

Time Table

All activities will be taken place after school for one and a half hour. And the Event Day will be on Saturday of the fifth Week

Week	Saturday	Tuesday	Wednesday	Thursday
1st	Introduction of the program and students - Ice Breaker	<u>Lesson 1: Overview</u> Each group list three issues	<i>Research Time</i> To find more information about each issue	GAME DAY (Leadership games) - musical paper bags, - Who is the leader!!
2nd	<u>Lesson 2 : Choosing Issue</u> use popular vote to pick the issue	<i>Research Time & Interview</i> To find more information about each issue	GAME DAY!! - Sorting Algorithm - Perception Exercise	Politics -Democracy & Communism -Electoral Vote & Popular Vote
3rd	Introduction of each way (Social enterprise, Fundraising, Campaign, Volunteering) -Skit	<u>Lesson 3: Decide on Project</u> use electoral vote to decide	Introduction to Statistic - mean, median, mode - range, Q1, stdev	<u>Field Trip</u> to local organization to learn more about the issue.
4th	<u>Lesson 4 : Planning Project</u> -divide into sub groups and start working	Work DAY	Work DAY	<u>Sport DAY</u>
5th	Work DAY	Advertisement How to advertise Incentive, Marketing	Work DAY (Advertising)	Work DAY Final Preparation before the "Event Day"
6th	<u>Lesson 5: Evaluating Project</u> -reflect to the goal -presentation for problems as a whole	Individual Written Report	Sharing Time -Time of sharing -Allow students to share their experience	Celebration DAY!!! Last day of the project Conclusion and Eat