



Building Great ACE Sessions

ACE MENTOR PROGRAM OF AMERICA SPRING TRAINING SERIES



S M T W T F S



Training Objectives

INTRODUCE GUEST PRESENTERS

ICE BREAKER ACTIVITIES

TEAM BUILDING ACTIVITIES

ACE ACTIVITIES

TIPS FROM THE FIELD

ACE MENTOR TOOLS EXPLORATION



Introductions



CARTER W MOORE, AIA, NCARB
OUTSTANDING ACE MENTOR 2022



SAMANTHA RABURN MARKHAM, AIA, NCARB
OUTSTANDING ACE MENTOR 2019



Rituals and Routines



Suggested Session Schedule

15 MINS: SNACK & SETTLE IN

10 MINS: ICE BREAKER/TEAM BUILDING ACTIVITY

20 MIN: INTRODUCE ACE CONCEPT/MODEL ACTIVITY

40 MIN: SMALL GROUP OR INDEPENDENT WORK (THE DAY'S ACTIVITY!)

15 MIN: SHARE OUT, WRAP UP & CLEAN UP

5 MIN: LOOKING AHEAD TO NEXT SESSION



Icebreakers



PICTIONARY sort of



HOW to PLAY

Instructions
for the
students

- Select someone in your group to go first.
- Pull a drawing prompt from the cup (*If you select the same prompt the second time around or your answer would be the same as someone else's – draw again.*)
- Read it aloud to the group (put the prompt back in the cup)
- Begin drawing to your prompt
- All others in the group guess what you think your group mate is trying to sketch.
- NO Numbers, NO Letters
- Continue clockwise to the next player (*even mentors*).
- Complete as many as you can in the time allotted. (*keep track*).



Program Leaders To-Do

- Create the drawing topics list, print, and cut into strips.
 - Things like:
 - What is one of your music group/singer/band?
 - What's the current TV show you are watching or book you are reading?
 - What is your school mascot?
 - Where did you go on your last vacation?
 - What kind of pet do you have?
 - Where would you like to live after you graduate?
 - What profession are interested in?
 - What is your favorite subject in school?
 - What is your least favorite subject in school?
 - What is your favorite holiday?
 - What is your favorite meal?
 - What is your all-time favorite cartoon character?
 - What sport do you enjoy watching most (if none, which one is less likely to put you to sleep).
 - What video, board, or card game do you enjoy playing?
 - Distribute paper and pens to each group table / group member
 - Place the strips of paper with drawing topics into a cup and place in center of table
 - Set a timer for the overall activity. If you feel it is needed, you can give each group a 1-minute (or whatever) time limit for each attempt – move on to next player if no one can guess correctly – keeps those students who are not great at sketching a break.

What we learned

- We learned a little bit about the other students and mentors in our group
- Communication through drawing is an important part of what we do in the A.C.E. industry (whether it is sketching by hand or with computer drawings).
- We've broken the seal on the idea of sketching – moving forward through the program / project we should not be near as shy at conveying our ideas to others in the group through sketching (after all we do not have the ability to provide each group or student with a computer or iPad unfortunately).



Team Building Activities



The Marshmallow Challenge

Jeddah Tower
1,000+ m / 3,281+ ft
Jeddah

Burj Khalifa
828 m / 2,717 ft
Dubai

Suzhou Zhongnan Center
729 m / 2,392 ft
Suzhou

Signature Tower Jakarta
638 m / 2,093 ft
Jakarta

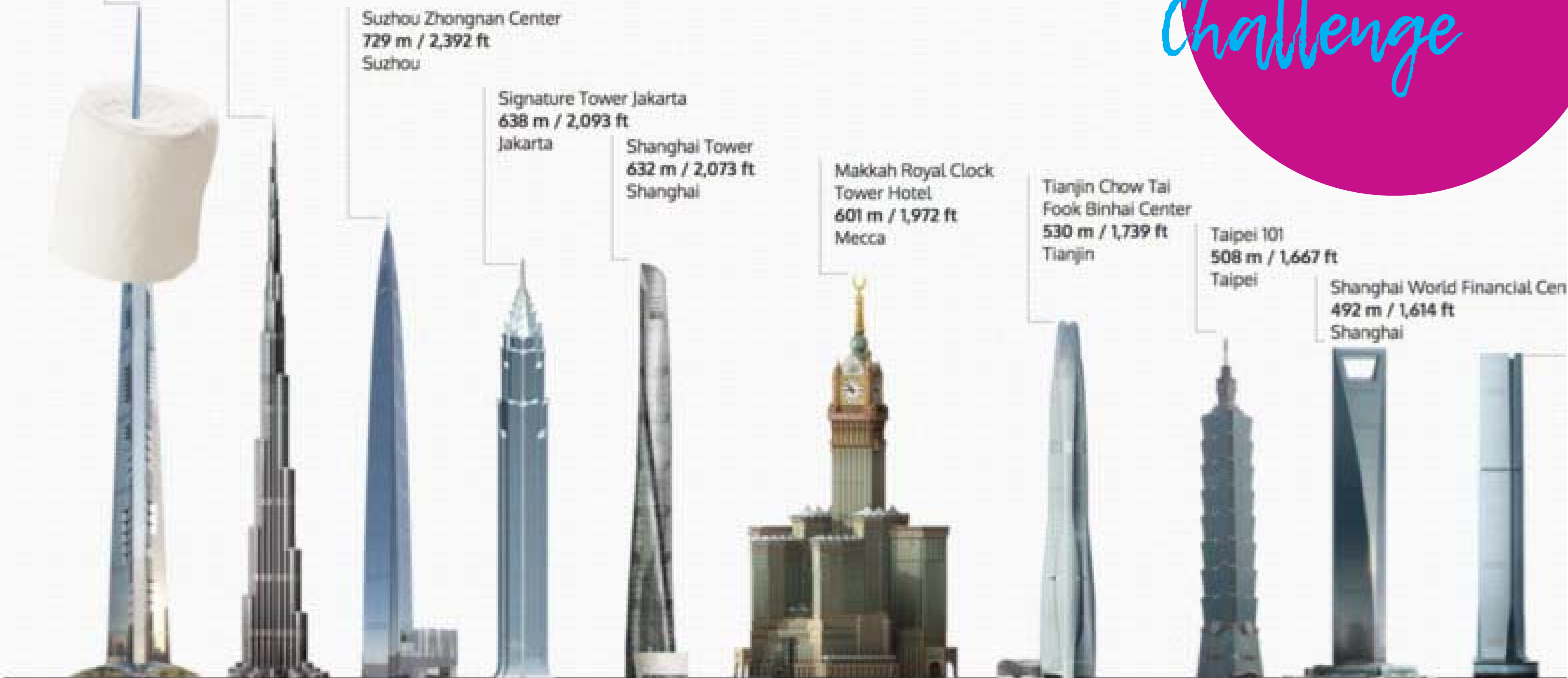
Shanghai Tower
632 m / 2,073 ft
Shanghai

Makkah Royal Clock
Tower Hotel
601 m / 1,972 ft
Mecca

Tianjin Chow Tai
Fook Binhai Center
530 m / 1,739 ft
Tianjin

Taipei 101
508 m / 1,667 ft
Taipei

Shanghai World Financial Cen
492 m / 1,614 ft
Shanghai



HOW to PLAY

Instructions
for the
students

- In 18 minutes, build the tallest free-standing structure out of 20 sticks of spaghetti, 3 feet of tape, 3 feet of string and one marshmallow.
- The marshmallow must be on top.





Program leaders To-Do

- Presort the construction materials (as noted on the previous page).
- Distribute or have a nominee from each group come and get the materials.
- Walk them through the rules (as noted on the previous page)
- Start the timer
- This activity will result in some debris so having access to a trashcan or several small trash cans is advantageous.
- Have a measuring tape on hand to measure height, and a score card to keep track.
 - When ready for their final height check, have each team flag you down PRIOR to them putting the marshmallow on top so you can be there to measure it before it eventually fails (some will last a few minutes, some just 30 seconds).
- Show the TED Talk to the group about this nation-wide activity (6:30 min long video).
 - *“Build a Tower, Build a team”* by TOM Wujec:
https://www.ted.com/talks/tom_wujec_build_a_tower_build_a_team?language=en
- Verbally reiterate some of the key talking points of the video

What we Learned



- We learned that process makes a difference
 - Plan, plan, plan, implement is not always best
 - Plan, prototype, adjust, prototype, implement will often result in better design
 - You don't have to get it right the first time so put all the ideas out on the table
 - Students often want to do it right the first time or get way too deep in the details before even determining a basic outline
- Everyone's voice and opinion is important
 - If you come to ACE with an interest in Interior Design, you may still have valuable input during the structural engineering activity, etc.
 - TED talk discusses success rates of different groups – CEOs don't do horrible, but adding in an administrative assistant greatly increases their success.
- We learned how to work as a team to complete the task in the time allotted.



