

**Dr. Losier Middle School
Design Block – Term 2 2024
Menu of Offerings**

Project Title: Zumba Blast: Dance Your Way to Fitness!

What is the Focus of the Project: Leadership

What are the Success Criteria for the Project: Foster Creativity;

What Skills Can the Students Expect to Acquire from This Project: leadership, team building, creativity, independence, precision, control, coaching, strength and flexibility, audience engagement

Which DLMS Core Values does the Project Focus on: Positive Relationships; Personalization;

Expected Number of Students: 35-45

Primary Project Location: Large open space- could be theater, gym, cafeteria, etc.

Project Purpose: Students will learn the four main dances of Zumba—Salsa, Merengue, Cumbia, and Reggaeton—and create their own workout routines. This engaging design block combines the excitement of popular music, similar to "Just Dance," with the energetic and fun fitness style of Zumba. It offers a high-energy workout set to upbeat music, helping students stay active, improve coordination, and boost their mood—all while dancing to their favorite tunes and having fun!

Learning Phase 1 Overview: Phase 1: Experience Zumba

Students will join me in a 20-30 minute exercise class that will give them the opportunity to see and feel the differences between the different types of dances.

Learning Phase 2 Overview: Phase 2: Students will learn about the history of Zumba and learn about the different elements of the four key Zumba dances: Salsa, Merengue, Cumbia and Reggaeton. We will practice each style of dance separately.

Learning Phase 3 Overview: Phase 3: Students will choose two types of dance styles from the four introduced, they will find a song they love and develop their own choreography to facilitate a Zumba class. Students will videotape their choreography, and we will compile together to have a full Zumba class.

Expected Final Product: Students will either perform their choreography live OR their exercise "video" will be shown on a tv/computer screen for parents and students to try!



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Project Title: Introduction to Brazilian Jiu Jitsu

What is the Focus of the Project: Problem Solving

What are the Success Criteria for the Project: Foster Creativity; Teach a Technical Skills so Kids can be Innovative;

What Skills Can the Students Expect to Acquire from This Project: Students will learn problem solving skills throughout the course of this design block. The positions in Jiu Jitsu each pose their own problems, and students will need to problem solve in order to escape, reverse, pin, or submit.

Which DLMS Core Values does the Project Focus on: Positive Relationships;

Expected Number of Students: 17-23;
Primary Project Location: Mezzanine

Project Purpose: Students will learn problem solving skills through the art of Brazilian Jiu Jitsu. The sport naturally puts athletes in many positions that require one to stop, think, and consider what they know to either escape the position, or turn the position into a dominant one by reversal or "sweeping." Additionally, student progress will be documented through apple technologies - more specifically, "Keynote." They will use keynote to showcase the positions, attacks, and pins that they've learned by using photos and video.

Learning Phase 1 Overview: Phase one will focus on the basic positions of Jiu Jitsu and will learn how points are gathered in a typical match under IBJJF rules. They will also learn basic pins (wrestling), throws (judo), and submissions (Jiu Jitsu).

Learning Phase 2 Overview: Students will start to put their knowledge to the test by learning sequences of positions, attacks, and pins.

Learning Phase 3 Overview: Students will be given opportunities to consistently showcase their current sequences of attacks and defensive maneuvers, as well as build on them according to their current development.

Expected Final Product: By hosting an "open mat," students will show themselves doing BJJ to their peers and community members. There will also be lead members from MXT Miramichi to help facilitate, as well as teach for the first half of the time allotted.



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Project Title: STEM Studio

What is the Focus of the Project: Project Based Learning

What are the Success Criteria for the Project: Foster Creativity; Teach a Technical Skills so Kids can be Innovative; Use the Design Thinking Process;

What Skills Can the Students Expect to Acquire from This Project: Collaboration, Design Thinking, problem solving, Learning technical skills by using equipment, communicating results using different mediums.

Which DLMS Core Values does the Project Focus on: Personalization;

Expected Number of Students: 12-17;

Primary Project Location: Maker Space and Classroom

Project Purpose: A creative space for students to explore Science, Technology, Engineering and Making

Learning Phase 1 Overview: Students will be introduced to the Creative Design Thinking Process by doing a simple investigation and coming up with a creative way to problem solve it.

Learning Phase 2 Overview: Students will be introduced to Making and be exposed to the various technologies available to them to use and explore and create original designs.

Learning Phase 3 Overview: Students will be given an opportunity to turn their skills learned into a Design themed STEM Fair project which will be entered in our school fair in March.

