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VILLAGE

THE FORGE AWAKENS

TECH

GALACTIC PASSPORT

MAY 21, 2016 - 9.30 A.M. - 4:15 P.M.

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THE FORGE AWAKENS





LET THE FORGE AWAKEN!

Parents and guests - welcome! - to the 2016 Student Exhibition of Learning entitled The Forge Awakens. You will venture across two galaxies - the Big Tech in the Parkerville system and the Little Tech in the Clark system - witnessing students from grades PK-10 showcasing their learning from throughout the year. Whether it is a PK student re-purposing old crayons or 8th graders designing rockets or 9th graders creating permanent installations for the Dallas Zoo - this year's exhibition is a proud display of student work and learning.

We want to challenge you to explore both galaxies through our Galactic Passport. You received one of these when you entered. There are 12 spaces for stamps. As you travel throughout the exhibition, you will collect one stamp for each grade level. Once you have collected all 12 stamps, you can redeem your Galactic Passport for a Limited Edition Forge Awakens token. And remember, engage the students in conversation. Ask them questions about what they did and what they learned - they have many stories to share.

The Forge flows through each of us. All of us have the power to change the world around us. At Village Tech, this begins with our character and learning who we are. We identify what makes us unique and strong and work out of that strength. We apply our talents through design challenges, learning things that last. As we master the design mindsets of SPARK, EMPATHY, DEFINE, IDEATE, CREATE AND FUSE, we learn to contribute solutions to the world around us. The Forge is a way of thinking that leads to building, making and testing prototypes as well as creating beautiful work. Our learning comes to life! Finally, we do this in a community and know we belong. We have a responsibility to our peers through our teams as well as our teachers. We also know we can have an impact on the city we live in and that we are contributing citizens.

This exhibition of learning is a celebration of these three C's of character, challenge and community. Thank you for coming and...may the Forge be with you!

YOUR GALACTIC JOURNEY

PRE K



Learning about how kids around the world live, our students noticed many differences in what other children live without. Sparked to find a way to give, our PreK students worked through multiple ideas and iterations to discover a way to collect the broken crayons around campus, use their knowledge of science and safety to remelt new crayons and send them to kids who may have never seen crayons.

KINDERGARTEN



Sparked by their knowledge of the alphabet, experience of Earth Day and a sense of responsibility to give back to their fellow students, the Kindergarten students synergized to design an alphabet playground for the future students of the ECC. Their design process focused on creating a space that was fun and welcoming and built using recycled materials.

1ST GRADE



Through field trips to local libraries, our 1st Grade students were motivated to improve the condition of their classroom libraries. This experience gave the students the “spark” to use their knowledge of the writing process and design thinking abilities to write stories of five different genres. Collaborating to strengthen skills in editing, handwriting, incorporating an author’s purpose in a story, and recognizing reasons for writing a book, our 1st grade students have become real authors.

2ND GRADE



Applying their knowledge of expository texts and different genres, 2nd Grade students wrote a play that incorporates their understanding of fractured fairytales, folktales, legends and fantasy. These students hope to fuse their learning and the design thinking process to teach others about genres and the play writing process.

3RD GRADE



Through their research into the life of early Pioneer Americans, 3rd Grade students were able to compare differences and similarities of the past to their present. Through this experience the students have journeyed into a day in the life of a pioneer to gain an understanding of what life may have been like for a pioneer.

4TH GRADE



In the 4th Grade mission of change—a change in ourselves, our school and our community—the students felt compelled to make a change in their community by collecting unwanted or unusable objects and transforming them into something with new beauty and purpose. The 4th Graders collectively joined to re-design and create up-cycled products to sell in a market with all proceeds going towards a good local cause.

5TH GRADE

Presented with a need for a dog park for local residents, our 5th Graders partnered with the Tri-City Animal Shelter to design a thoughtful, safe, and fun space for dogs and their owners. This process took place through 5th Grade teams focused on collaboration, goals of design, building, website creation, research, and location consideration.

6TH GRADE

Focused on interaction, creativity, and leadership, our 6th Grade students were sparked to branch multiple subjects and skills into design challenges. Sixth Grade students sought to merge action with understanding by hosting an active Block Party to facilitate interaction and engage the community, inviting voices to create a better understanding of the business model of Shark Tank, displaying cards that creatively highlight leadership, and encouraging interaction on a designed and created movable Periodic Table.

7TH GRADE

Working to connect biology, health and fitness to real life, 7th graders have created real work that increases awareness and makes healthy choices accessible. This grade features design challenges such as an interactive cookbook, a non-traditional maze, the ECC Field Day, and the power of life choices and written word on self-image, mind, body and soul. These are all featured in one documentary that also highlights the Design Thinking process.