Project Based Learning

ACE Activities



SITE GRADING



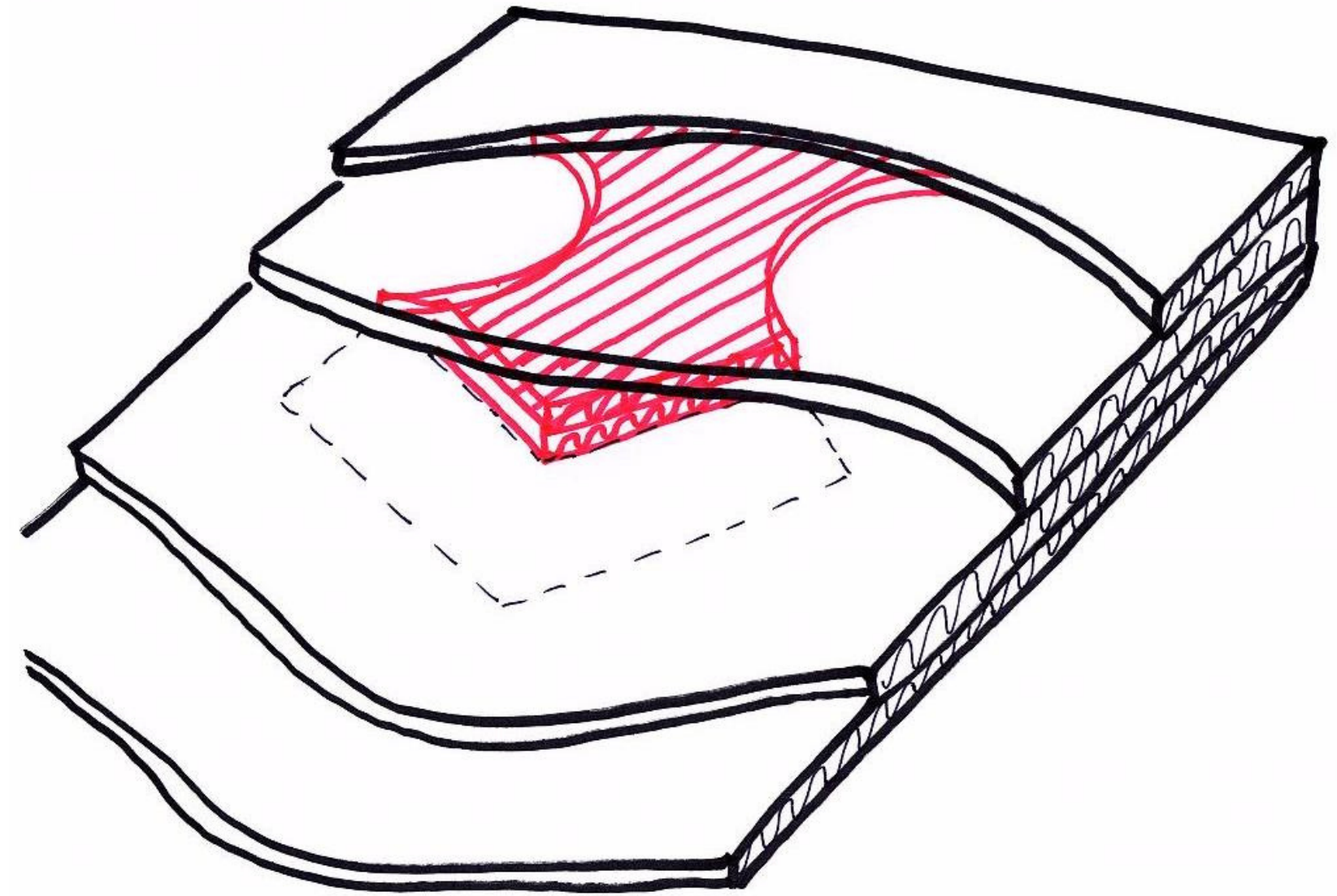
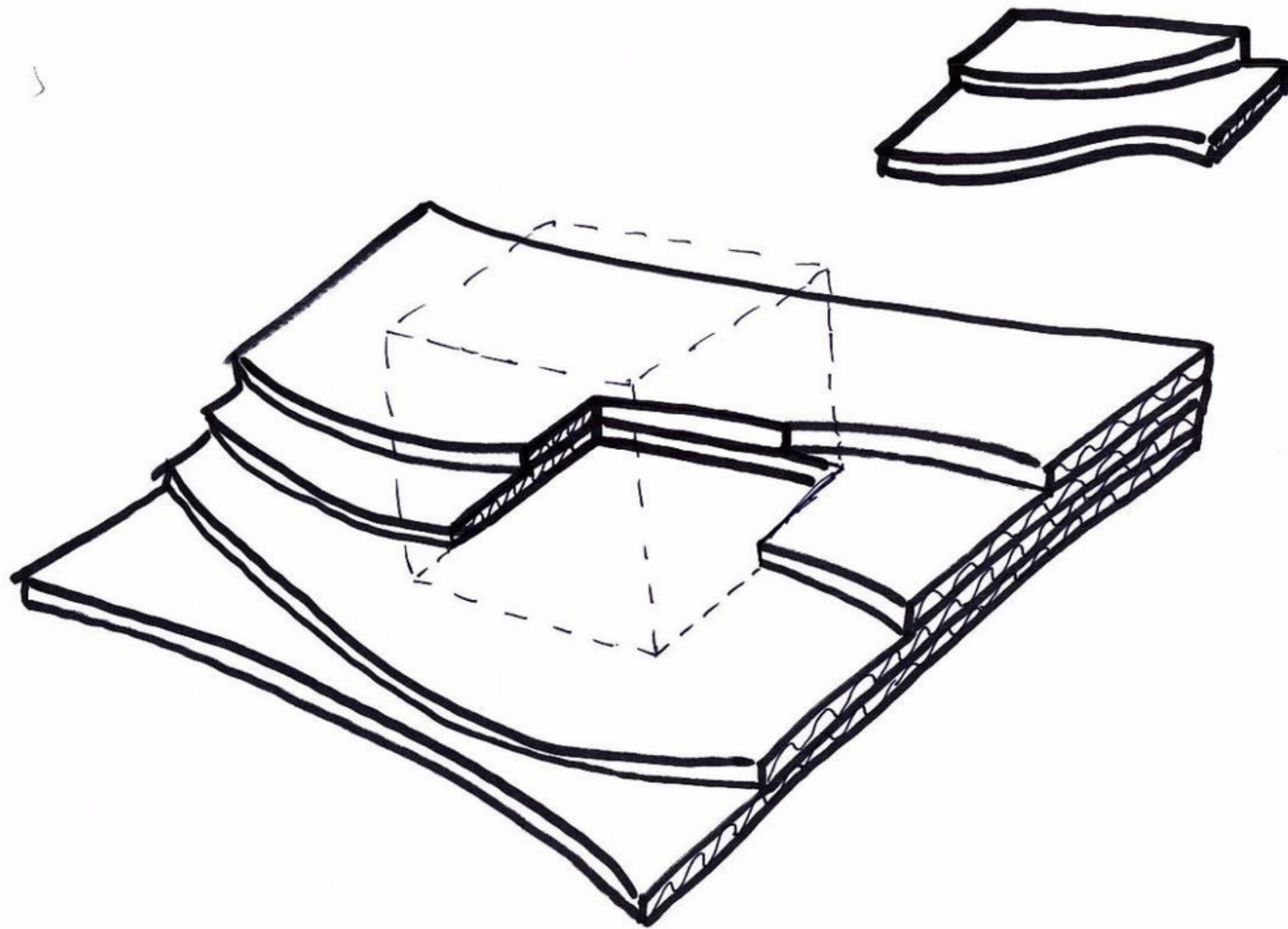


