



Corporate Engagement Map



PLANO ISD
ACADEMY HIGH SCHOOL

2017-2018

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PLANO ISO ACADEMY HIGH SCHOOL

We are an innovative, project-based 9th-12th grade learning community committed to fostering a professional environment, inspiring creativity, and empowering students to collaborate and compete in a rapidly changing world. With an emphasis on science, technology, engineering, arts, and mathematics (STEAM) and interdisciplinary connections, student learning will be anchored in real world experiences which rely on continuous collaboration with others both inside and outside the school.

THE BIG PICTURE

Each grade level, 9-12, has multidisciplinary STEAM projects where professionals and experts in our community plus the learning in authentic ways.

By Principal Lynn Ojeda

"Whether you can give a partial day or a sustained mentoring arrangement, we have a place for you to enhance learning and make a positive impact on the lives of young people. "

HOW CAN YOU HELP?

Throughout their high school journey, learners experience several lengthy projects each year. Our professional volunteers participate in multiple ways:

- 1.) **Panelists** who provide feedback to teams at a final project presentation event (1 day or 1/2 day)
- 2.) **Experts** who provide expert feedback and guidance specific to a project team's topics and goals (1/2 day or weekly)

3.) **Mentors** who connect with senior learners dedicated to a yearlong Capstone project of research (4-6 monthly check-ins)

4.) **Presenters** who provide a grade level or small group presentation on a project topic or career exposure (45 minutes on 1 Friday morning)

5.) **Volunteers** who provide expertise to clubs with presentations or guidance (30 minutes)

DOES YOUR COMPANY HAVE AN EMPLOYEE VOLUNTEER MATCHING PROGRAM?

1STYEARS

a year of projects at a glance



Grove to Glass

What are the juicy details of getting orange juice from the grove to glass? A local beverage company is developing a new line of fruit-flavored orange juice that celebrates America's diverse regional heritage. Consider the company's existing supply chain logistics to determine what should be the first flavor of the new line and its potential for success. You will create a proposal for the new beverage company and make a presentation to supply chain operations representatives.

Volunteer Needs:

- *Panelists to provide feedback on presentations
- *Experts in marketing

Lights, Camera, Action

After a successful Spring 2017 season, the Academy Broadcast Network is out to do it again in 2018! As part of the network's commitment to strong, relevant storytelling, ABN executives are looking to produce high quality films that are modern tellings of a region's rich culture. The network hopes that a region's timeless characters and plots will continue to attract a wide audience and earn rave critical reviews.

Volunteer Needs:

- *Panelists to provide feedback on movie trailers
- *Experts in film production, story boarding, script-writing

Project Sustain

People have different views of what a home and community should be and what they need to be happy. Your group's challenge is to design a community that answers the question in the role of builder, developer, or energy sustainability manager. "How do I live responsibly within a modern global community?"

Volunteer Needs:

- *Professionals to attend a trade show to provide feedback on community development
- *Experts in real estate, development, community, culture, civil engineering, and marketing

League of our Own

The Academy is looking for a group of national champions to compete in the International Projectile League (IPL). Each group will represent a particular country with unique resources and characteristics to compete in the league.

The IPL tailgate tournament will highlight different types of IPL competitions involving the projectiles and blockades.

Volunteer Needs:

- Professionals who will attend the IPL Competition
- Experts in building, manufacturing, and fabrication

2ND YEARS

a year of projects at a glance



The Titan Thinker

In The Titan Thinker, learners will answer the driving question "What does it take to thrive?" as they continue working towards their True Grit goal with the culmination of their work being the "product" they will develop during Project Y? at the end of the year. To further refine and develop their goal, learners will work in teams to author a peer-reviewed paper that will be published in the inaugural issue of The Titan Thinker, a highly anticipated scientific journal. The paper should answer the question "How can we use evidence to inform our communities of the impacts of... ." Learners will share their research through a poster presentation at the first annual Titan Thinker Symposium

Volunteer Needs:

- *Research scientists & experts
- *Site visits for small groups of 5-7 learners

Beneath the Surface

How do relationships impact progress? Working in teams representing individual countries, learners will design a submarine prototype that will be used to locate an unidentified but important object that is located beneath the surface of the sea. Team members will also participate in a Model Organization of American States, which will allow the learners to take on the role of OAS delegates as they represent their countries and work together to solve a problem through the use of parliamentary procedure. Project presentations will include a submarine competition followed by a Model OAS.

Volunteer Needs:

- *parliamentary procedure experience
- *Ambassadors/Diplomats/Those w/ personal/deep knowledge of individual countries

Games for Good

How can technology be used for influence? How have cross cultural exchanges shaped identity? In Games for Good, learners will create a game which includes the following: Polish, Feedback, Technology Tools, NGO mission focus.

