

How can I become a STEM genius?

Through a Genius Hour project, you have the opportunity to design your own pathway to explore new skills or topics you are interested in. Choose a topic or skill that you would like to develop and create a SMART goal to pursue for the remainder of the year.



A SMART goal is:

1. Specific — A SMART goal is not vague, but outlines a clear plan.
2. Measurable — A SMART goal can be measured with specific details.
3. Achievable — A SMART goal is something you can realistically accomplish.
4. Reasonable — A SMART goal is something that will be good for you and makes sense.
5. Timed — A SMART goal specifies a time limit.

What are my Genius Hour options/ideas?

- ★ Research a topic that you are passionate about or haven't had time to learn about in classes. The possibilities are endless...Pick your subject and create an artifact based on your learning.

Example of Genius Hour Project Brainstorm

Subject	Product or Presentation
Famous architectural monuments around the world <i>Source: BrickLAB Famous Architecture Around the World</i>	Create a video compilation of famous monument builds using bricks (or other Lego compatible blocks). Narrate the builds with information based on what I've learned about architectural and/or engineering elements.
Video game development <i>Source: Discover Blocksmith: 3D Coding & Design</i>	Create a screencast video showing what I've learned to build, animate, and code using the Blocksmith Builder software and curriculum. --OR--Share the creation with classmates and teach them how to play my game on the Blocksmith viewing app.

Name: _____

Project Brainstorm: *Students, use this space to brainstorm what you'd like to do for your Genius Hour Project.*

Subject	Product or Presentation

My final choice for the Genius Hour Project is:

SMART Goal Creation: *Students, use this space to help you formulate a SMART goal.*

Subject	Product or Presentation	How will you measure your goal?

Why is this goal a SMART goal? Explain here.

1. Specific —

2. Measurable —

3. Achievable —

4. Reasonable —

5. Timed —