ACTIVITY INSTRUCTIONS

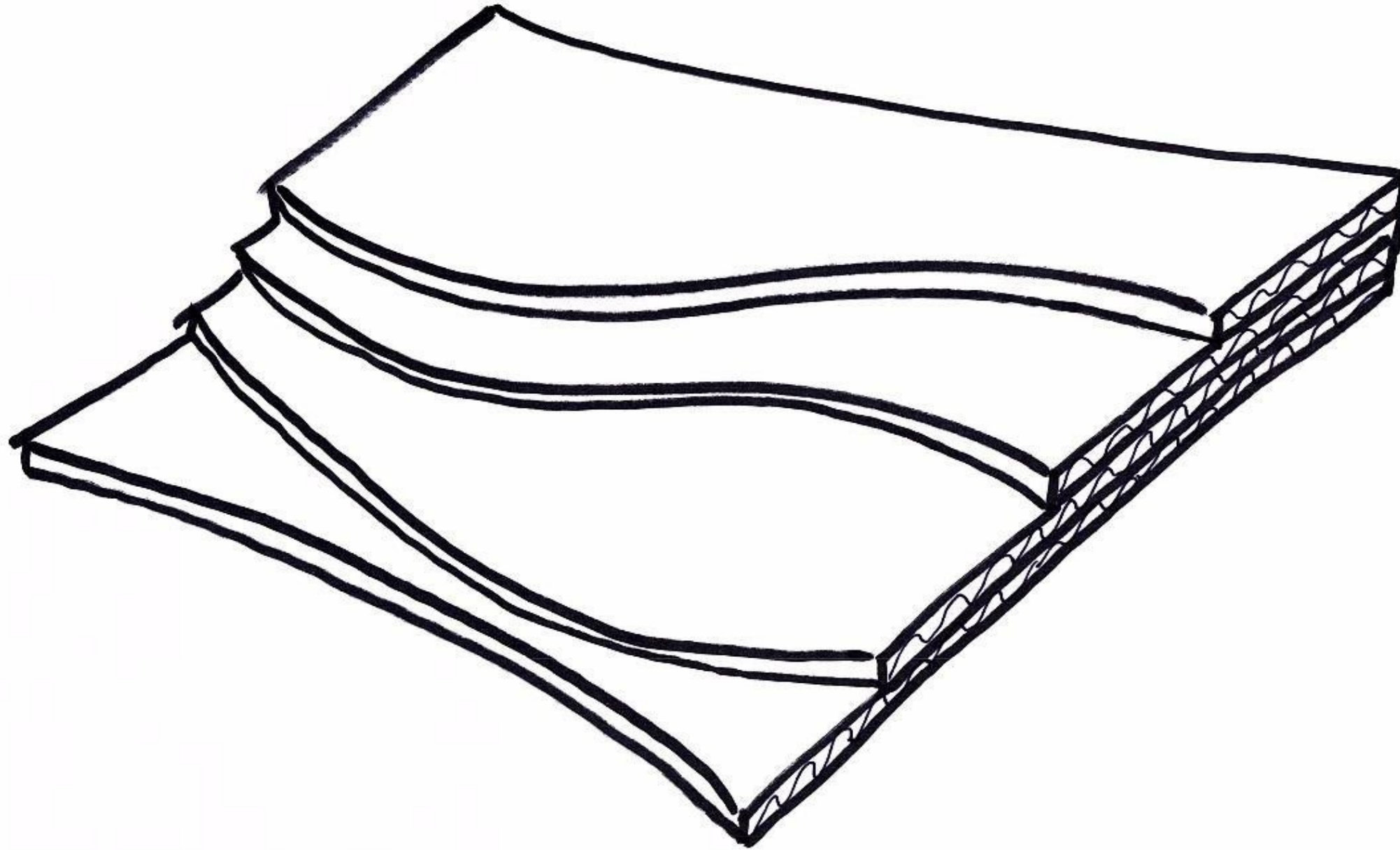
Instructions
for the
students

- Locate your building (architectural massing) on the site
 - Consider building access (driveway), views, prevailing wind direction, etc
- Review the existing topography and the potential flow of water down the hill
- Determine the amount and configuration of cut and fill necessary to prevent water from collecting or ponding next to your building.
- Modify the topography (slope of the land) around your building to shift the flow of water away from the building and down the hill.
- Once your topography modifications are complete, we will protect the site model with foil, replace the wooden building blocks and test with a brief “rain shower”

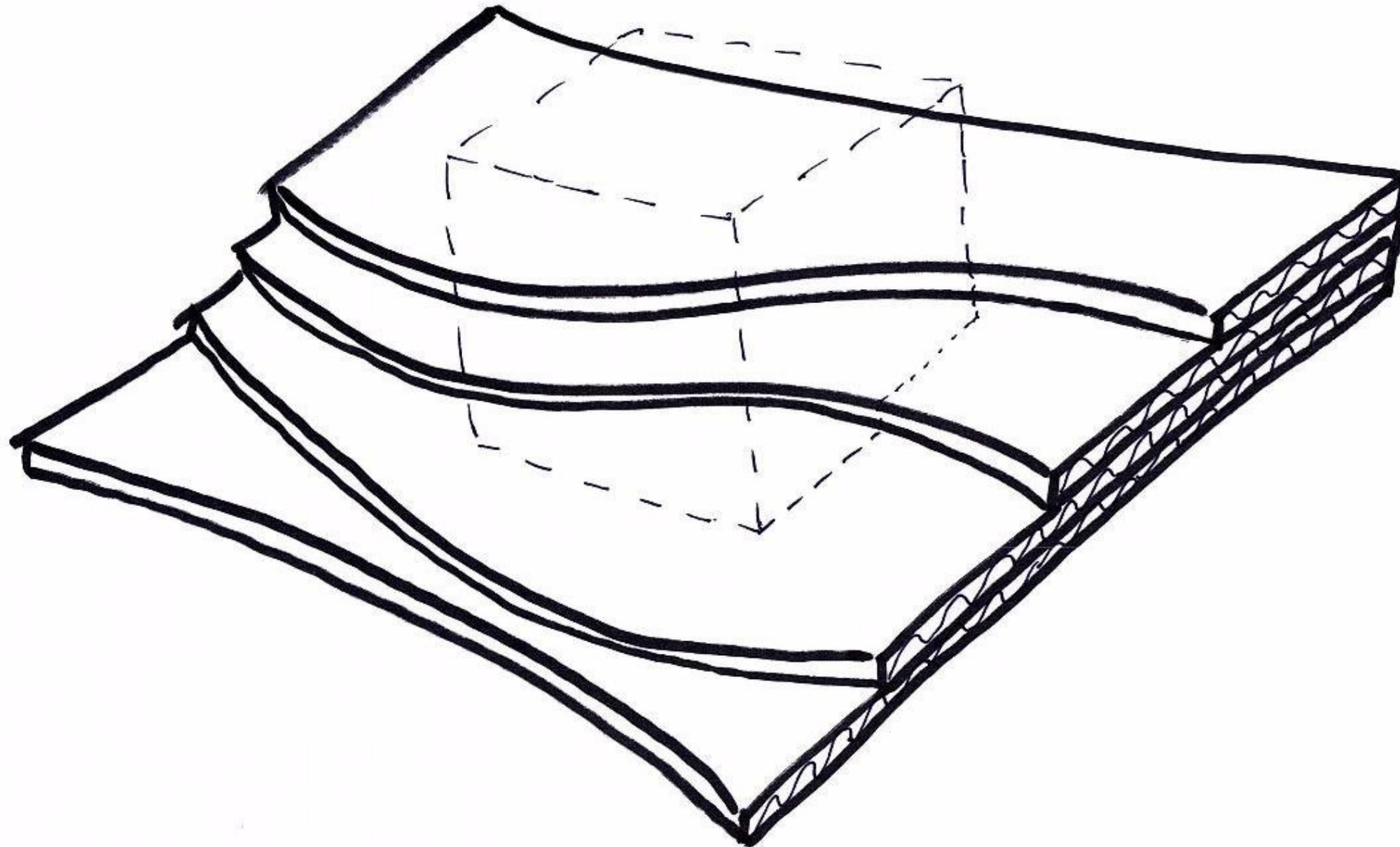
What is 'CUT AND FILL'?



