One-Page Project Flyer: Google Site Digital Portfolio

Project Title: Google Site Digital Portfolio

Timeline: August

Focus Area: Web Design and Digital Literacy

Project Overview: Students will design and launch a personal Google Site to document all projects, reflections, skills, and achievements throughout the year. The portfolio will evolve over time and serve as a final showcase of their innovation journey.

Project Goals:

- Build a professional personal website.
- Organize work clearly and creatively.
- Practice visual communication and branding.
- Learn to manage digital content effectively.

Deliverables:

- Complete Google Site with:
  - Home page with student introduction.
  - Pages for each major project.
  - Reflections and media uploads.
  - Branding elements (logo, colors, visuals).

Key Technology and Tools:

- Google Sites
- Canva
- Adobe Express
- Google Drive (file storage)

Grading Rubric:

- **Organization & Navigation** (1-4): Intuitive, professional structure.
- **Visual Design & Branding** (1-4): Creative and cohesive design elements.
- **Content Completeness** (1-4): All projects, reflections, and visuals fully uploaded.

Student Tips for Success:

- Keep your navigation simple and clear.
- Personalize your branding to reflect your unique style.
- Update your site regularly after each project.
- Think about your audience: future employers, colleges, mentors!

"Your website is your innovation story — make it unforgettable!"

One-Page Project Flyer: AI for Impact - Building Ethical AI Tools

Project Title: AI for Impact: Building Ethical AI Tools

Timeline: September

Focus Area: AI Literacy and Ethics

Project Overview: Students will explore the foundations of artificial intelligence by designing no-code AI prototypes that address real-world global challenges. They will also evaluate the ethical implications of their designs to ensure responsible innovation.

Project Goals:

- Understand how AI works and its societal impacts.
- Design and prototype simple AI solutions.
- Analyze ethical considerations when creating AI tools.
- Communicate AI ideas clearly to a broad audience.

Deliverables:

- Working no-code AI prototype.
- Written ethical analysis of the AI design.
- Visual presentation or infographic explaining the AI tool.

Key Technology and Tools:

- Google Teachable Machine
- Thunkable
- Scratch AI Extensions
- Canva

Grading Rubric:

- **Innovation of AI Solution** (1-4): Creativity, originality, and practicality.
- **Ethical Analysis** (1-4): Depth of ethical understanding and reflection.
- **Technical Execution** (1-4): Functionality and quality of AI prototype.

Student Tips for Success:

- Think about who benefits and who could be harmed by your AI.
- Start with a clear, specific problem you want to solve.
- Use examples and real-world inspiration to spark your ideas.
- Keep your AI simple but powerful for easier prototyping.

"The future of AI is in your hands — build it wisely!"

One-Page Project Flyer: AI Safety Summit Simulation

Project Title: AI Safety Summit Simulation

Timeline: October

Focus Area: Ethical Debate and Diplomacy

Project Overview: Students will simulate a global AI Safety Summit, representing different countries, companies, or organizations. They will research perspectives on AI ethics, safety, and regulation, prepare position papers, and engage in structured debates to propose AI policies.

Project Goals:

- Understand diverse perspectives on AI ethics and safety.
- Practice public speaking, debate, and diplomacy.
- Develop persuasive arguments based on research and evidence.
- Collaborate to propose realistic international AI regulations.

Deliverables:

- Research-based position paper.
- Live participation in AI Safety Summit debate.
- Group or team summary proposal for AI policy.

Key Technology and Tools:

- Google Docs (position paper writing)
- Canva (summit materials and visuals)
- Google Slides (team presentations)
- FlipGrid or WeVideo (optional recorded speeches)

Grading Rubric:

- **Argument Strength** (1-4): Clarity, evidence, and persuasiveness.
- **Collaboration & Diplomacy** (1-4): Teamwork, professionalism, and compromise.
- **Professional Presentation** (1-4): Clear, organized, and engaging speech delivery.

Student Tips for Success:

- Know your "country" or "organization" and their views!
- Anticipate arguments from other groups.
- Use real-world examples to strengthen your case.
- Focus on solutions, not just problems.

"Shape the future of AI by speaking up for safety, ethics, and innovation!"

One-Page Project Flyer: The AR/VR Worldbuilder

Project Title: The AR/VR Worldbuilder: Merge Cube and Merge VR Experiences

Timeline: November

Focus Area: AR/VR Immersive Storytelling

Project Overview: Students will design both an AR experience using Merge Cube and a VR world using Merge VR Goggles. They will learn the unique differences between augmented and virtual reality, practice spatial storytelling, and create interactive educational experiences.

Project Goals:

- Understand the difference between AR and VR environments.
- Build an educational AR scene and a fully immersive VR world.
- Apply storytelling skills in 3D and spatial formats.
- Use design thinking to create user-centered digital experiences.

