

**DATES
+ INFO.**

STUDENT-LED CONFERENCES

Mon., March 11 - Thu., March
14 Minimum days that week!

PD DAY

Friday, March 15

COLLEGE FIELD TRIP

Tuesday, March 26

DVD EXHIBITION

Wednesday, April 10
6:00-8:00 pm @ DVD

The 11th graders at right work to solve a math clue similar to the ones they'll have to create on their own for the Spring 2019 Escape Room Exhibition Project. The students in the outer circle observe and take note of how well the team in the center collaborates and what

ISSUE 5
MARCH

GRADE 11 NEWS

03.01.19



COUNSELOR CORNER

Don't forget to sign up and take the SAT and or ACT at least once this semester, before you leave for Summer Break. Please see your counselor if you need help signing up or if you need a fee waiver! Keep up your grades (strive for A's and B's) as this is the last semester to impact your UC/CSU GPA, and to impact your GPA before you apply to college in the Fall as a Senior. Don't forget that all assignments, projects, homework, and tests matter!

11th grader, Lukas Renton, shows off his keyboard skills at last month's Community Dialogue.



STUDENT-LED CONFERENCES ARE RIGHT AROUND THE CORNER! BE SURE TO CHECK THE SLC SCHEDULE BELOW.

Spring 2019 Grade 11 SLC Schedule:

<https://goo.gl/5cxjkn>

If you have any questions or need to reschedule, contact Ms. Wynn at ewynn@davincischools.org.

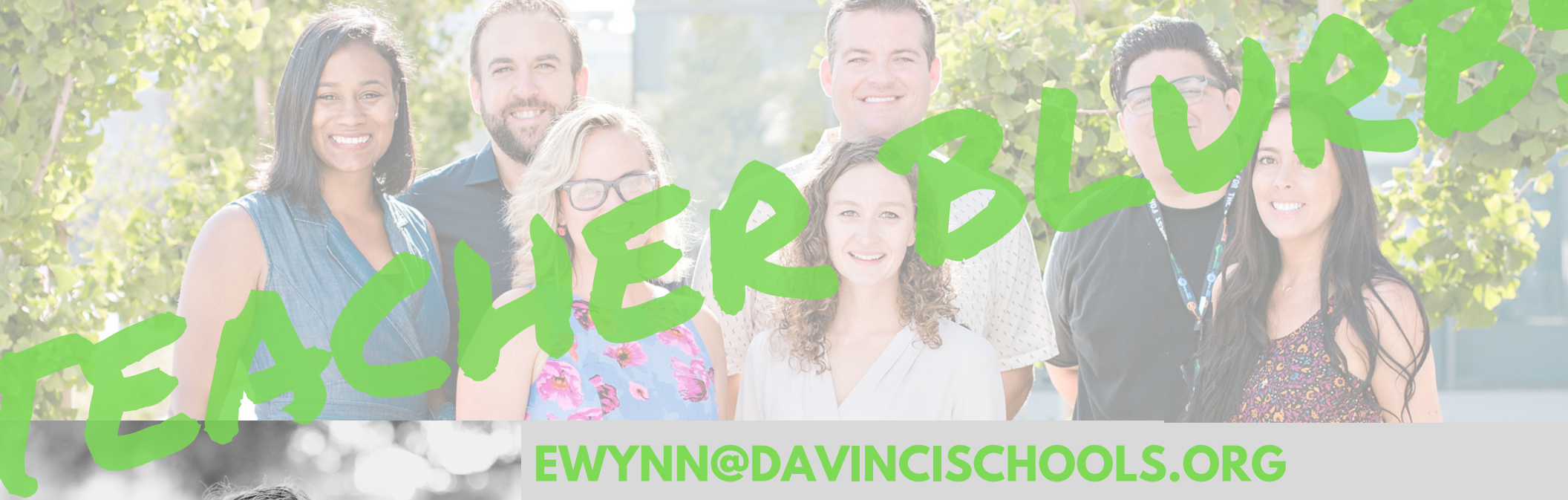
ALL STARS

Another long-standing tradition at Da Vinci Design High School is Community Dialogue and All-Stars. Teachers are invited to select one student who embodies a positive and kind representation of their class.

ROBERT PEREZ at right exemplifies citizenship, academics, and leadership in our community.