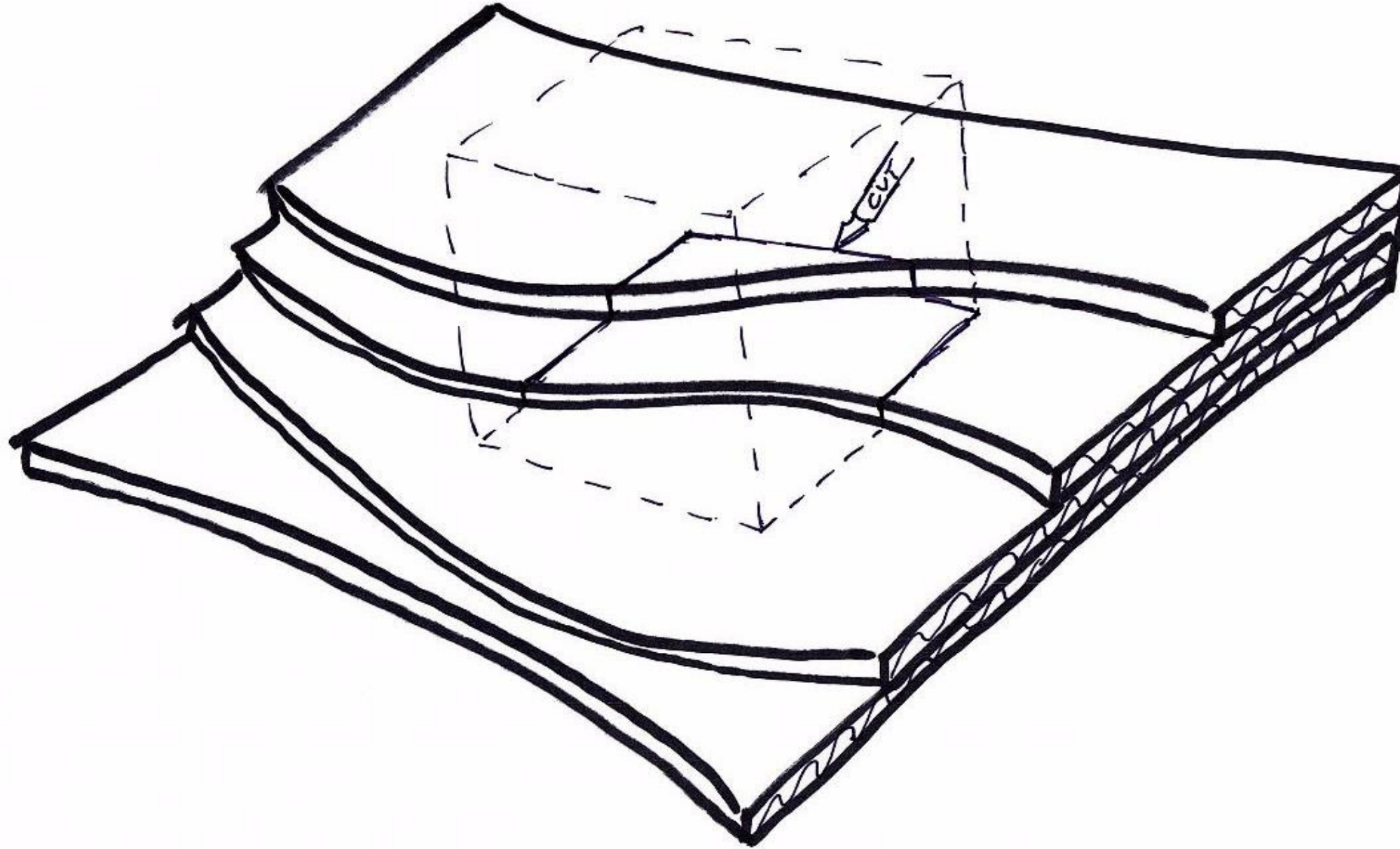
CUT



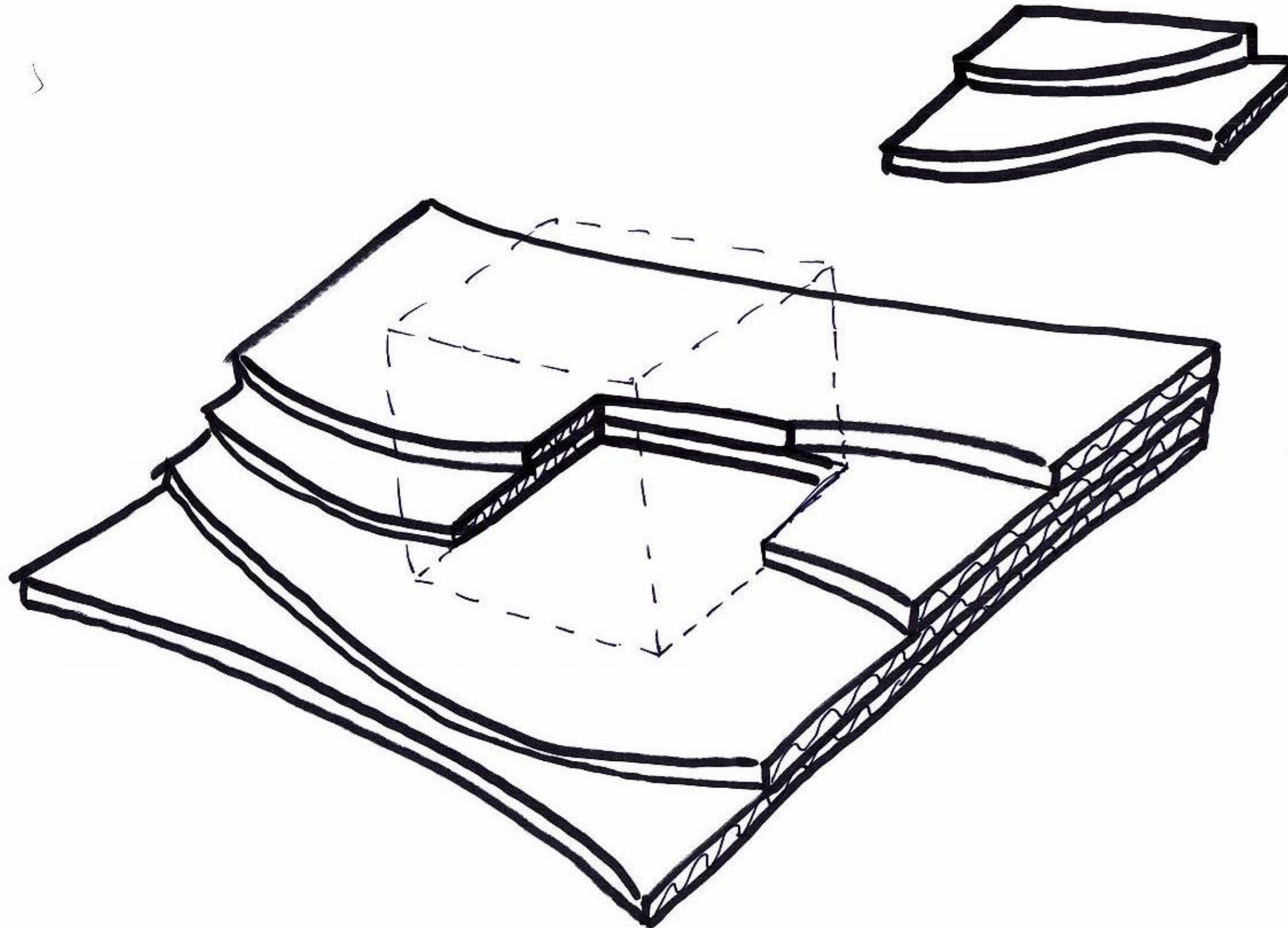
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