

there's an app for that

THE CHALLENGE:

Design a “power app” that uniquely reflects your most desirable learning attribute.

THE CONTEXT:

Students are leaders and designers. Each one of them has dynamic and diverse talents, and school should serve as a platform to explore those. We want all students to understand, appreciate, and use the various gifts that each one of them brings to any learning experience. This short design challenge allowed students to learn our design process in a safe manner while creating a stunning end product that instilled confidence moving forward.

THE CONTENT:

E1-4: the student will create written work that has a clear focus, sufficient detail, coherent organization, effective use of voice, and correct use of the conventions of written Standard American English.

E1-5: the student will write for a variety of purposes and audiences.



this time it's personal



gather

| what do we need to know?

STRENGTH FINDER SURVEY:

Students took an online survey that evaluated their strengths. The survey provided students with personalized information so they could take a strengths-based approach to life and shift their focus from what's wrong to what's strong.

REFLECTION:

Students provided a written reflection that responded to the results of the survey.

INTERVIEW WORKSHOP:

Students participated in a short workshop that focused on proper interviewing techniques.

INTERVIEWS:

Students interviewed various individuals (two family members, two peers, one teacher) to gain a better perspective on how others perceived their strengths to be.



TRENDS AND THEMES:

Students created a graphic organizer that identifies trends and themes that emerged from both the online strength finder and their interviews.

BODY BIO PRESENTATIONS:

Students created a visual and gave a short presentation on what they learned about themselves through this process.

FORTE FUNNEL:

Students narrowed their focus to one major strength and filled in a “driving question mad lib” to guide and focus their thoughts through the next stage.

BRAINSTORMING WORKSHOP:

Students participated in a workshop that explained the expectations and rules for a successful brainstorming session. Students practiced their skills with a “paper clip” brainstorming session.

PIN DROP / TAG TEAM BRAINSTORM:

Students brainstormed different icons for their chosen strength. The first round was an individual brainstorm, and the second involved a “tag team” partner.

HARVEST:

Students narrowed their ideas to three. Those ideas were taken forward to prototype.



LOW RESOLUTION PROTOTYPES:

Students prototyped their ideas with colored pencils and plain white paper. Students also started prototyping their sales pitch.

CRITIQUE / REVISION SESSIONS:

Students participated in three critique sessions, one of which included the teacher. A full class critique for each piece of student work (gallery walk) also took place.

FINAL PROTOTYPE:

Students designed their final prototype to be carried forward in the next stage.



| no more questions. time to go.

FINAL EXECUTION OF APP DESIGN / SALES PITCH:

Students designed their “power app” on ceramic tile and typed their sales pitch.

DESIGN ASSESSMENT:

Students took an essay exam (blue book style) that covered the design process.

PRESENTATION OF LEARNING:

Students participated in a presentation workshop that explained the various expectations for public speaking. Students provided a compelling sales pitch for their “power app.”

REFLECTION:

Students completed a final reflective writing piece to capstone the design challenge.