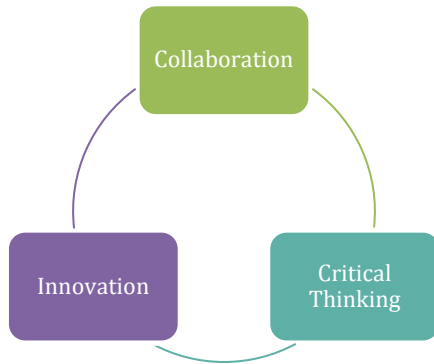


# STEM School Chattanooga

## 11<sup>th</sup> Grade PBL Unit Plan Template

Unit Quarter: 3rd

Title: East Lake Park Outdoor Classroom and Middle School Student Design Mentoring



### 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 <sup>th</sup> Grade	Unit Length	9 Weeks
Industry Partner	<ul style="list-style-type: none"> <li>Jenny Whitener, Bridge Innovate</li> <li>Michael Walton, Green Spaces</li> </ul>		
Unit Overview	STEM teams will develop design solutions for an outdoor classroom to impact sustainability (social, environmental, and economic) as well as energy conservation for East Lake Park. Teams will apply design thinking methods for inspiration, to empathize with stakeholders, and to generate, develop, and prototype ideas. Teams will work with a middle school partner to mentor students to design an outdoor classroom as part of a first-ever design competition. For the school partner, the focus is on developing a creative outdoor classroom experience. For the STEM School, the focus is on the innovation skills demonstrated by the student teams.		
Unit Essential Issue	<ul style="list-style-type: none"> <li><b>Project:</b> <i>Design and prototype a concept for an outdoor classroom for East Lake Park.</i></li> </ul>		
Kick Off Event	<b>Kick Off: January 13th</b> Jenny Whitner will explain the principles of design thinking. Michael Walton will discuss the East Lake outdoor classroom project and the goals for sustainability and energy conservation.		
Culminating Events	<b>Presentation Day: TBD (March 14th-18th)</b> The student teams will present their design concepts and prototype to the project sponsors. The project sponsors will evaluate the designs and provide constructive feedback to the teams.		
Common Assessment	Students will be scored using the Association of American Colleges and Universities rubric for Creative 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: <ul style="list-style-type: none"> <li>Assignments (Plans, Weekly Prototype Reports, Design Process Work Products, etc.)</li> <li>Presentation</li> <li>Functioning Prototype</li> </ul>		