MARCH
ROBERT PEREZ



EWYNN@DAVINCISCHOOLS.ORG

Students are preparing for Exhibition in biology. Their escape room clue is a physical object that is “not what it seems” which will assess engineering principles. The final clue will be chosen by the members of group after each person does a “Clue Design Pitch.” Every student is responsible for making a sketch of their idea and a write-up proving their idea’s efficacy and appropriateness for your particular escape room.



BIOLOGY
BETSY WYNN

ASTRAWN@DAVINCISCHOOLS.ORG

For March, students are designing and creating an escape room for Exhibition! The English portion of the room is focused on building vocabulary puzzles, pitching, and integrating those puzzles.



ENGLISH
APRIL STRAWN

RBARCLAY@DAVINCISCHOOLS.ORG

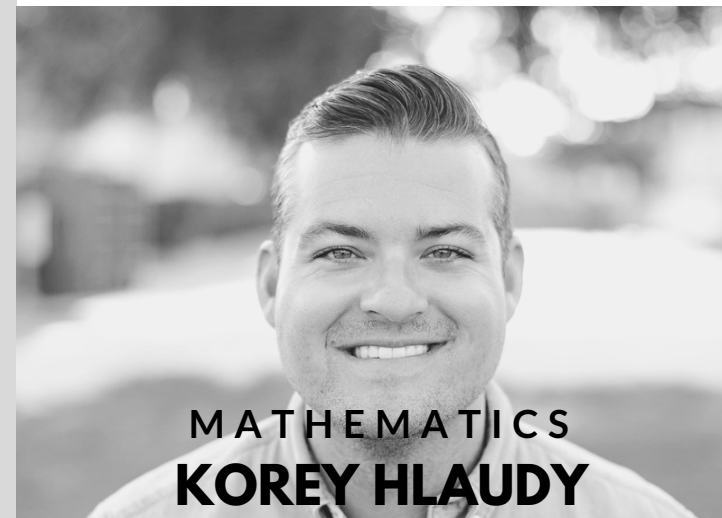
Students are currently participating in a Supreme Court Trial about the justification of the atomic bomb during World War II. They are split up into two teams, one prosecuting the United States' actions and one defending their actions. Both teams will appear in court and present to our nine Supreme Court Justices. The trial will start Wednesday, March 6 and end on Wednesday, March 13. After the trial, students will focus on creating their history clue, which will be re-creating a primary source that integrates with the theme of the room.

AWOOD@DAVINCISCHOOLS.ORG

We have moved on from "visiting" a Latino restaurant into "How do I get to...?" As part of the Spring Exhibition Escape Room Project, students must use the vocabulary and grammar needed to give directions from this unit in designing their Spanish clue. They must get very creative to figure out how to incorporate "cruza la calle," "dobla a la derecha" and more in their clues! I am looking forward to seeing what they come up with!

KHLAUDY@DAVINCISCHOOLS.ORG

Students have started the ideation process for their mathematics escape room clue, which is a hanging wall installation that incorporates their understanding of inverses, but also your ingenuity with unscrambling, matching, and/or decoding. They will find or take pictures that include elements that can be modeled with any mathematical functions we've studied this year, and connect with their room's theme. In Honors Precalculus students created their first draft of their Boolean summaries, seeking to answer, "What thinking is necessary to graph rational functions?" Ask them about it!





GRAPHIC DESIGN
RALPH VILLALOBOS

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Applying the skills developed in February, students in graphic design will be designing interactive puzzles as part of their Exhibition deliverable. With the application of Adobe Animate, students will develop an interactive, animated game to solve a question that is part of a series of clues for their Escape Room Exhibition project, focusing primarily on button symbols, graphic symbols and timeline animation. Students will also be responsible for a series of tutorials that focus on Adobe Animate and its layout and design features.



ARCHITECTURE
KATHERINE SIMON

KSIMON@DAVINCISCHOOLS.ORG

Students will use foam board, glue, and exacto knives to build models of their houses. They will use measuring tools and calculations to determine the size of the foam board pieces that they will need. They will then learn and use the illustrator software to draw the pieces digitally and use the laser cutter machine to cut their pieces out. They will practice accuracy and precision throughout the process, as well as, learning the basics of a design software and how an industry machine is used in the design and construction industry.

WORKDAYS

Every Friday until Exhibition, students work in homeroom groups working to answer the driving question, "How can we collaborate to design and all-immersive experience where people can overcome challenges together?" The students at right almost escaped from the Detective Room at Escape Room LA field trip.

