

Service Learning Opportunity

Challenge Problem and Resources



Developed by:

The teachers, students, and mentors in the
Gaming Research Integration for Learning Laboratory™ (GRILL™)
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1. CHALLENGE PROBLEM: SERVICE LEARNING OPPORTUNITY

Service-Learning integrates meaningful community service with rich learning experiences. These experiences provide opportunities for participants to become actively contributing citizens and solve real-life problems by exploring their community to identify problems or needs and develop working solutions. These valued services help strengthen communities and allow students to share in decision-making with adults.

The goal of this challenge problem is to provide both a learning opportunity for students and an opportunity to serve in their community. Students will identify, research, and address real community challenges by applying knowledge gained through learning opportunities provided during classroom instruction, as well as interactions and collaborative efforts with peers and stakeholders.

1.1. THE TOOLS

This challenge problem is focused on the identification and development of a service learning opportunity in your community. First, a need to provide an important service to the community needs to be identified. Local organizations, charities and businesses are excellent resources as well as the National Service-Learning Clearinghouse. This service should be meaningful and promote positive change in the community.

The field of Modeling and Simulation (M&S) has long been used to help solve problems. Modeling can include representing phenomena through mathematical, physical, or logical models. These models can then be used in simulations so that analysis of individual elements can occur. The identified need should be met using tools and skills utilized in the field of Modeling and Simulation. Part of this challenge problem is to identify virtual tools to accomplish the solution identified below.

1.2. THE SOLUTION

Provide/Implement a meaningful solution to an identified need in your community that capitalizes on skills and technologies from the field of Modeling and Simulation. The identification of a need to pursue will rely on your interaction with members of the local community. Examples of service learning projects have been provided to reference and aid in the ideation stage.