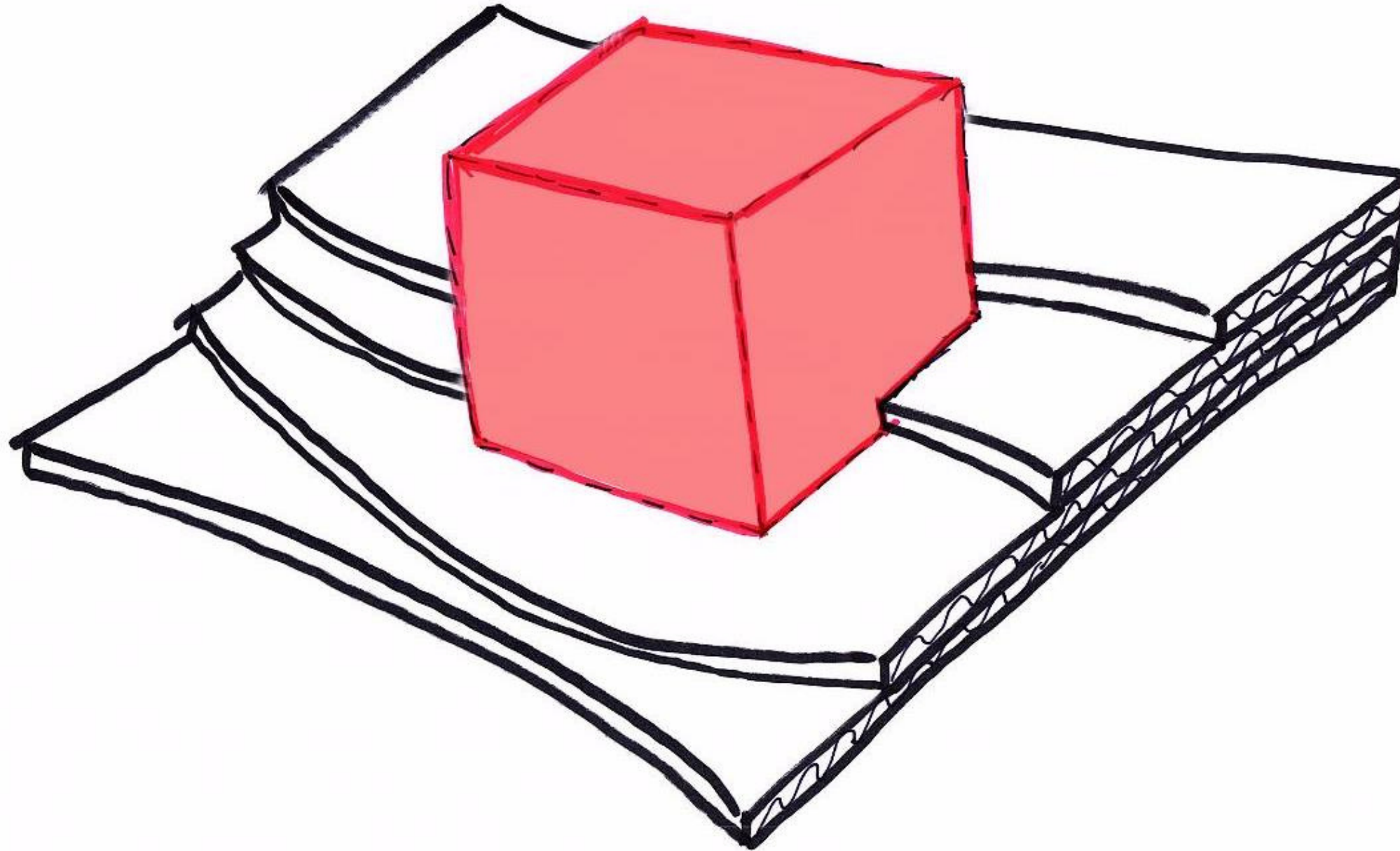
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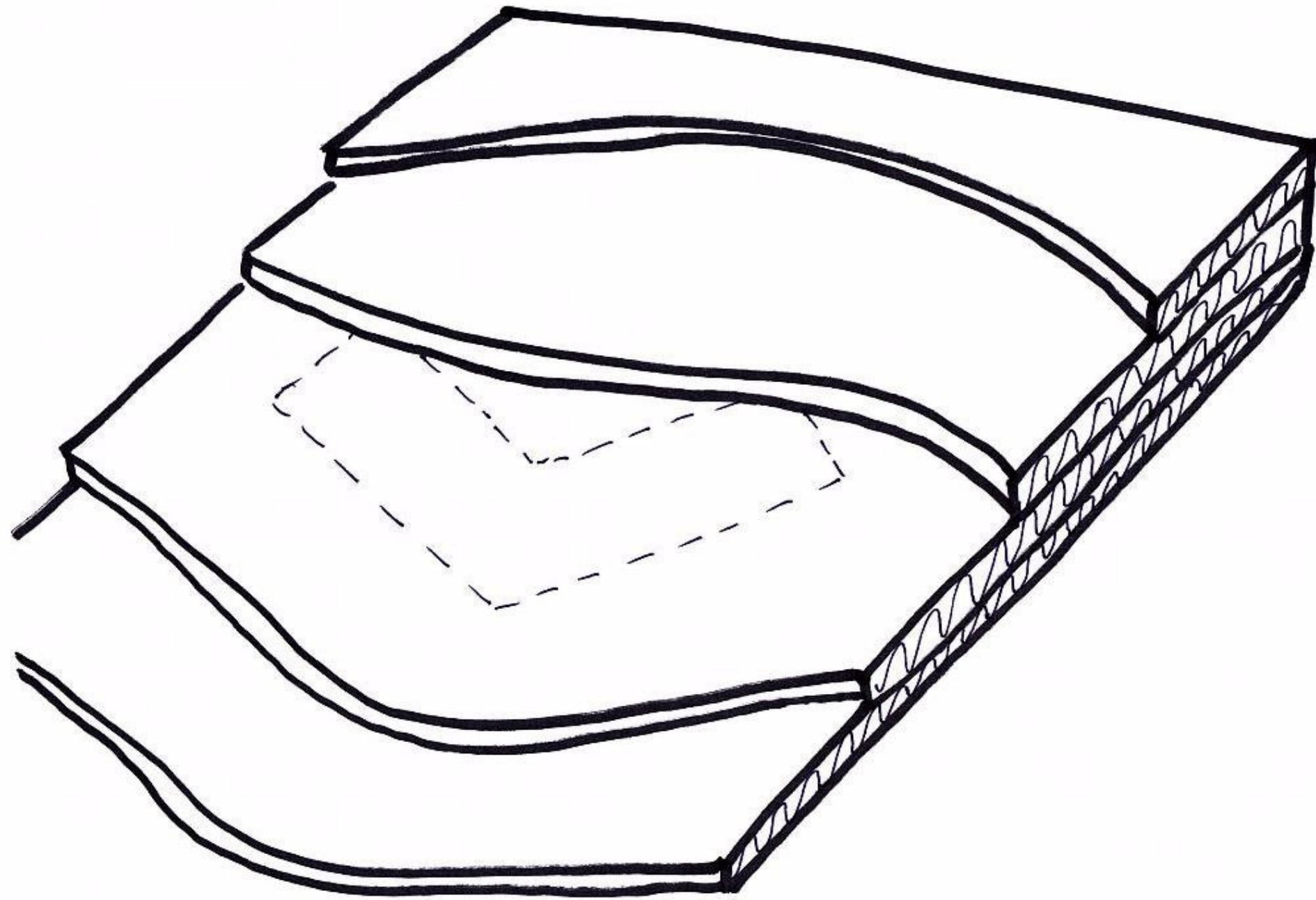
CUT



