SLED

Getting Started Guide

12+ Session Scope and Sequence to help jump start your SLED Chapter
Each session is 60-90 minutes

Session	Summary	Learning Outcome
SLED: Chapter Kickoff		
1	Getting Started, Self and Group Awareness	Students will understand SLED core values.
2	Introductions and Culture	Students will evaluate personal traits and compare them to the traits of a leader.
3	SLED Mission and Structure	Students will create a SLED mission statement, Club Norms, and Roles
4	First Project Kickoff	Students will create Teacher Appreciation Cards
5	Reflect and Chapter Call	Students will reflect on the first project and evaluate club progress.
6	Design Thinking	Students will apply the design thinking process to solve a problem.
SLED: Social Awareness & Community Needs		
7	Empathize- Staff and Student Surveys	Students will apply design thinking and craft questions for empathy interviews- for **students and staff.**
8	Defining Challenges and Forming Teams	Students will categorize feedback and identify common themes.

8	Define and Ideate	Students will define the problem their team is going to address and brainstorm solutions.
9	Ideate Focus	Students will focus their ideas and identify one project.
10	Prototype Deep Dive- Mini lesson on Presentations	Students will create prototypes and presentations.
11	Prototype Test and Feedback	Students will present prototypes. Students will give and receive feedback
SLED: Student Projects		
12+	Project Process	Students will work on projects and badges and apply project management skills.
Monthly	Tail Guide Call or Chapter Call	Celebrate upcoming activities for the next few weeks.
Repeat session agendas 8-12 as projects are completed		