5TE GVLK4IA

8TH GRADE

Using their understanding of subjects and mastery of a variety of skills, 8th Grade applied their knowledge to design educational games that promote learning. These games included GagaBall pits to create kinetic spaces of play as well as rockets, all initiated by concepts in physics, along with a HELMET challenge to encourage students' self-awareness. The 7 Habits, visual thinking, systems thinking and the writing process were all applied to these challenges.

9TH GRADE

Recognizing their potential to make a real change in the world around them, 9th grade students were challenged to use their words, in an original writing Poetry Slam, and talents, through creative arts, to empower their community. This year our 9th grade students were commissioned by the Dallas Zoo to create art installations to promote awareness of endangered species that encourage the community to take action to promote change.

10TH GRADE

Serving multiple community partnerships such as the Tri-City Animal Shelter, City of Cedar Hill, Cedar Hill Police Department, and Bottle Rocket, 10th Grade challenges are diverse. These challenges include designing art sculptures, filming and producing a documentary for a local company, servicing signage, furniture, and art for a local non-profit, and working with Kindergarten to design, landscape and build the Kindergarten alphabet playground at the ECC.

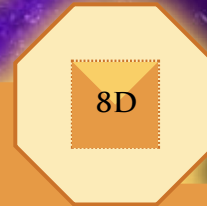
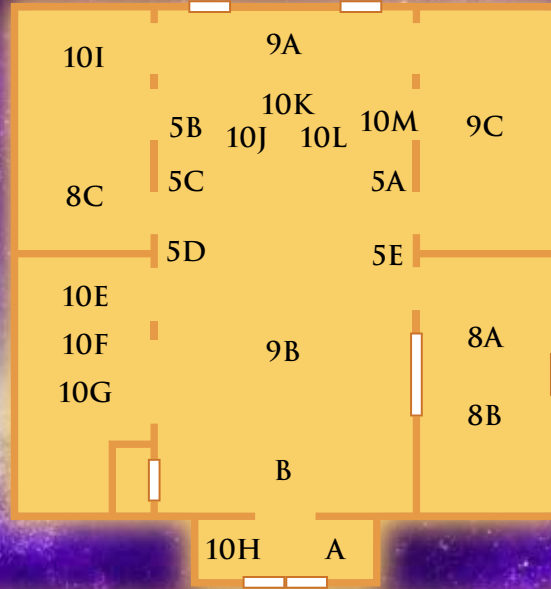
8TE GVLK4IA

9TE GVLK4IA

10TE GVLK4IA

BIG TECH SYSTEM

1010 EAST PARKERVILLE ROAD



VILLAGE

5a - VT Dog Park Design; 5th Grade
5b - VT Dog Park Webpage Design; 5th Grade
5c - The 411 on Dogs; 5th Grade
5d - VT Dog Park Model; 5th Grade
5e - Location, Location, Location; 5th Grade
8a - Battleship: Civil War; 8th Grade
8b - Wheel of Jeopardy; 8th Grade
8c - Rocket Challenge; 8th Grade
8d - Gaga Ball - Big Tech; 8th Grade
9a - Endangered Animal Challenge; 9th Grade
9b - Poetry Slam; 9th Grade
9c - Digital Revolution; 9th Grade

10c - K-9 Obstacle Course; 10th Grade
10d - Trebuchet; 10th Grade
10e - In the Hand of Cedar Hill; 10th Grade
10f - Identifying Identity; 10th Grade
10g - Icosahedron; 10th Grade
10h - Trust Cards; 10th Grade
10i - What is a Rocketeer?; 10th Grade
10j - Tri-city Animal Shelter Signage; 10th Grade
10k - Tri-city Animal Shelter Furniture; 10th Grade
10l - Tri-city Animal Shelter Mural; 10th Grade
10m - A.N.A.P.O.L.; 10th Grade
A - Check In Station
B - Forge Training Academy