Game must also include: mechanics, audience, balance, artistic style, and challenge. Learners will use coding to create a playable game with proper planning and implementation. Learner-constructed games will be debuted at the 4th Annual Acadecon expo.

Volunteer Needs:

- *Coders
- *Video game experts
- *Board game experts

Project Y

There are countless issues in the world today ranging from hunger and water shortages to the integration of technology in our infrastructure and daily lives. How you choose to address these issues will possibly make an impact on the world. What role do you play in our global society? Learners will propose a product that addresses one of these big issues. The project will conclude with presentations before a panel of entrepreneurs, investors and business professionals in fields related to the product in order to gain support and funding.

Volunteer Needs:

- *Engineers
- *Product Developers
- *Entrepreneurs
- *Marketing Professionals

3RD YEARS

a year of projects at a glance



K'Ching

Is business an art or a science? Learners create products based on scientific and artistic processes to create a business that will physically and mathematically participate in the Academy economy. Businesses will have both a virtual and physical storefront that will have visually appealing holiday window display, including a mechanical component. Your business, marketing, campaign, and visual merchandising will cumulate in a night of promoting your products to the Plano community.

Volunteer Needs:

- *"Loan Officers" to review business plans
- *Visual Display or Marketing Advisor
- *Shoppers to review products

Decision Points

Learners engage in the process of researching and synthesizing information in order to predict outcomes, engage in an effective decision making processes and communicate possible consequences to a broad audience. This will be accomplished by conducting focused research into the difficult decisions that shaped America and then utilizing the research to design and craft an interactive exhibition. Learners will also make decisions about the path they wish to follow.

Volunteer Needs:

- *Research Consultants to provide feedback on research papers
- *Attend Display fair and provide feedback on interactive experiences

Going Viral

Going Viral launches with a disaster week. We will be exploring different types of disasters as we answer the question, "Do we control fear or does fear control us?" This will be accomplished by researching pandemics, natural disasters, and man-made disasters and how communities prevent, respond to, and inform citizens about different potential disasters.

Volunteer Needs:

- *Panelists to attend Preparedness Summit and provide feedback on preparedness plans and presentations

Future Planning

In the spring semester learners begin career planning. During this time, they build a resume, write college essays, learn about personal finance, and hone interview Skills

Volunteer Needs:

- *Professionals who present resume writing and interview tips
- *Experts in on-line portfolios
- *Participation in our Internship Job Fair to hire a potential intern for the summer
- *Experts in personal financial planning or how to pay for college

4TH YEARS

a year of projects at a glance



It's Alive

Learners will debate various topics concerning the question, "What does it mean to be alive?" Learners will pitch ideas to their classmates on a build project to create something that acts "alive." Learners will then plan, design, review and and build an object, process, or product that acts "alive" based on their established definition of life.

Volunteer Needs:

*Professionals who attend build presentations and provide feedback on builds

*Experts in Artificial Intelligence, robotics, interactive art

Suburban Soul

Learners will become more involved in local government by taking on the role of community advocate. Learners will connect with a selected Plano Board, Commission or Committee to build expertise in a local issue. Each learner will be tasked with writing a letter to a city official or an Op Ed piece for a local newspaper publication that synthesizes their research on their issue. The writing will express a clear and concise argument, reference research and provide a commentary of their specialized viewpoint.

Volunteer Needs:

*Presentation about Business Development in a community.

*Why to businesses select a community in which to house its corporate offices?

Mars Attacks

Learners will be in the role of founding members of a Mars colony. As a founding member, each learner will be required to hold an officer position in a given area: Government and Foreign Affairs, Economics, Social, Environmental, and Technology. Each team will consist of at least one of these positions. The goal, as the leaders of a new colony of Mars, is to create a colony which not only sustains life, but cultivates it. Teams will need to move beyond mere survival to thriving--to establish a culture on Mars, and live life as it is meant to be lived.

Volunteer Needs:

*Experts in government, leadership, community resources and infrastructure

Capstone

Key phases of the Capstone project include the Implementation phase, Result Compilation & Analysis phase, Documentation, Research & Peer-Review phases. Learners will devote time to building, experimentation, or crafting their Capstone project. They will also continue their research documentation and gather qualitative and/or quantitative data. As part of the process, learners will also participate in providing peer review and critical feedback to other classmates' written work. The Capstone process will culminate in learners presenting their research work to panelists.

Volunteer Needs:

*Mentoring needs vary by capstone project proposal





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**CALL TO SCHEDULE YOUR
LEARNER-LED TOUR TODAY!**