Expected Final Product: Student projects will be showcased at our School STEM Fair as well as our Learning Showcase at the end of the term.

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Project Title: Volleyball - Learn, Play, Share.

What is the Focus of the Project: Leadership

What are the Success Criteria for the Project: Teach a Technical Skills so Kids can be Innovative;

What Skills Can the Students Expect to Acquire from This Project: Teamwork
Collaboration
Leadership
Resilience
Filming
Editing

Which DLMS Core Values does the Project Focus on: Positive Relationships;Personalization;Equity;

Expected Number of Students: Max 56;
Primary Project Location: Gym

Project Purpose: A volleyball journey in three phases where students grow as players, document their progress, and empower others.

Learning Phase 1 Overview: Focus: Building Knowledge & Skills

- Students explore volleyball basics, including rules, techniques (serving, passing, setting, spiking), and strategies.
- Skills are taught through drills, peer feedback, and reflection.
- Students record their initial attempts to establish a baseline and identify areas for growth.

Learning Phase 2 Overview: Focus: Practice & Apply

- Students participate in games and activities to apply learned techniques in real-time scenarios.
- Emphasis is on teamwork, communication, and problem-solving.
- Progress is filmed during gameplay to capture improvements and key moments.
- Students analyze their footage to refine skills and develop new strategies.

Learning Phase 3 Overview: Focus: Reflect, Teach & Inspire

- Students compile video highlights showcasing their learning journey (in a portfolio or on a website)
- They create tutorials or presentations to teach a specific volleyball skill or strategy to peers.
- Videos and reflections will be at the learning showcase event which allows students to share their journey, insights, and knowledge.

Expected Final Product: -Videos and reflections will be at the learning showcase event which allows students to share their journey, insights, and knowledge.

-We will be generating a QR code that will open up to their portfolios or websites.



Dr. Losier Middle School Design Block – Term 2 2024 Menu of Offerings

Project Title: Morning Announcements / DLMS Promo Video

What is the Focus of the Project: Leadership; Technology - Use and Solutions

What are the Success Criteria for the Project: Foster Creativity; Teach a Technical Skills so Kids can be Innovative;

What Skills Can the Students Expect to Acquire from This Project: Filming, editing, collaboration, communication, leadership, sense of school culture, proper use of technology

Which DLMS Core Values does the Project Focus on: Positive Relationships; Personalization;

Expected Number of Students: <12;

Primary Project Location: classroom and morning announcements.

Project Purpose: Students will lead and create the morning announcements for the term and possibly beyond.

Learning Phase 1 Overview: Students will learn the basics (or enhance their knowledge) about editing, speaking on camera, creating segments, etc...

Learning Phase 2 Overview: Students will collaborate together to help film/create the morning announcements and promo videos.

Learning Phase 3 Overview: Students will produce and create the morning announcements (smaller scale production) and promo videos (larger scale production) for the school.

Expected Final Product: The promo videos and some highlights of the morning announcement will be showcased on tv's in the school

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Project Title: Stand for Social Justice

What is the Focus of the Project: Project Based Learning

What are the Success Criteria for the Project: Use the Design Thinking Process; Foster Creativity;

What Skills Can the Students Expect to Acquire from This Project: Students will gain problem solving and communication skills.

Which DLMS Core Values does the Project Focus on: Positive Relationships; Personalization; Equity;

Expected Number of Students: 12-17;
Primary Project Location: Classroom

Project Purpose: This project empowers students to address social justice issues they identify within their school and broader community. By collaborating to design and enact actionable solutions, students will enhance their understanding of human rights, develop critical thinking skills, and foster a sense of agency in creating positive change.

Learning Phase 1 Overview: Understanding Social Justice Issues: Students will engage in discussions and research to explore various social justice topics including, but not limited to, racism, gender-based discrimination, and environmental justice.

Learning Phase 2 Overview: Identifying Problems and Designing Solutions: In small groups, students will identify specific social justice issues they are passionate about. They will conduct surveys, interviews, and community observations to gather data and perspectives. Following this, students will brainstorm and develop innovative solutions to the issues they've studied, creating project proposals that outline their ideas, potential community partnerships, resources needed, and steps for implementation. Feedback sessions with peers and mentors will help refine their proposals.

Learning Phase 3 Overview: Action: Students will take action to implement their proposed solutions within the community. This may involve organizing awareness campaigns, workshops, or collaborative events with local organizations. Students will work together to

coordinate logistics, promote their initiatives, and engage community members. Throughout this phase, they will document their progress and reflect on the challenges and successes they encounter.

