



## Home of the Knights

### Design Block – Round 1 Menu of Offerings

**Project Title: Newspaper City**

**Project Design:** Use the Design Thinking Process; Foster Creativity;

**Elements of Knight Culture:** Positive Relationships; Personalization;

**Expected number of participants:** 35-45

**Primary location of the project:** Mezz

---

**Project Purpose:** Students will plan, design, and create a newspaper city that has functional power in 3 different stages. Students will rotate through each of the 3 phases of this design block in 3-to-4 week periods. They will work in assigned groups at each phase, completing a different task in each one that will be assembled together in the final display..

**Learning Phase 1: Geodesic Domes:**

- Students will work cooperatively in groups of 3 to build geodesic domes out of newspapers. These will represent the "homes" in the city.

**Learning Phase 2: Power Towers:**

- Students will learn about and explore different structures (specifically towers) and how they are engineered. They will use this knowledge to build power towers out of newspaper that will connect and run electricity to the different homes/domes in the city.

**Learning Phase 3: Electricity:**

- Students will explore circuit building in order provide power to the homes through the power towers.

**How will the project be showcased:** The Newspaper City will be assembled in the Mezz and on display at the Learning Showcase in December.

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



Home of the Knights

## Design Block – Round 1 Menu of Offerings

**Project Title:** Morning Announcements / DLMS Promo Video

**Project Design:** Foster Creativity; Teach a Technical Skills so Kids can be Innovative;

**Elements of Knight Culture:** Equity; Positive Relationships; Personalization;

**Expected number of participants:** 12-17

**Primary location of the project:** Classroom

---

**Project Purpose:** Students will lead and create the morning announcements for the school year, as well as create one or multiple promo videos for our school.

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

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

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

**How will the project be showcased:** The promo videos and some highlights of the morning announcement will be showcased on tv's in the lobby.

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



## Home of the Knights

### Design Block – Round 1 Menu of Offerings

**Project Title: Let's Get Crafty!**

**Project Design:** Foster Creativity; Teach a Technical Skills so Kids can be Innovative;

**Elements of Knight Culture:** Positive Relationships; Personalization;

**Expected number of participants:** <12

**Primary location of the project:** A classroom/multipurpose room

---

**Project Purpose:** Students will have opportunity to try some different craft projects (such as sewing, crocheting, sketching, painting), both individual and collaborative projects.

**Learning Phase 1:** Students will learn some basics about hand sewing, plan a small individual project and contribute ideas for a larger collaborative project, and begin their projects.

**Learning Phase 2:** Students will learn some basics about knitting and crocheting, select a small project, and begin their project.

**Learning Phase 3:** Students will learn some simple sketching and painting techniques and complete a few individual projects on paper and canvas.

**How will the project be showcased:** Student individual and collaborative projects will be on display, and students will be available to demonstrate some of the skills they have learned.

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



Home of the Knights

## Design Block – Round 1 Menu of Offerings

**Project Title: What's your project?**

**Project Design:** Foster Creativity; Teach a Technical Skills so Kids can be Innovative; Use the Design Thinking Process;

**Elements of Knight Culture:** Positive Relationships; Personalization; Equity;

**Expected number of participants:** <12

**Primary location of the project:** Classroom and possible the 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. If you were an adult, would there be something you would think back on, and wish you would have done or learned?!? Is there something you could create to help others or help improve the school? Is there something you always wanted to learn how to do but haven't had the chance to do it yet? 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 start brainstorming ideas, and are encouraged to really think outside the box. This project will be independently student led with teacher support. We are also lucky enough to have clients from MORE Services come once/twice a week and you will be able to share all the steps of your journey with them. SOME POSSIBLE 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, Glowforge or making your own 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. You should be able to demonstrate your learning and share your journey from day one until you have your final product.

**How will the project be showcased:** You should be able to display and present/talk about the journey of their projects with pride. Possibly showcasing their prototypes, or first versions/ideas 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!!!

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



## Home of the Knights

### Design Block – Round 1 Menu of Offerings

**Project Title:** Golf - A simple game that's hard to play

**Project Design:** Teach a Technical Skills so Kids can be Innovative; Use the Design Thinking Process;

**Elements of Knight Culture:** Positive Relationships; Personalization; Equity;

**Expected number of participants:** 35-45

**Primary location of the project:** Soccer field & Gym

---

**Project Purpose:** To introduce students to the fundamental skills of golf and hopefully foster a lifelong appreciation for the game.

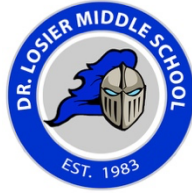
**Learning Phase 1:** The Basics - Students will learn the fundamentals of the game. How to grip the club, stance, ball placement, and swing. Pitching, chipping, and short irons will be the clubs introduced. Etiquette will also be covered. On rainy days, the basics of putting and chipping will be introduced. Student swings will be recorded to be able to track their improvement.

**Learning Phase 2:** The mid range game - all of the previous skills will be reinforced while introducing longer clubs. Mid irons to hybrids/fairway woods will be used.

**Learning Phase 3:** Putting it all together. Hitting driver, as well as competitions using all of the clubs in the bag will be the focus. Student swings will again be recorded to show improvement.

**How will the project be showcased:** With students demonstrating what they have learned and with a video showing the improvement.

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



Home of the Knights

## Design Block – Round 1 Menu of Offerings

**Project Title:** Lights, Camera, Action!

**Project Design:** Foster Creativity;

**Elements of Knight Culture:** Positive Relationships; Personalization;

**Expected number of participants:** Max 28

**Primary location of the project:** Theatre and classroom

---

**Project Purpose:** Develop confidence and performance skills through collaboration and 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 will the project be showcased:** Students will demonstrate what they learned in a final skit based on their interest. This will be a public performance early December.

