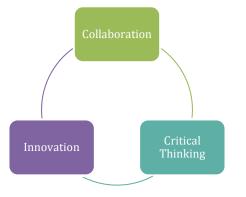


Stem School Charranooga

11th Grade PBL Unit Plan Template

Unit Quarter: 2nd



Title: Sporting Goods Store Promotion

Learning Target Topics

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

Critical 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	Bryan Sweetin and Nick Hughes, WestRock – Merchandising Displays Team
Partner	
Unit	STEM student teams will apply engineering design principles to design, fabricate, and present a full-scale
Overview	promotional display set up for a national sporting goods chain designed to elevate the presentation of a new
	athletic product line. Designs must consider product attributes, apply creativity in style and construction
	methods, and create a premium experience superior to competitors. This project will require extensive use of the laser cutter, vinyl cutter, plotter and the ShopBot. For WestRock, the focus is on creating a quality
	promotional display utilizing a range of fabrication capabilities to meet customer needs. For the STEM School,
	the focus is on the student teams demonstrating critical thinking skills throughout product development.
Unit	
Essential	• Project : Design and build a promotional display for a sporting goods store that meets customer needs.
Issue	
Kick Off	Kick Off: TBD (October 14-20)
Event	Mr. Sweetin and Mr. Hughes will provide an overview of WestRock's business and capabilities. They will
	explain the requirements for the sporting goods store customer (tailored as needed for the student projects). The kickoff will address project requirements, desired outcomes, unique and essential aspects of the display,
	and any limitations.
Culminating	Presentation Day: TBD (Dec 14-17)
Events	The student teams will host the project sponsor and any staff they choose to bring for the evaluations. The
	student teams will present their finished promotional display and explain how they applied engineering
	design principles to develop their display. The student teams will receive feedback from the project at the
	conclusion of the presentations.
Common	Students will be scored using the Association of American Colleges and Universities rubric for Critical
Assessment	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.
	Items that will be used to score student work:
	Assignments (Plans, Weekly Status Reports, Design Process Work Products, etc.)
	 Presentation
	Promotional display