Expected Final Product: The project culminates in a showcase where students present their enacted solutions and reflect on their learning journey. They will discuss the impact of their initiatives on promoting social justice and share insights gained from their experiences. This showcase can also serve as an opportunity to inspire others in the community to engage with social justice issues.



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Project Title: School of Rock

What is the Focus of the Project: Fine Arts - Skill development

What are the Success Criteria for the Project: Teach a Technical Skills so Kids can be Innovative; Foster Creativity;

What Skills Can the Students Expect to Acquire from This Project: Students who are successful with this project will not only improve their individual skills on their instrument, but learn to work and cooperate in a group environment.

Which DLMS Core Values does the Project Focus on: Personalization; Positive Relationships;

Expected Number of Students: <12;
Primary Project Location: Music / Media Room

Project Purpose: For students who have learned the fundamentals of an instrument, the School of Rock project will provide students the opportunity to learn to play in a group environment.

Learning Phase 1 Overview: Identifying goals and abilities. Students will discuss what goals they have: what songs would they like to cover as a band, if they want to write an original song, etc.

Learning Phase 2 Overview: Practice. Students practice their parts both independently and as a group. This period is used to identify what each member is responsible for in the band and work out any issues or challenges when playing as a group.

Learning Phase 3 Overview: Performance. Students continue practicing and refining their skills in a band setting as they prepare to perform at the learning showcase.

Expected Final Product: The School of Rock will culminate in a band performance at the exhibition of learning.

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Project Title: Music Maestros

What is the Focus of the Project: Fine Arts - Skill development

What are the Success Criteria for the Project: Teach a Technical Skills so Kids can be Innovative; Foster Creativity;

What Skills Can the Students Expect to Acquire from This Project: Creativity Keyboard Performing Singing

Which DLMS Core Values does the Project Focus on: Personalization;

Expected Number of Students: 20-35;

Primary Project Location: Beat's Lab and Classroom

Project Purpose: Students will learn technical skills on the keyboard and work with others and create bands and ensembles to perform for audiences. Students will also sing and learn how to harmonize for the songs chosen.

Learning Phase 1 Overview: Students will learn the basics of keyboards and other percussion instruments to perform various songs within a group setting.

Learning Phase 2 Overview: Students will develop more skills and theory to be fluid in the keyboard and chord to pop songs that their group decides to perform. Students will learn about pitch and dynamics to sing while also considering harmony and background vocals.

Learning Phase 3 Overview: Students will rehearse and set up for the performance. They will perform.

Expected Final Product: Final performance for students showcasing a variety of the songs learned. Throughout the process, students will set up in the pit and perform at times designated.

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Project Title: Architects of Minecraft: Building Our World Together!

What is the Focus of the Project: Project Based Learning

What are the Success Criteria for the Project: Foster Creativity;

What Skills Can the Students Expect to Acquire from This Project: 1) Creativity and originality in individual designs.

2) Cohesion and teamwork in group construction.

3) Attention to detail and functionality of structures.

4) Presentation skills during the final town showcase.

Which DLMS Core Values does the Project Focus on: Positive Relationships; Personalization;

Expected Number of Students: 35-45;

Primary Project Location: Rooms 219 and 225 (Edwards and Richard)

Project Purpose: Students will collaborate in designing and constructing a functional and visually appealing town in Minecraft. Each student will contribute by planning and building individual structures while working as a group to ensure cohesion and integration across the town's design.

Learning Phase 1 Overview: Introduction and Planning:

Discussion - Introduce the concept of town-building and its elements (e.g., homes, schools, public spaces, shops).

Theme Selection - Decide on a theme (e.g., medieval village, futuristic city, eco-friendly town).

Individual Roles - Assign or choose roles (e.g., house builder, public works designer, landscape architect).

Blueprints - Create blueprints or sketches of individual and group contributions.

*Create familiarity of the Minecraft Education Program, its features, layout, and resources to foster creativity within the application.

Learning Phase 2 Overview: Individual Construction:

- Each student will focus on constructing their assigned building or structure.
- Encourage detail and creativity, aligning with the chosen theme.

Collaborative Design:

- Work together to connect individual builds with shared features (roads, bridges, parks, community centers).
- Ensure cohesion in style, scale, and function.

Learning Phase 3 Overview: Final Touches and Presentation:

- Add decorative and interactive elements (landscaping, signage, interiors).
- Host a virtual tour where students present their structures and explain their contributions.