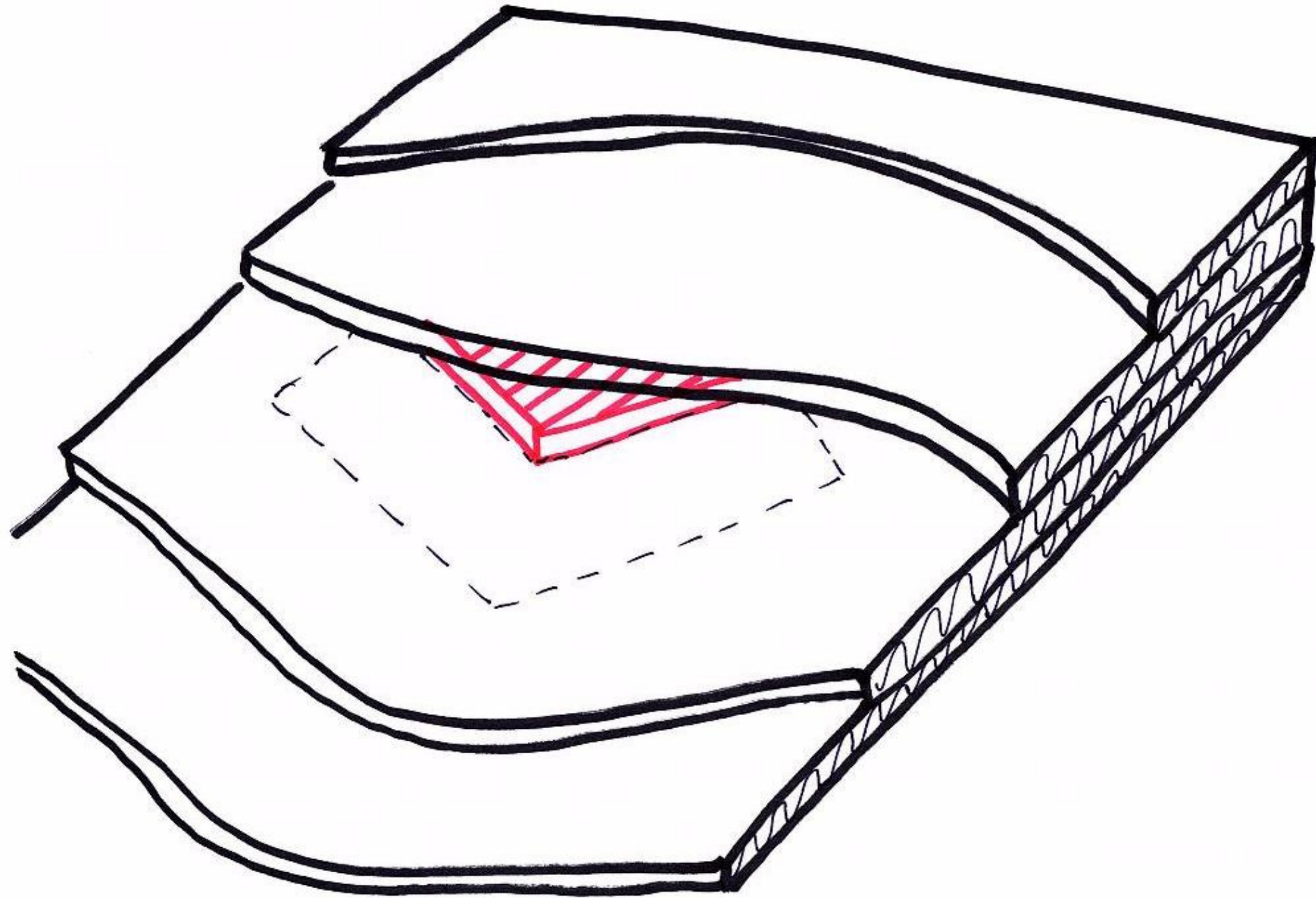
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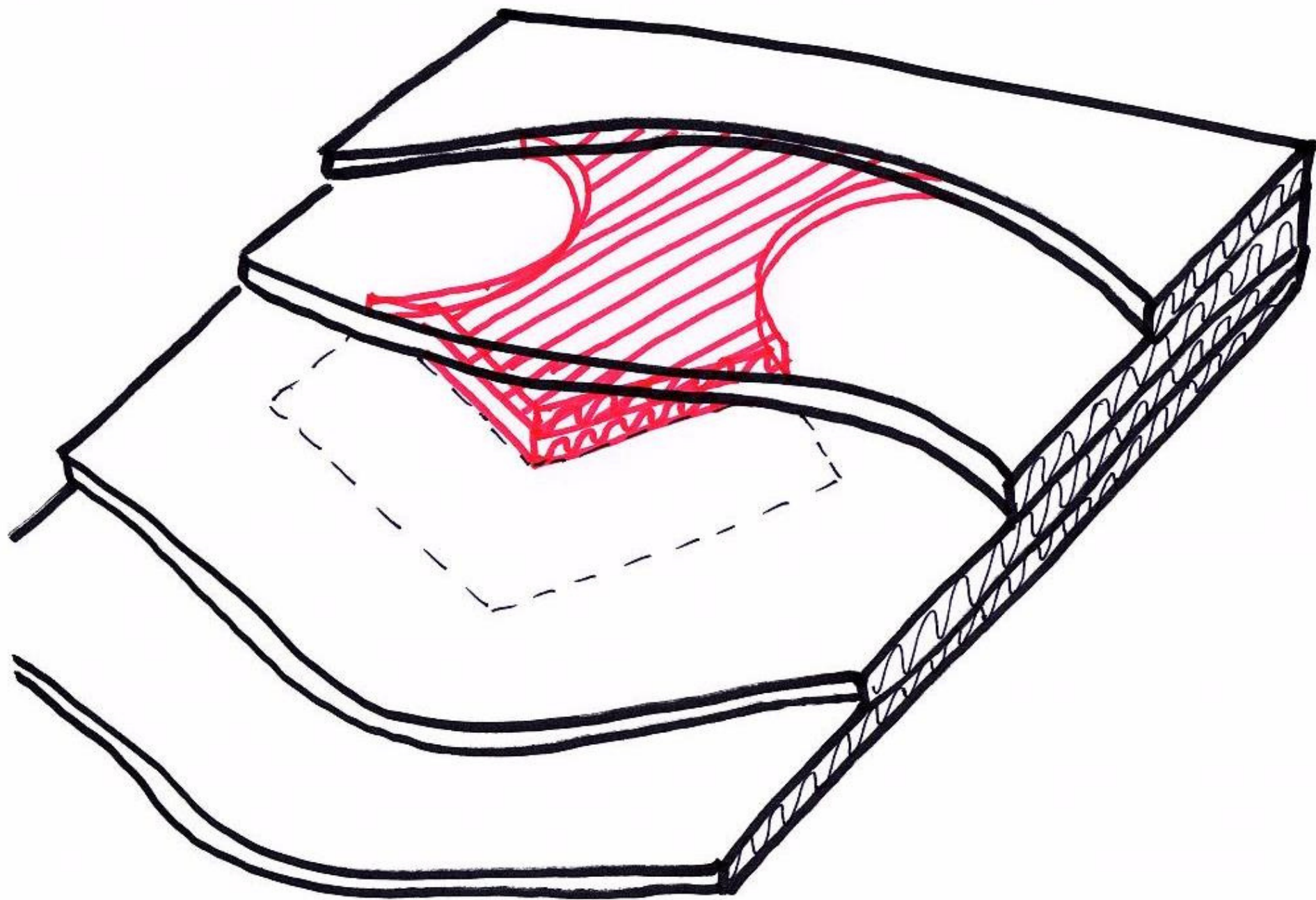
FILL