Deliverables:

- One Merge Cube AR interactive experience.
- One Merge VR immersive world.
- Storyboard planning and design documentation.

Key Technology and Tools:

- CoSpaces EDU
- Merge Cube
- Merge VR Goggles
- Tinkercad (optional custom 3D objects)

Grading Rubric:

- **Creativity and Innovation** (1-4): Originality of AR/VR environments.
- **Technical Skill in AR/VR Design** (1-4): Functionality and user interaction.
- **Storytelling Effectiveness** (1-4): Clarity, flow, and engagement of the story.

Student Tips for Success:

- Think about the user's journey through your world.
- Make interactions intuitive and easy to navigate.
- Use visuals, sound, and movement to tell your story.
- Test your scenes with classmates to improve the experience.

"Bring your ideas to life — build worlds where stories come alive!"

One-Page Project Flyer: Voices for Change - Podcast Creation Challenge

Project Title: Voices for Change: Podcast Creation Challenge

Timeline: December

Focus Area: Audio Production and Storytelling

Project Overview: Students will create a professional podcast episode focused on innovation, AI, or global challenges. They will script, record, edit, and produce a complete audio product, including original music or sound design, to deliver powerful stories that inspire change.

Project Goals:

- Build skills in audio storytelling and podcast production.
- Research and structure content for clarity and impact.
- Learn basic music and sound editing techniques.
- Share important messages through the power of voice.

Deliverables:

- A polished 5-8 minute podcast episode.
- Podcast cover art graphic.
- Optional: original intro/outro music or soundscape.

Key Technology and Tools:

- GarageBand
- BandLab
- Audacity
- Canva (for cover art)

Grading Rubric:

- **Audio Quality** (1-4): Clarity, editing, and production value.
- **Storytelling Clarity** (1-4): Structure, message, and engagement.
- **Creativity in Music/Sound** (1-4): Effective use of sound to enhance story.

Student Tips for Success:

- Hook your audience within the first 30 seconds.
- Use music and sound effects thoughtfully, not randomly.
- Edit for clarity — every second counts!
- Speak clearly and practice your delivery.

"Your voice can inspire change — make it heard!"

One-Page Project Flyer: The SDG Innovation Challenge

Project Title: The SDG Innovation Challenge

Timeline: January

Focus Area: Global Citizenship and Innovation

Project Overview: Students will work in teams to design innovative solutions that address one of the United Nations Sustainable Development Goals (SDGs). They will research global problems, ideate, prototype, and present their ideas through digital presentations aimed at making a global impact.

Project Goals:

- Understand and connect with real-world global challenges.
- Apply design thinking to create meaningful solutions.
- Use digital tools to build and communicate projects.
- Practice collaboration and interdisciplinary skills.

Deliverables:

- Prototype solution (physical product, app, AR/VR experience, or campaign).
- Digital interactive presentation (Google Slides, Canva, Adobe Express).

Key Technology and Tools:

- Canva
- Google Slides
- Adobe Express
- Merge Cube / Merge VR Goggles (optional AR/VR integration)
- 3D Printing (optional physical prototypes)

Grading Rubric:

- **Innovation and Creativity** (1-4): Originality and problem-solving strength.
- **Global Relevance and Impact** (1-4): Connection to SDGs and real-world feasibility.
- **Digital Presentation Skills** (1-4): Organization, clarity, and visual appeal.

Student Tips for Success:

- Start with a clear understanding of your SDG.
- Think big but build realistically.
- Use visuals and prototypes to show your ideas clearly.
- Collaborate often and refine your ideas through feedback.

"Innovate for a better world — your ideas can spark global change!"

One-Page Project Flyer: Design for Good - 3D-Printed Prosthetics

Project Title: Design for Good: 3D-Printed Prosthetics

Timeline: February

Focus Area: 3D Printing and Human-Centered Design

Project Overview: Students will design, prototype, and 3D-print assistive devices or prosthetic parts for real or simulated users. Through this project, they will apply human-centered design thinking to create innovative solutions that improve people's lives.

Project Goals:

- Understand user needs and design for accessibility.
- Practice 3D modeling and printing skills.
- Build functional prototypes with empathy and creativity.
- Reflect on how design can create positive social change.

Deliverables:

- Working prototype of a 3D-printed assistive device or prosthetic.
- Design journal documenting iterations and user feedback.
- Presentation explaining the design process and final solution.

Key Technology and Tools:

- Tinkercad
- Fusion 360
- 3D Printer (any available model)
- Cura or PrusaSlicer (for printing preparation)

Grading Rubric:

- **Human-Centered Design Application** (1-4): Empathy and user-focused design.
- **Technical 3D Design Skill** (1-4): Quality and complexity of 3D model.
- **Prototype Functionality** (1-4): Practicality and usability of final product.