TECH

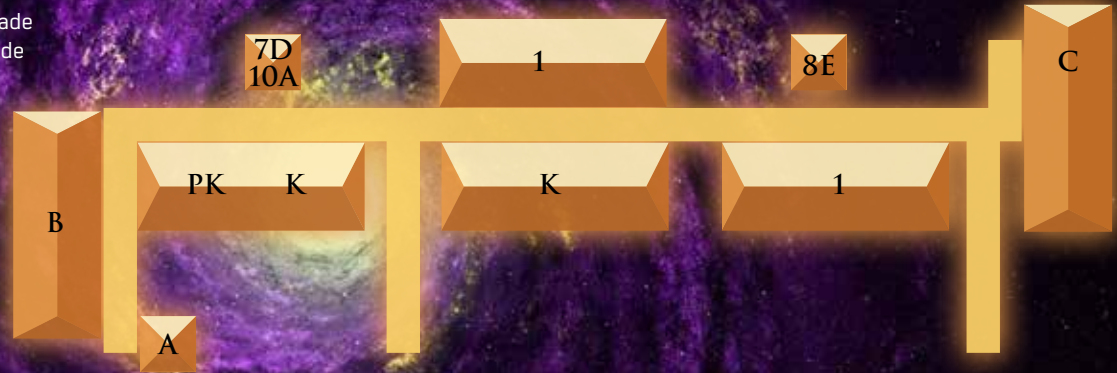


LITTLE TECH CAMPUS



535 SOUTH CLARK ROAD

- PK - The Giving Crayons, Pre K
- K - Alphabet City & Recycled City, Kindergarten
- 1 - Authors in the Making, 1st Grade
- 2 - Forgenre, 2nd Grade
- 7d - Home Playground, 7th Grade
- 8e - Gaga Ball - Little Tech, 8th Grade
- 10a - Kinder Letter Playground, 10th Grade
- 10b - ECC Campus Landscape, 10th Grade
- A - Check In Station
- B - Forge Training Academy
- C - Science Store



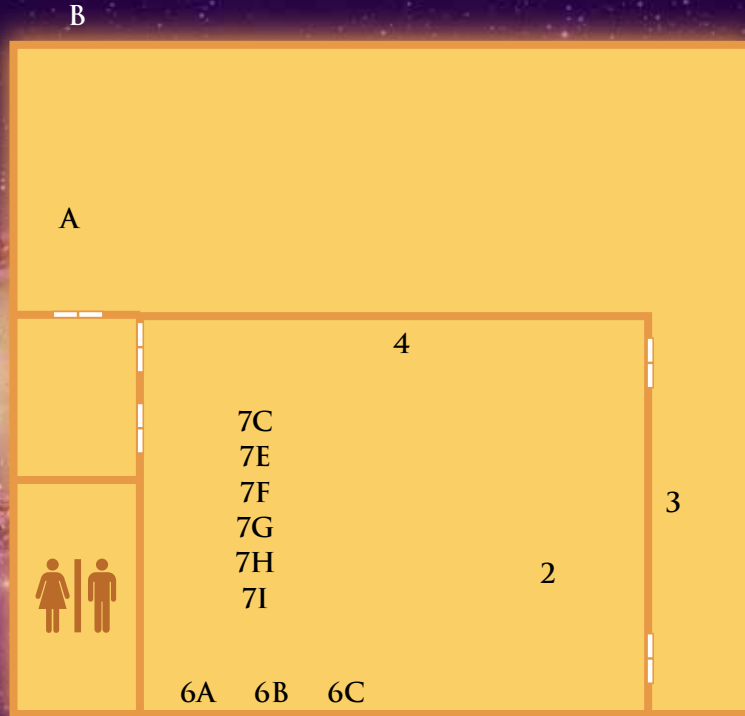


LITTLE TECH GYM



535 SOUTH CLARK ROAD

- 2 - Forgenre, 2nd Grade
- 3 - A Day in the Life of a Pioneer, 3rd Grade
- 4 - Up-cycling for a Change, 4th Grade
- 6a - Shark Tank, 6th Grade
- 6b - Student Leadership Board, 6th Grade
- 6c - Block Party Planning
- 7a - Healthy Cookbook, 7th Grade
- 7b - Healthy App, 7th Grade
- 7c - Healthy Documentary, 7th Grade
- 7e - Renewal Maze, 7th Grade
- 7f - Texas Loaf, 7th Grade
- 7g - Body Systems, 7th Grade
- 7h - Quote Wall/Chalkboard, 7th Grade
- 7i - Field Day, 7th Grade
- A - Check In Station



CHARACTER CHALLENGE COMMUNITY



JUMP TO LIGHTSPEED AND VISIT
BOTH VILLAGE TECH SYSTEMS
TO COMPLETE YOUR JOURNEY.



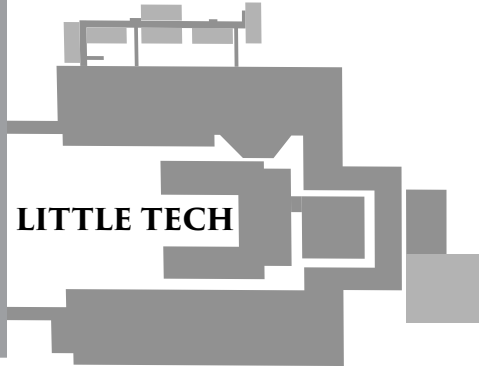
BIG TECH

EAST PARKERVILLE ROAD

JOE WILSON ROAD

SOUTH CLARK ROAD

LITTLE TECH





character challenge community

SPECIAL THANKS TO



Big Tech - 1010 East Parkerville Road, Cedar Hill, Tx 75104

Little Tech - 535 South Clark Road, Cedar Hill, Tx 75104

www.villagetechschools.org

