



Home of the Knights

Design Block – Round 5 Menu of Offerings

Project Title: Origami

Category: Fine Arts - Skill development

DLMS Conditions of Success: Growth Mindset;

Expected number of participants: 20-35

Primary location of the project: classroom

Project Purpose: Positive connections between the art of origami and mental health

Learning Phase 1: History of origami

Learning Phase 2: Mental health benefits of creating origami

Learning Phase 3: A variety of paper folding techniques to create items

How the project will be showcased: Students will all have multiple origami items they created to showcase. They will also be able to explain the health benefits and which ones benefited them the most.



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Design Block – Round 5 Menu of Offerings

Project Title: Tiny Homes

Category: Skilled Trades - Design and Creation

DLMS Conditions of Success: Authentic Learning;

Expected number of participants: 17-23

Primary location of the project: Classroom

Project Purpose: Students will examine the details of tiny homes, come up with their own dream tiny home and include all necessary details for such a home.

Learning Phase 1: They will learn what must be included in a tiny home to make it a real home and research designs to get ideas for their own homes.

Learning Phase 2: They will design on paper what it will look like and where all the interior elements shall be.

Learning Phase 3: They will build their home on a small-scale using card stock. This will be a 3D model of their dream tiny homes.

How the project will be showcased: Each student will have a 3D model of a tiny home to put on display and explain all the elements of their home.



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Design Block – Round 5 Menu of Offerings

Project Title: Golf

Category: Leadership

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

Expected number of participants: 35-45

Primary location of the project: Soccer field on nice days, Mez on rainy days.

Project Purpose: The fundamentals, rules, and etiquette of golf as well as the knowledge to teach another person the basics of the game.

Learning Phase 1: The grip and basic swing. Students will learn the correct method to grip a golf club, how to address the ball and swing to make good contact. Wedges and short irons will be used for this phase. On rainy days, the putter will be introduced.

Learning Phase 2: The 2nd shot. Students will learn how to approach a longer shot with long irons and hybrid clubs. The proper technique to get the ball in the air and (hopefully) not slice or hook will be the main focus. Putting will be done on rainy days.

Learning Phase 3: The Driver. How to properly hit a golf ball off the tee will be the main focus for the final round. Tee height and keeping the ball in the front of your stance will be covered. Putting will be done on rainy days.

How the project will be showcased: Students will demonstrate their ability to swing the different golf clubs and teach how to properly grip and swing a club.



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Design Block – Round 5 Menu of Offerings

Project Title: Coding with Python

Category: Technology - Use and Solutions

DLMS Conditions of Success: Authentic Learning;Growth Mindset;Personalization;

Expected number of participants: 12-17

Primary location of the project: Either computer lab or shop classroom with laptops

Project Purpose: Create procedural based computer generated art

Learning Phase 1: Basics of python programming

Learning Phase 2: Generating graphics in python

Learning Phase 3: Project based application of python to create art

How the project will be showcased: Exhibiting code and computer generated art



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Design Block – Round 5 Menu of Offerings

Project Title: Introduction to video productions

Category: Technology - Use and Solutions

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

Expected number of participants: Max 28

Primary location of the project: Classroom

Project Purpose: Students will explore and learn about proper videography and editing techniques/strategies.

Learning Phase 1: Students will learn about the basics of videography (ex: accessible apps on iPads, how to plan for a video, different types of shots/angles, basics on editing).

Learning Phase 2: Students will apply what they have learned by filming multiple small clips/videos to become familiar with filming and editing.

Learning Phase 3: Students will make one or two longer videos that will showcase what they learned during the design block by piecing together multiple small clips (these could be personal video creations, topics provided by the teacher, or both).

How the project will be showcased: During the last week, we will have group viewing of all video creations.



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Design Block – Round 5 Menu of Offerings

Project Title: Springtime Art

Category: Fine Arts - Skill development

DLMS Conditions of Success: Connectedness; Personalization; Collaboration and Communication;

Expected number of participants: 12-17

Primary location of the project: Classroom, possibly use the lobby/cafeteria area

Project Purpose: Students will explore visual art forms using different mediums, creating individual and collaborative projects.

Learning Phase 1: Students will be introduced to perspective drawing.

