**Lesson Plan-Fundamentals of Project Management**

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| **Lesson: Teamwork & Collaboration** | **Unit: Fund of Proj Management** | **Lesson Sequence: 4** |
| **Content Focus (Objectives)—What will students learn?**  |
| Technical | Academic | 21st Century Skills |
| Purpose of Collaboration in the absence of an identified leaderBenefits of Collaboration | ReadingSpeakingListeningWriting | CommunicationProblem solvingCritical thinkingDiversityTeamworkCollaboration |
| **Lesson Outline—What learning activities will students do?** |
| Time | Sequence | Description of Learning Activity |
| 5 min | Introduction | **Collaboration** is working together to achieve a goal through the sharing of knowledge, learning and building consensus. In particular, teams that work collaboratively increase the performance in current and future projects. Because there is no identified leader at the start of this project (although one may evolve) it’s important for the project team members to quickly understand the importance of working together, the delegation of responsibilities and the benefits achieved by not working alone. The Design-a-Game activity accentuates all of those principles. |
| 30 min | Design a game | Rules1. Teams (of 4-5 members) have 20 minutes to design a playable game
2. Teams must use ALL the materials in the bag.
3. They must account for the name, rules and scoring system for the game
4. Teams will have 5 minutes to describe/demonstrate their game to the larger group
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| 45 min | Debrief-assessment | Debrief-Discussion1. What task did you perform first?
2. Did you have disagreement on any aspect of the exercise? How did you decide on a solution?
3. Were there any questions you failed to address during the creation of your game?
4. What item was the hardest to incorporate into your game?
5. What would keep you from playing your game at a party with your friends?
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|  | HW | Read Chapter 3 of Project Management-Planning the Project take quiz on BB |
| **Materials and Resources—What do you need to assemble and prepare before the lesson?** |
| Computer with internet accessLesson 4 of Project Management for YouthProject Management BookMaterials for the students/each group* Design-A-Game
	+ 5 index cards
	+ 2 sets of chopsticks
	+ 1 tube sock
	+ 2 squeeze balls or bean bags
	+ 1 set of dice (2)
	+ 1 black marker (fine point)
	+ 1 plastic spoon
	+ 1 plastic cup
	+ 1 paper lunch sack

Chapter 3 questions in blackboard |
| **Reflection—Did the students learn the content outlined in the lesson focus? Why or why not?** |
| Student reflection will be taken into account during discussion times My Reflection of this lesson |