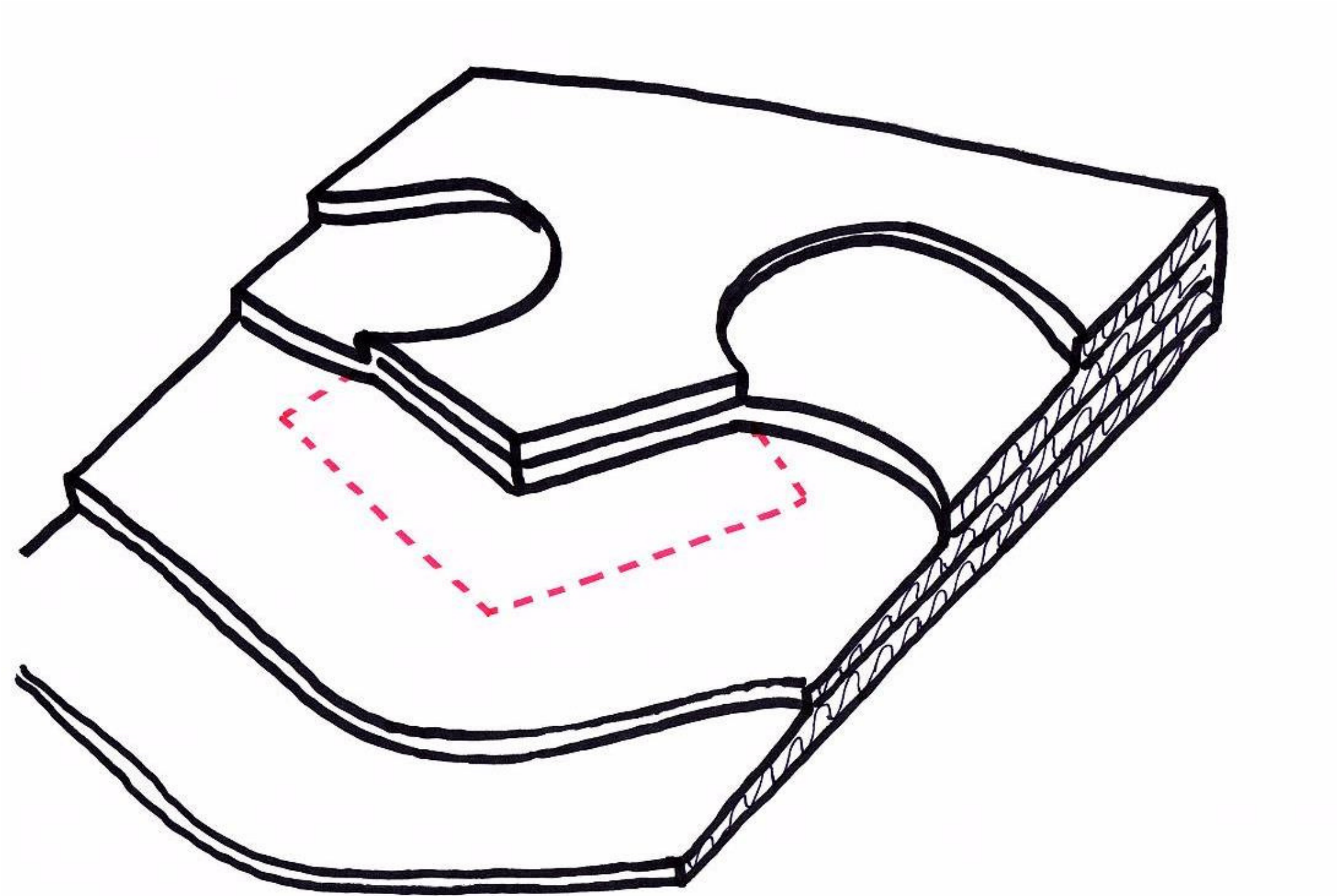
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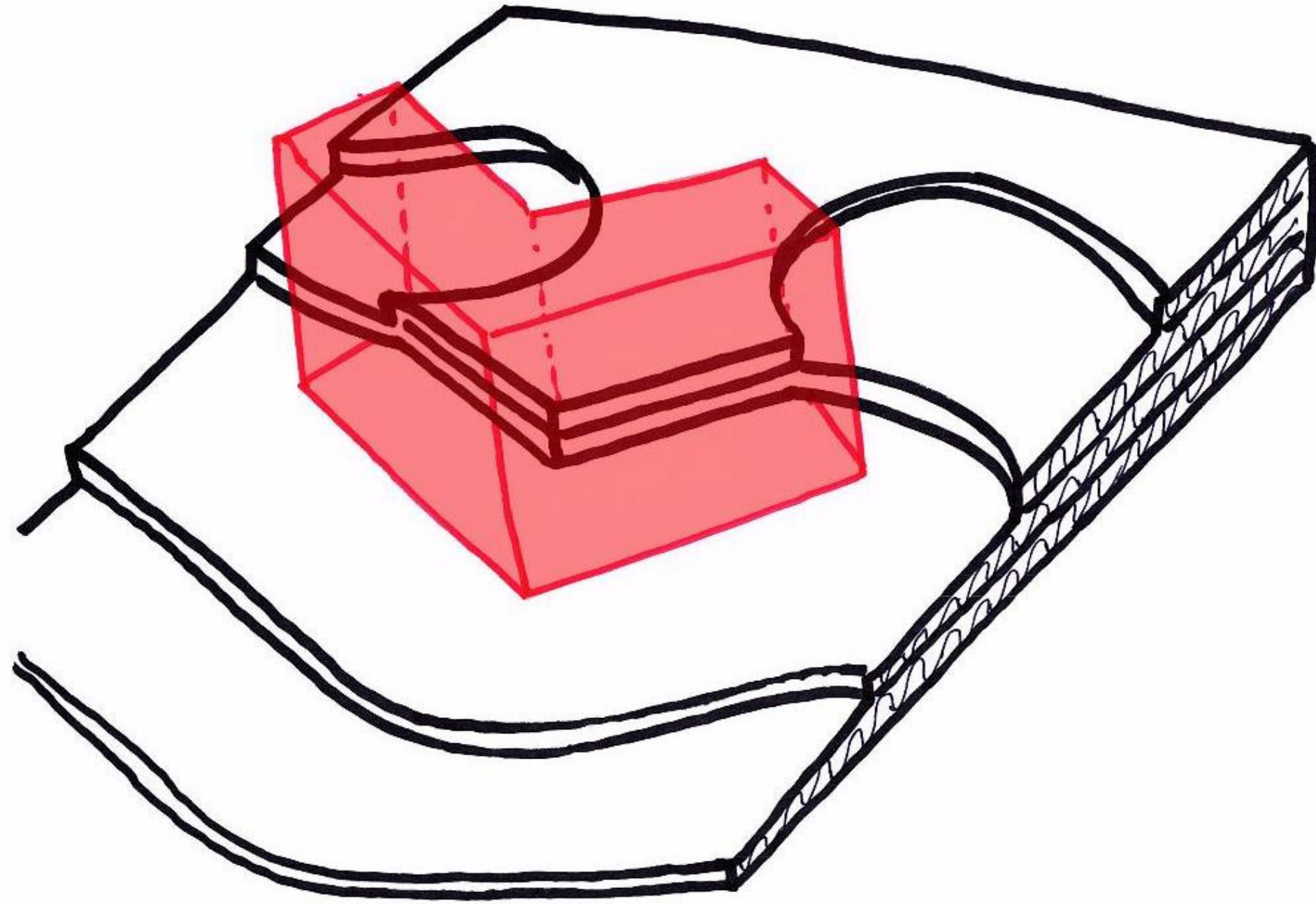
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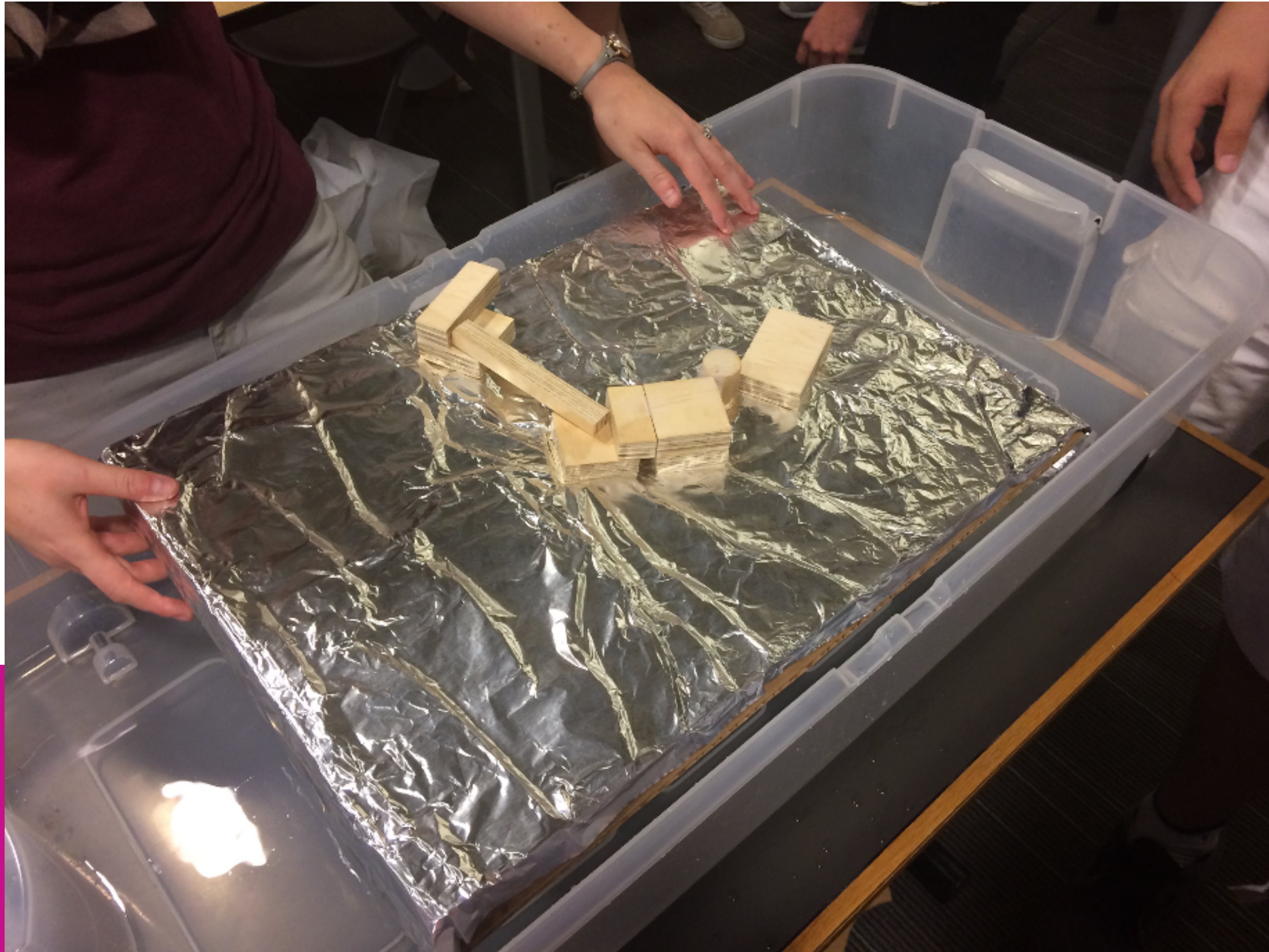
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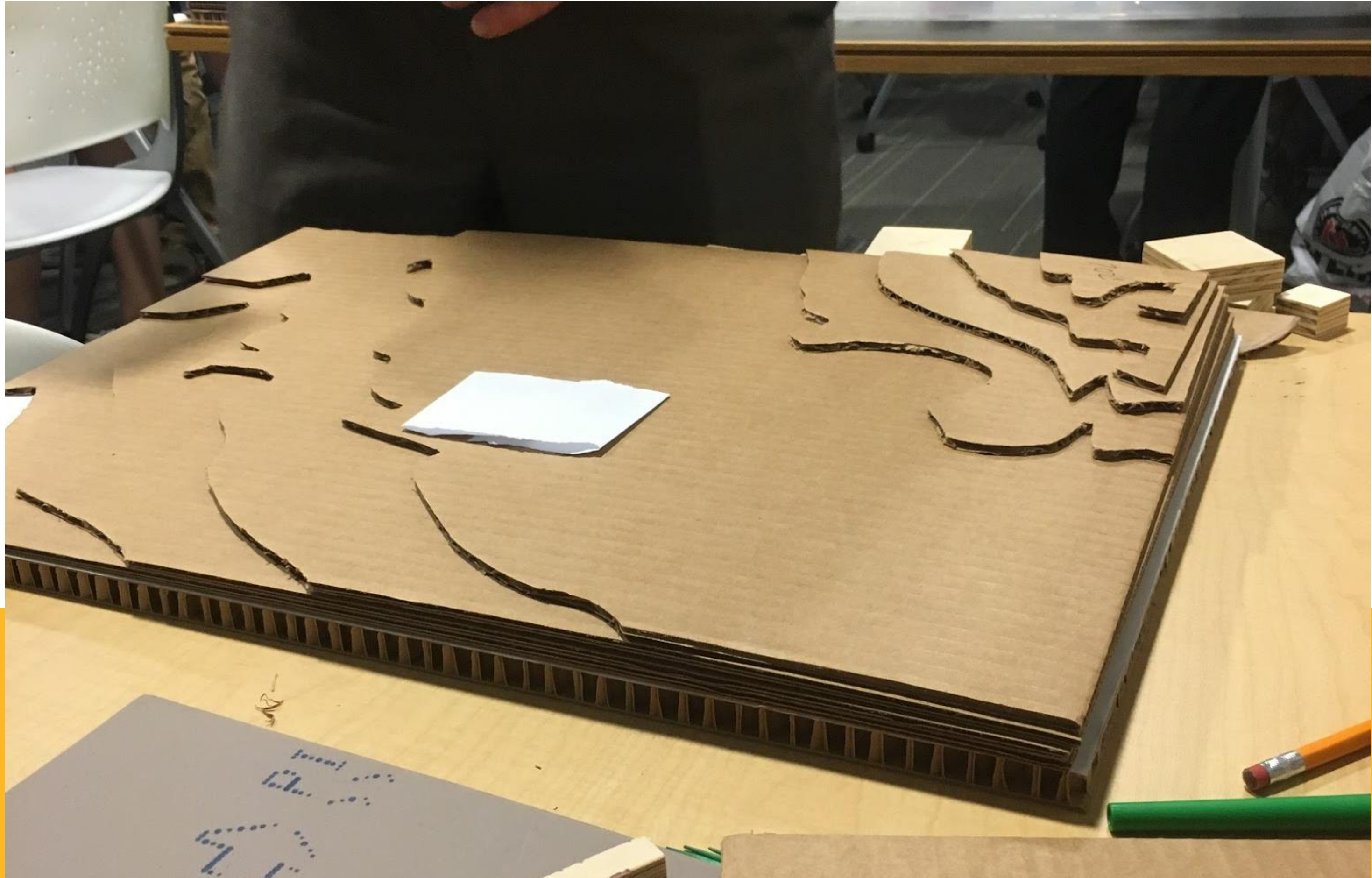


