

Project Day Nov 11:

Design a 21st Century Science Classroom

-Monday Nov. 4: Advisory session in the Blue Room

- Avis will show a PPT
- design process: emphasize, define, ideate, prototype, test
- kids need to bring laptops

-Wednesday Nov. 6: Advisory session in theatre

Architect guest speaker

-Friday, Nov. 8: What is Design?

- in Advisory class can you show this video?

-<http://vimeo.com/5820010>

-Monday Nov. 11: Project Day

Schedule:

Advisory Class 8:00-8:10

Session 1: 8:10-9:20 Theater

Break 9:20-9:35

Session 2: 9:35-10:30 Advisory Classes

Break 10:30-10:45 Break (if needed! teacher discretion)

Session 3: 10:45-11:35 Advisory Classes

Lunch 11:35-12:20

Session 4: 12:20-1:35 Advisory Classes

Break 1:35-1:45

Session 5: 1:45-2:15 Blue Room

Session 6: 2:15-3:00 Gym

Advisors, Please pair up (groups of three only if you have to) your students in your Advisory class.

Also, once kids are working you may want to pair up during sessions 3 or 4 so supervision is shared and you can take a break. Sue said she will do the PE session so we will all be off from 2-3. Also, let me know who needs cover because of US classes. Andrea is available...maybe Stephen? Gabby?

-session 1: Introduce Design Phases in Theater 8:10-9:20 (All Advisors; Beek Malloy lead)

-kids need to bring pencils!

1. -outline schedule of the day

-Kevin address kids (5 min)

-Mr. Sapir (Architect) will say a few words, answer a few questions (15 min)

2. Practice using the Design Process

-Avis review on big screen

-what is design?

-design process: EMPHASIZE, DEFINE, IDEATE, PROTOTYPE, TEST

- EMPATHIZE + DEFINE

-person who is unhappy with his wallet will talk about wallet, show on big screen, answer student questions (5-10 minutes)

-Avis/John records design brief on big screen “Why is he unhappy with his wallet?” and “What does this person need?”

- IDEATE + PROTOTYPE

-distribute scrap paper, have kids suggest a design of a new wallet (10 minutes)

- TEST...not possible today (5 minutes)

-discuss how could we do this

3. Our project: Building ISP’s 21st Century Science Classroom

- EMPATHIZE + DEFINE

-analyze data collected from students about their perfect lab (Google form)

-must have’s: room for 24 students, gas/electrical/sinks, door at bottom left corner of the plan

-ISP needs a 21st century Science classroom because...

- IDEATE + PROTOTYPE

-later we will break off in Advisory groups

- TEST

-how will we do this?

9:20-9:35 Break

-session 2 in Advisory Classrooms (feel free to use hallways, other rooms, etc. I think gr. 7 is away) 9:35-11:30 (All Advisors lead)

-each Advisory needs: scrap paper, rulers, markers, colouring pencils, meter sticks (can borrow from Avis), large grid paper and post it notes (Avis has these)

- IDEATE (30 minutes)

-remind kids of the design process steps: EMPATHIZE, DEFINE, IDEATE, PROTOTYPE, TEST

-show whole group 3 key videos from John's page and have brief discussion after each video

1. slideshow at the very bottom of Mr. Malloy's page (link is on the Portal page)
2. <http://malloyadvisory.weebly.com/science-lab-design.html>
3. take a look through the other resources on Mr. Malloy's page either as a whole group or in smaller groups

- START PROTOTYPE (60 minutes)

-on scrap paper, with design brief in mind, make individual first 'prototype' (rough idea design) (10-15 minutes)

- join with partner and take the best parts of both to make a rough new plan; record on new scrap paper (10-15 minutes)

-if finished, pairs can move forward to "Floor Plan" (see session 3)

10:30-10:45 Break (if needed)

-session 3 in Advisory Classrooms 10:45-11:35 (All Advisors lead)

- CONTINUE PROTOTYPE

-using pairs plan, pairs make large chart paper "Floor Plan"

-'must have's': room for 24 students, gas/electrical/sinks, door at bottom left corner of the plan

-aerial view (like memoir map in LASS)

-pencil, rulers, meter sticks

- annotate diagram, use colours, show details
- post-notes: write description of 3 **most special** features of the room
- extra if still time: make a video describing your plan using Photobooth
- must finish by 1:40! (hopefully!)

-session 4 in Advisory Classrooms 12:20-1:35 (All Advisors lead)

-remind kids of the design process steps: EMPHASIZE, DEFINE, IDEATE, PROTOTYPE, TEST

- CONTINUE PROTOTYPE

1:35-1:45 Break

-session 5 in Blue Room 1:45-2:15 in Blue Room All Advisors; Beek/Malloy lead wrap up at end)

- TEST

- hang plans around perimeter and check out each others' ideas
- closing discussion (John will lead)
 - challenges in designing?
- next steps: present to school community

-session 6 in the Gym 2:15-3:00 PE Time with Sue (no teachers need to come down!)

-After Project Day: not sure when or where

- display posters (???) showing possible lab layouts
- get community input

Interview with an unhappy wallet owner

Why is he/she unhappy with the wallet?

What does this person need? (Design Brief)

This person needs a new wallet that

-
-
-
-
-

- 1.
- 2.
- 3.