Learning Phase 2: Students will learn to use colour in their drawings using pencil crayons and pastels.

Learning Phase 3: Students will learn about painting - how to use and care for brushes, brush techniques, blending colours - on different mediums.

How the project will be showcased: Students will have several completed art projects for display and to take home after the showcase.



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Design Block – Round 5 Menu of Offerings

Project Title: DLMS Multicultural Society

Category: Project Based Learning

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

Expected number of participants: 12-17

Primary location of the project: Learning Commons, Classroom

Project Purpose: In the last round of design block, students were encouraged to research and represent their knowledge of culture through a project-based learning environment. This round, students will continue to 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 completing a mural that will represent our appreciation for the diversity within Dr. Losier.

Learning Phase 1: Team Building and Goal Setting - Students who are new to this design block, as well as continuing students, will be given the opportunity to meet other students in the design block and set goals for the upcoming weeks. 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.

Learning Phase 2: Project Work - Some of the students who are continuing with this design block for the second round will be starting at phase 2 of the project. They will be continuing projects they began last round. We will be painting the mural we designed last term, and hosting a trivia night fundraiser. Students with new project ideas will work on those.

Learning Phase 3: Planning a celebration – During the final weeks of design block, we will be planning an event to celebrate the reveal of our new cultural displays within the

school. At this event, we will celebrate the diversity within our school and share our cultures with one another.

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



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Design Block – Round 5 Menu of Offerings

Project Title: Creative Partnerships

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: Classroom, gym, outside, learning commons.

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!! Students will be able to choose a skill, interest or talent that they would like to explore more, and have the Term to develop those skills.

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 and present 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, assisting you in producing your projects and sharing in your adventure.

SOME IDEAS, BUT YOU ARE CERTAINLY NOT LIMITED TO:

creative writing, screenplay, photography, song, music video, blogs, vlogs, writing a children's book, gardening, build a budget, make a new sport, create a board game, nutrition study, book reviews, jewellery/fashion design, myth busters, family tree/heritage study, learn a new language, making music, mythologies, study professions, world studies, reviews, astronomy, meteorology, connection project - to help those who live alone, seniors, ill, money and time management, life skills - cooking, sewing, laundry, first aid, time and money management, knitting, crochet, paper maché, origami, 3D paper art, design the ultimate rink/stadium, stained glass, cricut exploration, sports study, sports safety, sports nutrition, score/shooting analysis, scavenger hunt or how-to videos.

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 have an interest in sports, and may want to create a new sport, study sports or athletes and stats or build the ideal stadium.
- 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: With lots of practice and work, the students will have their final projects for the showcase.

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!!!



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**Design Block – Round 5
Menu of Offerings**

Project Title: Lights, Cameras, Action! Back to the 80s theme.

Category: Collaboration and Communication

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

Expected number of participants: 17-23;

Primary location of the project: Theatre and classroom

Project Purpose: Students will do an introductory course to the basics of acting highlighting the best shows of the 80s!

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. This may be themed to the 1980s era!

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



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**Design Block – Round 5
Menu of Offerings**

Project Title: 80's variety show showcase

Category: Fine Arts - Skill development

DLMS Conditions of Success: Personalization; Connectedness; Voice and Choice;

Expected number of participants: 20-35;

Primary location of the project: Theatre

Project Purpose: Students will perform for the school and community an 80's themed variety show to commemorate the 40th anniversary of Dr. Losier

Learning Phase 1: Students will decide and research songs and dances from the 80's and develop a number for the variety show.

Learning Phase 2: Students will learn about event planning and stage management.

Learning Phase 3: Students will learn to perform in front of others for a purpose

How the project will be showcased: A final show for the community and school will be required.



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Design Block – Round 5 Menu of Offerings

Project Title: Art Studio

Category: Fine Arts - Skill development

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

Expected number of participants: 17-23

Primary location of the project: Art Room

Project Purpose: To explore your creative outlets.

Learning Phase 1: Students will brainstorm and plan what art project they want to create.

Learning Phase 2: Students will research and gather materials necessary for their art project.

Learning Phase 3: Students will work on bringing their creativity to life.

How the project will be showcased: Students will display and present their artwork at the Learning Showcase. They will be able to talk about their creative process as well as explaining what their final piece represents.