the term is done. We are also lucky enough to have clients from MORE Services come a couple times a week and we will give them a chance to explore your creations with you, possibly assisting you in producing your projects and sharing in your adventure.

Learning Phase 2: Students will learn how to bring their idea to life. What materials are needed? What research needs to be done? What steps do we take to reach our end goal?
Some random examples could be. but not limited to:
a) A student may really want to learn how to knit, and by watching and planning, actually teach themselves how to knit items OR A student who already knows how to knit, can apply their skills to learning how to knit a larger scale item like a blanket.
b) A student may want to learn how to cricut items and work on studying where to start and how to get to their end products.

c) A student wants to create their own board game and you work throughout the term to come up with a finalized game.
We will spend the time working on producing the products, problem solving along the way, lots of trial and error, possibly making practice versions or working on improving them.

Learning Phase 3: Students will work on their final versions of their projects, perfecting their work.

How the project will be showcased: They should be able to display and present/talk about the journey of their projects with pride. Possibly showcasing their prototypes, or first versions of their ideas, all the way to their final projects. They will have their projects on display so that others can possibly: look, touch, feel, play, taste, take, do, listen, learn or watch their projects. Come discover something new about yourself!!!

Design Block – Round 4
Menu of Offerings

Project Title: Spring Creations

Category: Fine Arts - Skill development

DLMS Conditions of Success: Collaboration and Communication;Personalization;Authentic Learning;

Expected number of participants: 12-17

Primary location of the project: classroom, the cafeteria/lobby area

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Project Purpose: Students will learn some basic drawing/sketching and painting techniques, using pencils, pastels, acrylic paints, paper, and canvases. May use other mediums and crafts if time and interest permits.

Learning Phase 1: Students will begin with drawing and sketching, learning basic techniques, and how to follow directions.

Learning Phase 2: They will practice with adding colour to their art, and how to blend with pencil crayons and pastels.

Learning Phase 3: Students will select a paint project and create a final piece on canvas.

How the project will be showcased: Student work will be place in temporary displays in the school, and then moved to a display area where the public will have opportunity to view several of their creations.

Design Block – Round 4
Menu of Offerings

Project Title: 3D Minecraft Modelling

Category: Technology - Use and Solutions

DLMS Conditions of Success: Personalization;Collaboration and Communication;Authentic Learning;

Expected number of participants: 17-23;

Primary location of the project: Classroom and Computer Lab

Project Purpose: Students will learn about the concept of scale models and 3D modelling using Minecraft.

Learning Phase 1: Students will be introduced to the Minecraft Education Edition environment and how to build simple buildings.

Learning Phase 2: Students will learn about scale and select a building they will recreate in Minecraft.

Learning Phase 3: Build a full scale model of a building (like DLMS) in Minecraft and share their creation with the class.

How the project will be showcased: If possible, we will 3D print the models from the game. If not we will have several computers set up with the buildings on display for people to "walk" around in.

Design Block – Round 4
Menu of Offerings

Project Title: Lights, Camera, Action!

Category: Fine Arts - Skill development

DLMS Conditions of Success: Collaboration and Communication;Growth Mindset;Authentic Learning;

Expected number of participants: 17-23;

Primary location of the project: Classroom and theatre

Project Purpose: Students will do an introductory course to the basics of acting.

Learning Phase 1: Try various drama games to introduce the basic elements of drama- imagination, communication, cooperation, and confidence.

Learning Phase 2: Develop these skills through participation in monologues, skits with 2-3 characters and improvisation.

Learning Phase 3: Students will demonstrate what they learned in a final skit based on their interest!

How the project will be showcased: The skit will be performed live in front of a student audience.

Design Block – Round 4
Menu of Offerings

Project Title: The Breakfast Program

Category: Skilled Trades - Design and Creation

DLMS Conditions of Success: Collaboration and Communication;Authentic Learning;Connectedness;

Expected 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 the 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 4
Menu of Offerings

Project Title: Archery

Category: Fine Arts - Skill development

DLMS Conditions of Success: Voice and Choice;

Expected number of participants: <12;

Primary location of the project: Mezz

Project Purpose: Learn to properly shoot bow & arrow

Learning Phase 1: Safety

Learning Phase 2: Shoot at the target properly

Learning Phase 3: Learn to shoot for accuracy and points

How the project will be showcased: Shooting competition