Course Syllabus: Design Thinking, Innovation, and AI Solutions

Instructor: [Instructor Name]
School: Lake Mary Preparatory School
Academic Year: 2025-2026
Contact Information: [Email Address]
Class Location: [Room/Studio]

Course Description: This course challenges students to become innovative problem-solvers by exploring design thinking, AI literacy, global issues, entrepreneurship, and emerging technologies. Students will engage in real-world projects using 3D printing, AR/VR platforms, AI tools, podcast production, and branding to build portfolios showcasing their creative and technical achievements. The year culminates in a professional Capstone Competition solving local community problems.

Course Objectives:

- Develop creative confidence and maker mindset.
- Apply ethical AI principles to real-world problems.
- Prototype digital and physical solutions using emerging technologies.
- Communicate ideas effectively through diverse media formats.
- Collaborate with peers, mentors, and local community leaders.
- Build a professional portfolio to showcase interdisciplinary skills.

Major Projects and Timeline:

Month	Project	Focus Area
August	Google Site Digital Portfolio Setup	Web Design and Digital Literacy
September	AI for Impact: Building Ethical AI Tools	AI Literacy and Ethics
October	AI Safety Summit Simulation	Ethical Debate and Diplomacy
November	The AR/VR Worldbuilder	AR/VR Immersive Storytelling
December	Voices for Change: Podcast Creation Challenge	Audio Production and Storytelling
January	The SDG Innovation Challenge	Global Citizenship and Innovation
February	Design for Good: 3D-Printed Prosthetics	3D Printing and Human-Centered Design
March	Cardboard Creativity: Global Challenge	Rapid Prototyping and Creativity
April	Brand Yourself: Canva + Adobe CC Workshop	Personal Branding and Graphic Design
May	Design Sprint: Solve a Local Community Problem (Capstone)	Civic Innovation and Entrepreneurship

Required Technology and Tools:

- Google Sites, Google Docs, Google Slides
- Canva, Adobe Creative Cloud (Illustrator, Photoshop, Express)
- Merge Cube, Merge VR Goggles, CoSpaces EDU
- GarageBand, BandLab, Audacity (Audio Editing)
- Tinkercad, Fusion 360, 3D Printing Software
- Teachable Machine, Scratch AI Extensions, Thunkable

Grading Breakdown:

- Project Prototypes and Deliverables: 40%
- Digital Portfolio (Ongoing): 20%
- Reflective Journals and Process Documentation: 15%
- Collaboration and Professionalism: 15%
- Final Capstone Presentation: 10%

Expectations and Classroom Culture:

- Embrace risk-taking, creativity, and failing forward.
- Practice professionalism, respect, and collaboration.
- Engage fully with mentors, guest speakers, and community partners.
- Submit all deliverables on time and maintain an organized portfolio.
- Participate actively in the Innovation Showcase.

Guest Speakers and Mentorship Opportunities: Students will meet with AI researchers, AR/VR developers, entrepreneurs, nonprofit leaders, podcasters, and local business mentors throughout the year.

Capstone Event: Local Community Innovation Showcase (May 2026) Students will pitch their final design sprint projects to a panel of local business leaders, nonprofit directors, and community members. Awards will be given for Best Community Impact, Best Innovation, Best Presentation, and People's Choice.

Instructor Note: Be bold. Be curious. Be ready to design the future.