Student Tips for Success:

- Interview or imagine real users to guide your designs.
- Iterate and test frequently to improve functionality.
- Think creatively about materials and movement.
- Focus on making a real difference with your design.

"Design with empathy — change a life through innovation!"

One-Page Project Flyer: Cardboard Creativity - Global Challenge

Project Title: Cardboard Creativity: Global Challenge

Timeline: March

Focus Area: Rapid Prototyping and Creativity

Project Overview: Students will tackle real-world problems using only cardboard, recyclables, and basic prototyping materials. This challenge emphasizes creativity, design thinking, teamwork, and the ability to quickly build and test ideas under time and material constraints.

Project Goals:

- Practice rapid prototyping and iterative design.
- Solve problems with minimal resources.
- Develop teamwork, communication, and creative thinking skills.
- Explore how simple materials can lead to powerful solutions.

Deliverables:

- Physical prototype built primarily from cardboard and recyclables.
- Short team presentation explaining the solution.
- Design process documentation (sketches, notes, photos).

Key Technology and Tools:

- Basic prototyping materials (cardboard, tape, glue, recyclables)
- Google Docs (planning and sketches)
- Smartphone cameras (documentation)
- Canva (optional visual presentation)

Grading Rubric:

- **Creativity and Resourcefulness** (1-4): Innovative use of materials.
- **Rapid Prototyping Skill** (1-4): Quality and speed of build iterations.
- **Team Collaboration** (1-4): Communication, cooperation, and shared effort.

Student Tips for Success:

- Sketch before you build — plan your design.
- Use your materials creatively — think outside the box!
- Test, fail, and improve quickly.
- Communicate openly and share ideas within your team.

"Big ideas don't need fancy tools — they just need your imagination!"

One-Page Project Flyer: Brand Yourself - Canva + Adobe CC Workshop

Project Title: Brand Yourself: Canva + Adobe CC Workshop

Timeline: April

Focus Area: Personal Branding and Graphic Design

Project Overview: Students will develop a personal brand identity by creating logos, banners, and digital branding materials. They will learn to use design principles and digital creation tools to build a portfolio of professional assets that represent their innovation journey.

Project Goals:

- Understand the fundamentals of personal branding.
- Learn basic graphic design principles.
- Create visual assets to enhance their digital portfolios.
- Build a personal brand that communicates identity and strengths.

Deliverables:

- Custom personal logo.
- Digital banner for websites or social media.
- Branding guide or style sheet (colors, fonts, visual elements).

Key Technology and Tools:

- Canva
- Adobe Illustrator
- Adobe Photoshop
- Adobe Express

Grading Rubric:

- **Visual Consistency and Branding** (1-4): Cohesiveness across designs.
- **Creativity and Design Quality** (1-4): Originality and execution of visuals.
- **Professional Presentation of Materials** (1-4): Readiness for real-world use.

Student Tips for Success:

- Think about the image you want to project.
- Choose a color palette and font set that reflects your style.
- Keep designs clean, simple, and meaningful.
- Focus on making designs that are versatile for different platforms.

"Your brand is your story — design it with pride!"

One-Page Project Flyer: Design Sprint - Solve a Local Community Problem (Capstone Competition)

Project Title: Design Sprint: Solve a Local Community Problem (Capstone Competition)

Timeline: May

Focus Area: Civic Innovation and Entrepreneurship

Project Overview: In this Capstone project, students work in teams to solve a real-world problem affecting their local community. They will partner with local leaders, design innovative solutions, and pitch their final ideas in a professional competition. This project integrates everything students have learned throughout the year.

Project Goals:

- Apply design thinking and entrepreneurial principles to real-world challenges.
- Work closely with community leaders to understand local issues.
- Develop practical, innovative solutions for local problems.
- Present and pitch solutions to local business leaders and mentors.

Deliverables:

- A prototype or digital product to solve the community problem.
- A professional pitch presentation (3–5 minutes).
- Team reflection and process documentation.

Key Technology and Tools:

- Google Slides (for pitch presentation)
- Canva (for visual assets)
- Figma (optional digital product design)
- 3D printing (optional physical prototypes)

Grading Rubric:

- **Community Impact and Feasibility** (1-4): Practicality and relevance of the solution to the community.
- **Innovation and Entrepreneurship** (1-4): Originality and potential scalability of the solution.
- **Pitch Presentation and Professionalism** (1-4): Clarity, persuasion, and professionalism of the pitch.

Student Tips for Success:

- Understand the community problem by talking to people directly affected.
- Collaborate often and listen to all ideas during brainstorming.
- Focus on solutions that are practical and can be implemented locally.
- Practice your pitch to make it clear, concise, and persuasive.

"Innovate with purpose — make a real difference in your community!"