## DCI Stem Virtual Delivery Model Sample Schedules

## **OPTION 1:**

Session	Details	Time Duration
Session 1	Introduce program & Complete mini challenges	1 – 2 hours
Session 2	Discuss "Inspire, Create, Play, Remix, Share" structure	1 – 2 hours
	Help them complete projects	
Session 3	Follow "Inspire, Create, Play, Remix" structure	1 – 2 hours
	Complete Inspire, Create, Play, Remix, Share sections	
Session 4	Follow "Inspire, Create, Play, Remix" structure	1 – 2 hours
	Complete Inspire, Create, Play, Remix, Share sections	
Session 5	Follow "Inspire, Create, Play, Remix" structure	1 – 2 hours
	Complete Inspire, Create, Play, Remix, Share sections	
Session 6,	Select between ChangeMaker or ChangeReaction	1 – 2 hours
Part 1	Complete Inspire & Create section	
Session 7,	Check in with progress of project	1 – 2 hours
Part 2	Complete Inspire, Play, Remix and Share sections	
Session 8	Complete Inspire section	1 – 2 hours
	Complete My Future Self Worksheet & Survey	
	Introduce goal of the Carnival Games Challenge	
	Complete Create section	
Session 9	Check in on progress	1 – 2 hours
	Complete Play & Remix sections	
	Prepare for Final Carnival Showcase	
Session 10	Complete Student Post-Survey	1 – 2 hours
	Complete Share section	
	Pass out STG Certificates/Take photos/videos	

Total Time: ~ 20 hours

Continued.....

## **OPTION 2:**

The program schedule follows a structure that is a bit more flexible and gives the students space/time to build their own project without full facilitation of Site Coordinator. However, this still allots time to check-in, review instructions and sharing the final project.

Session	Details	Time Duration
Session 1	Introduce program & Complete mini challenges	1 – 2 hours
Session 2	Discuss "Inspire, Create, Play, Remix, Share" structure	1 – 2 hours
	Help them complete projects	
Session 3	Remind about "Inspire, Create, Play, Remix"	30 min – 1 hour
	Discuss Inspire section	
	Help them start new project	
Session 4	Share invention/project from previous session Remind	30 min – 1 hour
	about "Inspire, Create, Play, Remix"	
	Discuss Inspire section	
	Help them start new project	
Session 5	Share invention/project from previous session	30 min – 1 hour
	Remind about "Inspire, Create, Play, Remix"	
	Discuss Inspire section	
	Help them start new project	
Session 6,	Share invention/project from previous session	30 min – 1 hour
Part 1	Discuss Inspire section	
	Select between ChangeMaker or ChangeReaction	
	Review instructions & Help them start new project	
Session 7,	Discuss Inspire section	1 – 2 hours
Part 2	Check in with progress of project	
	Complete "Play, Remix and Share" sections	
Session 8	Discuss Inspire section	30 min – 1 hour
	Complete My Future Self Worksheet & Survey	
	Introduce goal of the Carnival Games Challenge	
	Review instructions	
Session 9	Check in on progress	30 min – 1 hour
Session 10	Complete Student Post-Survey	1 – 2 hours
	Complete Share section	
	Pass out STG Certificates/Take photos/videos	

Total Time: ~ 14 hours