

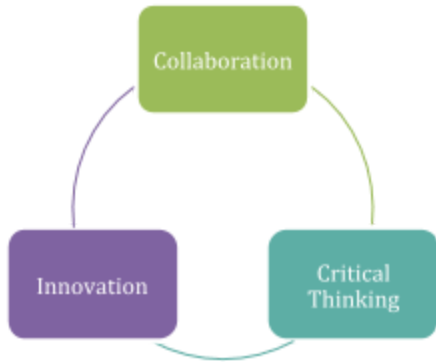


STEM School Chattanooga

11th Grade PBL Unit Plan

Unit Quarter: 4th

Title: Hunter Museum Experience for Kids



Learning Target Topics

Collaboration: Working with other people on a project or problem to achieve a shared goal.

Creative Thinking: Accessing, using, and applying information and knowledge.

Innovation: Using creative thinking to construct something new and valuable.

Grade Level	11 th Grade	Unit Length	9 Weeks
Industry Partner	<ul style="list-style-type: none"> Rachel Veal, Manager of Youth, Family, & Special Programs, Hunter Museum 		
Unit Overview	<p>The Hunter Museum enriches our city through the arts and benefits all ages. The goal of this project is to improve the museum experience for kids, particularly upper elementary-aged students. The staff at the Hunter Museum would like to better connect these kids with the art exhibits in the museum. Based on their experience working with the STEM School, they reached out to enlist STEM students for help. Ideas might include using digital tablets with info on art pieces, use of Google cardboard to create a virtual experience with places and people depicted in pieces of art, to hands-on activities to encourage kids to create their own artwork. For the school partner, the focus is on the creation of an engaging experience for kids visiting the museum. For the STEM School, the focus is on the collaboration, critical thinking, and innovation skills demonstrated by the student teams.</p>		
Unit Essential Issue	<ul style="list-style-type: none"> Project: <i>Using technology to create an amazing kids experience for kids visiting the Hunter Museum</i> 		
Kick Off Event	<p>Kick Off: Week of March 19th Rachel Veal will provide a project overview to explain the motivation behind the project. She will lead a tour of museum spaces and discuss programs for kids, what's worked well, and opportunities to use technology, apps, and websites to create meaningful experiences. Students will go through an activity for kids and reflect on the experience and consider how it might be enhanced with technology. The kickoff will include time for brainstorming and receiving feedback from the sponsor.</p>		
Culminating Events	<p>Presentation Day: Week of May 14th The student teams will present their solutions to improve the Hunter Museum experience for kids to the project sponsors. The project sponsors will evaluate the solutions and provide constructive feedback to the teams.</p>		
Common Assessment	<p>Students will be scored using the Chattanooga State Community College rubric for Collaborative Skills and the Association of American Colleges and Universities rubrics for Creative Thinking Skills and Critical Thinking Skills. All 4's will equate to Advanced, scores of 3 and 4 will equate to Proficient, and any scores below a 3 will equate to Below Basic.</p> <p>Items that will be used to score student work:</p> <ul style="list-style-type: none"> Assignments (Plans, Weekly Prototype Reports, Design Process Work Products, etc.) Presentation Demonstration of New Museum Experience for Kids 		