Expected Final Product: During the Showcase Night at the end of Design Block, students will have the ability to showcase their individual projects through their iPads as well as a showcase of their collaborative project via projection through the Smartboards in Rooms 219 and 225.

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Project Title: Creativity & Exploration

What is the Focus of the Project: Project Based Learning

What are the Success Criteria for the Project: Foster Creativity; Teach a Technical Skills so Kids can be Innovative; Use the Design Thinking Process;

What Skills Can the Students Expect to Acquire from This Project: Students have the opportunity to gain whatever skills they plan to develop based on their project.

Which DLMS Core Values does the Project Focus on: Positive Relationships; Personalization; Equity;

Expected Number of Students: <12;
Primary Project Location: Classroom

Project Purpose: Students who wish to independently learn new skills, or strengthen previously gained skills are welcome to come explore opportunities to grow.

Learning Phase 1 Overview: Students will work at creating a plan, and completing research, to utilize their Design Block time to work on gaining/strengthening skills that they wish to explore.

Here are just some ideas, but you are not limited to these at all:

- a) An artist who enjoys drawing would like to invest some time into learning how to perfect drawing faces and face shapes for a realistic product.
- b) Someone who wants to research and learn how to make items with the Cricut machine.
- c) Someone who enjoys writing and would love the extra time to build a children's book, or write poems, or tell stories by writing or singing songs.
- d) Someone who would like to come up with a plan on how to spread kindness or how we could give back to an array of community members.
- e) Someone longing to develop a musical ability and would value the time researching/learning/then playing the piano.

Learning Phase 2 Overview: Once the research is done, students should be prepared to put their plan in motion and start working towards their end goal.

Learning Phase 3 Overview: Producing your final products.

Expected Final Product: Students will be able to showcase their learning at our open house.



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Project Title: Sew Much to Learn

What is the Focus of the Project: Fine Arts - Skill development

What are the Success Criteria for the Project: Foster Creativity; Teach a Technical Skills so Kids can be Innovative;

What Skills Can the Students Expect to Acquire from This Project: Basics parts of a sewing machine.

Fabric/material selection and prep for a sewing project.

How to read and interpret directions/instructions.

Which DLMS Core Values does the Project Focus on: Positive Relationships; Personalization;

Expected Number of Students: <12;

Primary Project Location: Room 110 - sewing room

Project Purpose: Students will learn basic the operation, care and maintenance, of a sewing machine. They will also learn about fabric selection according to project type.

Learning Phase 1 Overview: First, students will learn about the parts of a sewing machine, and how to operate it safely. They will practice basic sewing skills with small projects.

Learning Phase 2 Overview: Once more familiar with the operation of the sewing machine, students will be able to select a project of their own to complete. It may involve several steps/techniques.

Learning Phase 3 Overview: As students learn to sew, a larger collaborative project will be available for students to work on as well. This will allow some students to have more time to complete individual projects and the others opportunity to learn other skills required for the larger project.

Expected Final Product: Students will have their completed projects ready to display.

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Project Title: 3D Comic Explosion

What is the Focus of the Project: Fine Arts - Skill development

What are the Success Criteria for the Project: Foster Creativity;

What Skills Can the Students Expect to Acquire from This Project: Students will learn to collaborate in groups, follow the steps of creative writing, use technology to enhance and digitalize illustrations, and how to use inspiration from well-known characters to create original ones for this project.

Which DLMS Core Values does the Project Focus on: Positive Relationships; Personalization; Equity;

Expected Number of Students: <12;
Primary Project Location: art room

Project Purpose: Students will learn how to create awesome comic books with original characters including our very own mascot the knight as a Superhero

Learning Phase 1 Overview: Step One: Prewriting and Brainstorming

- ☐ Brainstorm topics for comic storyline
- ☐ Prewrite the storyline using a graphic organizer of your choice

Learning Phase 2 Overview: Step Two: Drafting / Storyboarding

- ☐ Using a storyboard template, create a rough draft of your comic
- ☐ Create a rough draft of the cover page of your comic (this will eventually become the life-sized vignette)

Learning Phase 3 Overview: Step Three: Creating the good copy of the comic

- ☐ Create a coloured, published copy of your comic

Step Four: Building 3D Life-Sized Comic Vignette

- ☐ Construct black and white backdrops/setting that mimic the cover page of your comic

- ☐ Collect props needed for backdrop
- ☐ Photography sessions with Knight

Expected Final Product: 3D vignettes and comic books will be on display for the public to enjoy during the expo