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



Home of the Knights

## Design Block – Round 1 Menu of Offerings

**Project Title: Beat Lab: Apple Garageband**

**Project Design:** Foster Creativity;

**Elements of Knight Culture:** Personalization;

**Expected number of participants:** 12-17

**Primary location of the project:** Classroom

---

**Project Purpose:** Students will learn and explore Apple's Garageband software, allowing them to create their own music.

**Learning Phase 1:** The first phase of this project is to familiarize and understand how Garage Band works. After becoming more comfortable with the software, students will listen to real world examples to create their own drum track.

**Learning Phase 2:** Once comfortable with their drum tracks, students will then explore various instruments (keyboards, guitar, etc.) to create melodies. As with the drums, we will listen to real world examples. What makes a melody catchy?

**Learning Phase 3:** Phase 3 of the project will focus on creating music. By combining what they've learned about rhythm and melody, students will create their own instrumental music tracks.

**How will the project be showcased:** Once completed, students who have invested in the projects should have a completed song and/or a collection of music to showcase.

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*





Home of the Knights

## Design Block – Round 1 Menu of Offerings

**Project Title: Creative Character Designs**

**Project Design:** Foster Creativity; Use the Design Thinking Process;

**Elements of Knight Culture:** Positive Relationships; Personalization; Equity;

**Expected number of participants:** Max 28;

**Primary location of the project:** Art room

---

**Project Purpose:** Students will learn how to design and create original characters

**Learning Phase 1:** Overview – Students will learn all about the art of character designs. During phase 1, they will explore the history of character designing. They will learn about different industries where character designers are needed such as animation, games, illustrations, and advertising. We will look at what to study to become a character designer. And finally, we will talk about famous character designers!

**Learning Phase 2:** Overview – In phase 2, students will put all their creativity and imagination to the test. They will start by sketching multiple characters, testing colors, and using different mediums such as paint, modeling clay, drawing, digital devices, etc. They will have about 3 weeks to design multiple characters which will all be in form of sketches, plans, and drafts. They will also start planning for phase 3: How do they want to bring to life their characters.

**Learning Phase 3:** Students will create an identity for their character (s) and decide what kind of medium they want use. Here's some ideas for this: computer animation, coloring books, stop motion, comic strips, comic books, etc.

**How will the project be showcased:** Showcase of Learning: Every product will be displayed for the public to see at the end of the term at the parent-teacher meeting :)

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



Home of the Knights

**Design Block – Round 1  
Menu of Offerings**

**Project Title:** Stage stars

**Project Design:** Foster Creativity;

**Elements of Knight Culture:** Personalization;

**Expected number of participants:** 12-17;

**Primary location of the project:** Theatre and classroom

---

**Project Purpose:** Students will learn about performing arts and acting

**Learning Phase 1:** Stage terms and acting tips and techniques

**Learning Phase 2:** Script reading

**Learning Phase 3:** A final play will be produced

**How will the project be showcased:** A play for an audience with costumes

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



## Home of the Knights

### Design Block – Round 1 Menu of Offerings

**Project Title: The Knight Market**

**Project Design:** Foster Creativity; Teach a Technical Skills so Kids can be Innovative; Use the Design Thinking Process;

**Elements of Knight Culture:** Personalization;

**Expected number of participants:** 17-23

**Primary location of the project:** Classroom, shop (on occasion)

---

**Project Purpose:** The Knight Market design block seeks to empower young entrepreneurs to develop and launch their own small businesses. This project will provide students with the knowledge, skills, and hands-on experience necessary to build a successful small business. The program will consist of three distinct learning phases, each aimed at equipping students with the expertise needed to develop, market, and operate their business.

**Learning Phase 1:** Planning - Students will explore the key components of a successful marketplace. They will brainstorm business ideas, plan their expenses, apply for a school-funded loan, and conduct market research.

**Learning Phase 2:** Product Creation - In this phase, students will put their ideas into action by creating their products. Students will use their class time to create and improve upon their products. They will be preparing to sell these products at an in-person marketplace.

**Learning Phase 3:** Marketing and Growth Strategies - In this phase, students will focus on marketing and selling their products. They will learn about traditional marketing techniques and effective sales strategies. Additionally, students will explore various promotional channels and partnerships to attract both vendors and customers to their in-person marketplace.

**How will the project be showcased:** Launching The Knight Market - The culmination of the Knight Market design block will be the organization of a Knights' Market event. Students will set up their marketplace booths, sell their products, and engage with

customers. They will track their sales, calculate total profits, and manage their finances. Additionally, students will be responsible for repaying any loans they received during the program.

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*



Home of the Knights

## Design Block – Round 1 Menu of Offerings

**Project Title: Outdoor Exploration**

**Project Design:** Foster Creativity; Teach a Technical Skills so Kids can be Innovative; Use the Design Thinking Process;

**Elements of Knight Culture:** Positive Relationships; Personalization;

**Expected number of participants:** 12-17;

**Primary location of the project:** Classroom and Outdoors

---

**Project Purpose:** The mental health benefits of the outdoors.

**Learning Phase 1:** The positive affects of being outdoors.

**Learning Phase 2:** Team work

**Learning Phase 3:** Planning for the outdoors.

**How will the project be showcased:** An outdoor project related to our design block...student focused.

*Exhibition of Learning – Tentatively scheduled for Dec 6 2023*