

**RIALTO UNIFIED SCHOOL DISTRICT  
CURRICULUM PROPOSAL**

Name of Course: Innovation Studio Grade Level(s): 7-8

**Brief Course Description:**

This course fosters innovative thinking, improves problem solving, and provides context. This course includes elements of the design process including need recognition, conceptualization, analysis and prototyping...

Proposed By: Rosalyn Reyes/Dr. Vince Rollins School: Frisbie Middle School Date: December 3, 2019

**The Following is Proposed for this Course:**

<input checked="" type="checkbox"/> Addition	<input type="checkbox"/> Revision	<input type="checkbox"/> A - G	<input type="checkbox"/> Deletion
<input type="checkbox"/> Required Course	<input type="checkbox"/> Content	<input type="checkbox"/> Honors	<input type="checkbox"/> Name of Course
<input checked="" type="checkbox"/> Elective	<input type="checkbox"/> Name Change	<input type="checkbox"/> Vocational	

**The Following Maximum Credits are Proposed for this Course:**

Units of Credit in (Subject Area): \_\_\_\_\_ Semester \_\_\_\_\_ or in: \_\_\_\_\_ Elective \_\_\_\_\_

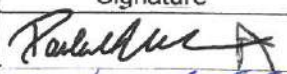


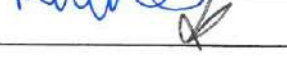
**The Following Schools will Offer this Course:**

<input checked="" type="checkbox"/> Frisbie Middle	<input type="checkbox"/> Jehue Middle	<input type="checkbox"/> Kolb Middle	<input type="checkbox"/> Kucera Middle	<input type="checkbox"/> Rialto Middle
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**The Proposed Course will have the Following Budget Implication:**

Individual School Site:	Teacher text- \$ 89
District Level:	Student Materials- \$2670 (\$89 per book)
Total Estimated Cost:	Materials - \$ 600
	Total \$3,359

**Approval Signatures for the Proposed Course:**

Printed Name	Signature	Title	Yes/No	Date
<u>Paulina Villalobos</u>		Submitting School Department Chair	<input type="checkbox"/> Yes <input type="checkbox"/> No	
Vince Rollins		Frisbie Middle School Principal	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<u>11-27-19</u>
<u>Carolyn Eide</u>	<u>Carolyn Eide</u>	Jehue Middle School Principal	<input type="checkbox"/> Yes <input type="checkbox"/> No	<u>11-27-19</u>
<u>Armando Utrigo</u>	<u>A. Utrigo</u>	Kolb Middle School Principal	<input type="checkbox"/> Yes <input type="checkbox"/> No	<u>11-27-19</u>
<u>Roxanne Dominguez</u>	<u>R. Dominguez</u>	Kucera Middle School Principal	<input type="checkbox"/> Yes <input type="checkbox"/> No	<u>11-27-19</u>
<u>Romni S. McMillin</u>		Rialto Middle School Principal	<input type="checkbox"/> Yes <input type="checkbox"/> No	<u>11-27-19</u>
<u>Paulina Villalobos</u>		District Curriculum Committee Chair	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<u>11-18-19</u>
		Curriculum Council Chair	<input type="checkbox"/> Yes <input type="checkbox"/> No	<u>12-3-19</u>

Approved by Paulina Villalobos Curriculum Committee on (Date): 11/18/19  
 Approved by Curriculum Council on (Date): \_\_\_\_\_  
 Approved by Rialto Unified School Board on (Date): \_\_\_\_\_  
 Approved by UC (or N/A) on (Date): \_\_\_\_\_

**Course:** Innovation Studio

**Transcript Title:** InStudio

**School:**

**Subject Area:** STEM Elective (Middle School)

**Grade Level:** 7<sup>1</sup> & 8

**Brief Course Description:** This course fosters innovative thinking, improves problem solving, and provides context. This course includes elements of the design process including need recognition, conceptualization, analysis and prototyping..

**Course Goals:** To emphasize creativity, innovation, teamwork, problem solving, communication, engineering ethics, safety, self-reflection and the skills necessary to practice engineering in any discipline

**Resource(s):** Innovation Studio, by Dr. Ed Sobey, Enterprise Pathways Inc.

## Course Outline

### Unit 1: Build The Team

- Build the team by Building the Tower
- Can you make the Tower taller
- Design and Build a Bridge
- Present your Ideas
- Who is leading the Parade?
- Say What?
- Is that your Bag?
- By the People, For the People

### Unit 2: Innovative Tactics

- Rules- Do we need Them?
- Well, some Rules might help!
- Goodbye George
- Scamper about
- Observe by Looking Around
- Be Harold
- Your favorite Toy
- Nominate a Toy
- Prototype 1
- Prototype 2
- Prototype 3: The Shopping Cart
- Finding the Problem
- Spark your Creativity
- Keep it Simple

### Unit 3: Innovation Methods

- The Lone Ranger Matrix
- Innovative Productivity
- Make Mistakes
- And to Think That I Saw it on Mulberry Street
- Advertising A Product
- Invent Backward
- Creative Talk Bubbles
- The First Rule of Innovation : Take Advantage of Good Luck
- The First Rule of Science and the Eureka Moment
- Steal Ideas
- Your Turn
- What's That Called?

### Unit 4: Innovation Fitness

- Make a Raceway
- Make an Elevator
- Plan a Trip
- Sell the Tour
- Keep it Hot
- Klondike Gold Rush
- Race Around the World
- Your Dream Vacation
- If I Ran the Toy Store
- Design A Chair
- Make a Bag
- Catch an Egg- Part 1
- Catch an Egg= Part 2
- Find the Treasure
- Introduction to Stimulations
- Design a Bridge

## Unit 5: Innovation Challenges

- Start the Design
- How Many Rooms in Your House?
- Yes, this is the design we want!
- Design the Kitchen
- Yeah, but can you build it?
- I want to be a Real Estate Agent?
- What Stones do these Walls Hold?
- Design A Stand-Alone Garage
- Adding Solar Panels to the Rood of Your Garage
- Design A Kitchen= Design A House

## Unit 8: Design Thinking

- Design Thinking- The Interview
- Design Thinking- Bag the Interview
- Establishing a Point of View
- Ideation
- Prototype
- Show Your Design Thinking-Based Model
- Design A New Accessory for a Bicycle
- Bike Accessory
- Redesign the Library

## Unit 6: Criticizing Ideas

- How to Lose Through Criticism
- How to Win Through Criticism
- Criticism by Cliché and Cartoon
- How to Kill a Creative Idea

## Unit 9: Intellectual Property

- Patents 1
- Patents 2
- Take Your Invention and Shove it
- Winners and Losers
- Can You Keep A Secret

## Unit 7: Innovation Strategies

- Four Ways to Invent
- Finding Problems: Where to Look and How to Evaluate
- Invent by Solving Problems
- Repurposing 1
- Repurposing 2
- Gather Information
- Make it Harder Wash the Floor with Your

## Unit 10: Innovation Success

- Success!
- What Lights Your Fire?