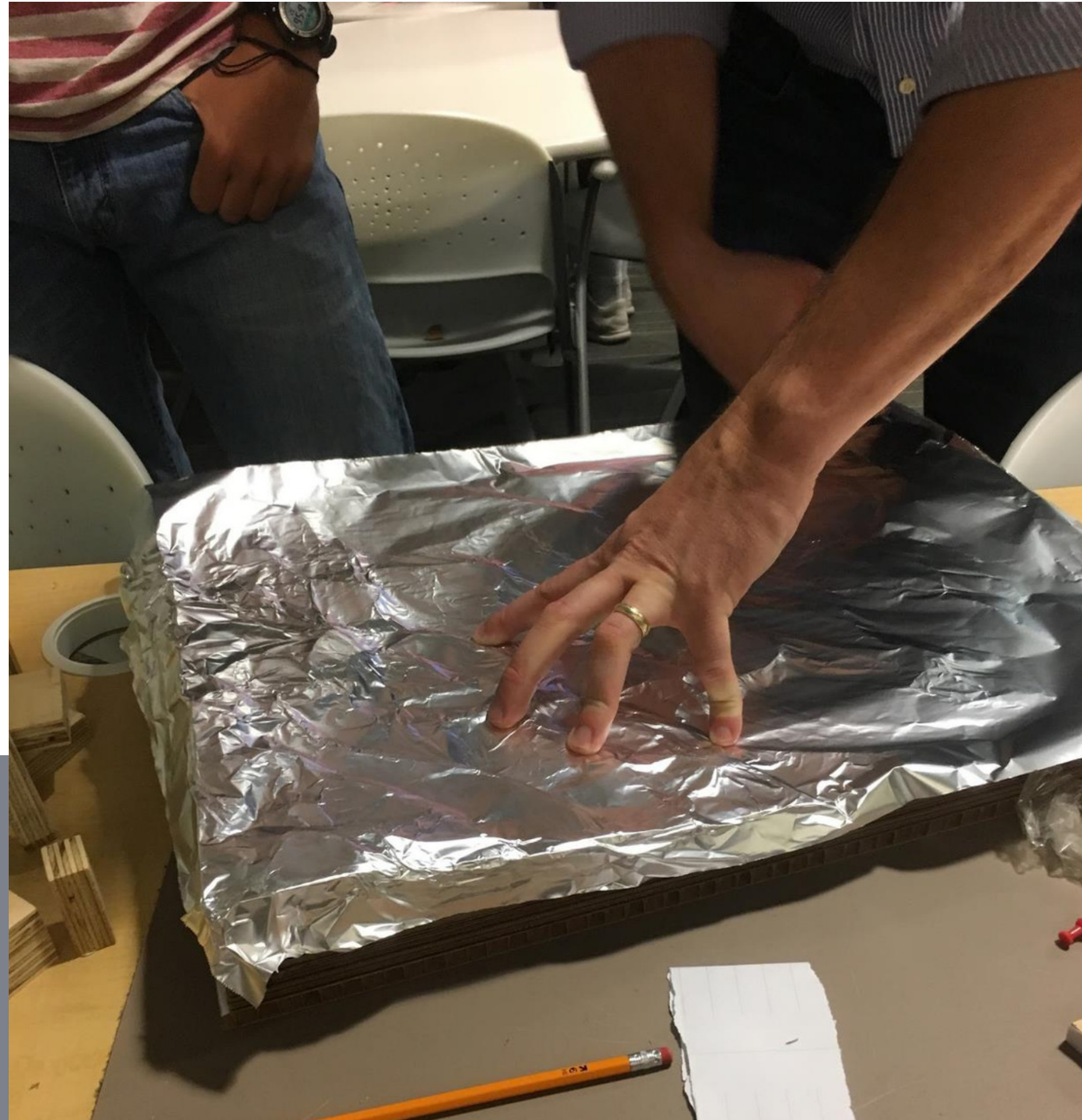
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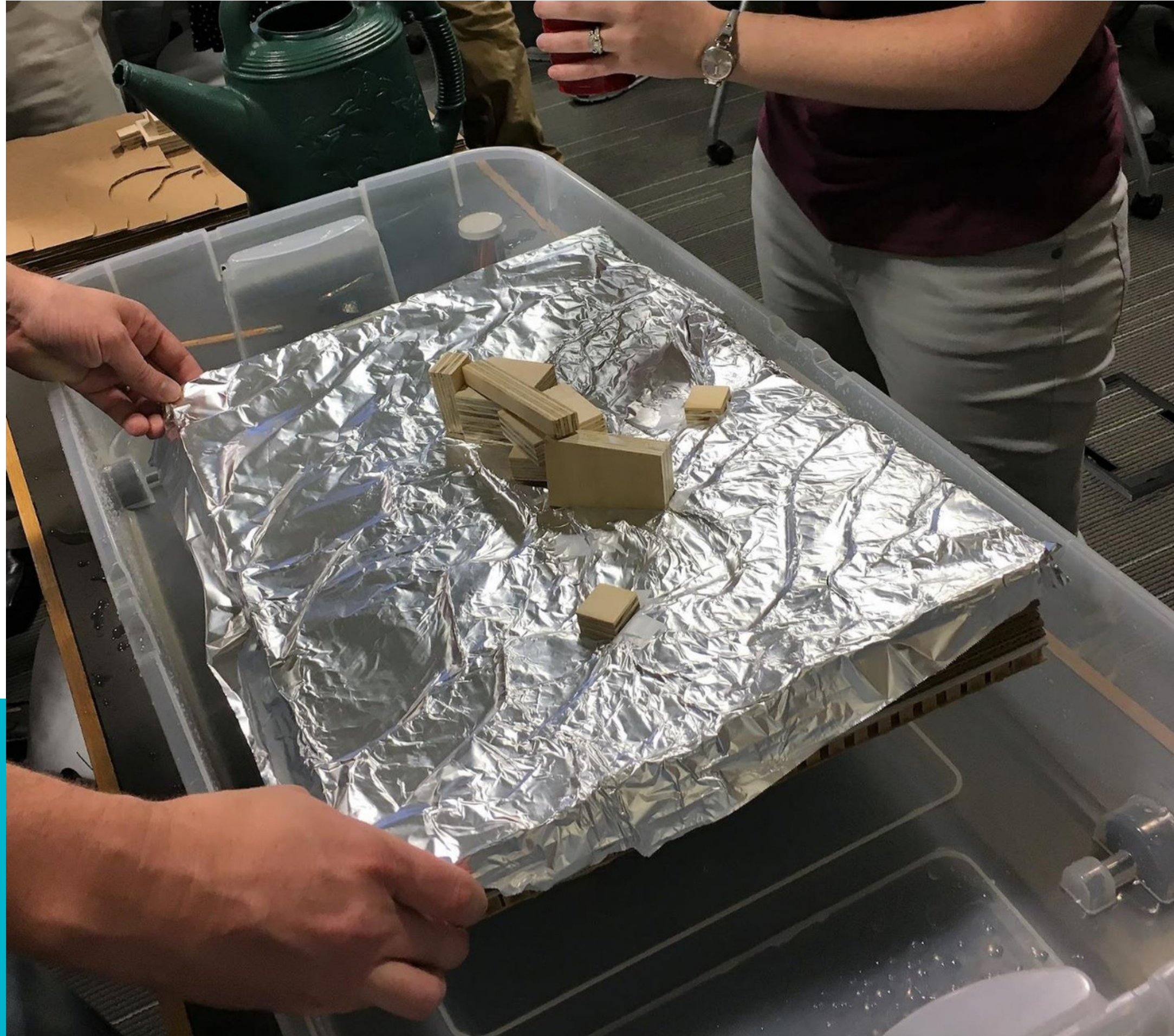












Tips from the Trenches



COMMUNICATION



- Slack is a free messaging app
 - Allows us to communicate with individuals, ACE Teams, or the entire list of program participants.
 - Can communicate messages, links, and photos
 - Promotes communication, but with mentor supervision.



- A great survey tool (for purchase)
 - Students connect via their phones and participate in a pre-prepared survey
 - Results are live streamed in differing graphical ways
 - Great to conduct a couple of times a year to document changing views on interests, program benefits, etc

ACE Mentor Tools

WWW.ACEMENTORTOOLS.ORG



[HTTPS://HR.MIT.EDU/LEARNING-TOPICS/TEAMS/ARTICLES/STAGES-DEVELOPMENT](https://hr.mit.edu/learning-topics/teams/articles/stages-development)



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ACE TOOLS & MENTOR RESOURCES

Mentors will find a wealth of useful information in the Mentor Resources section of the ACE Tools site.

Find mentoring tips, virtual lessons, fun activities, and much more!

ATTENTION!

The Affiliate & Mentor Resources sections of the the ACE Tools site are now live. Please use the below login credential to sign in.

Your device/browser can be set to remember the login information.

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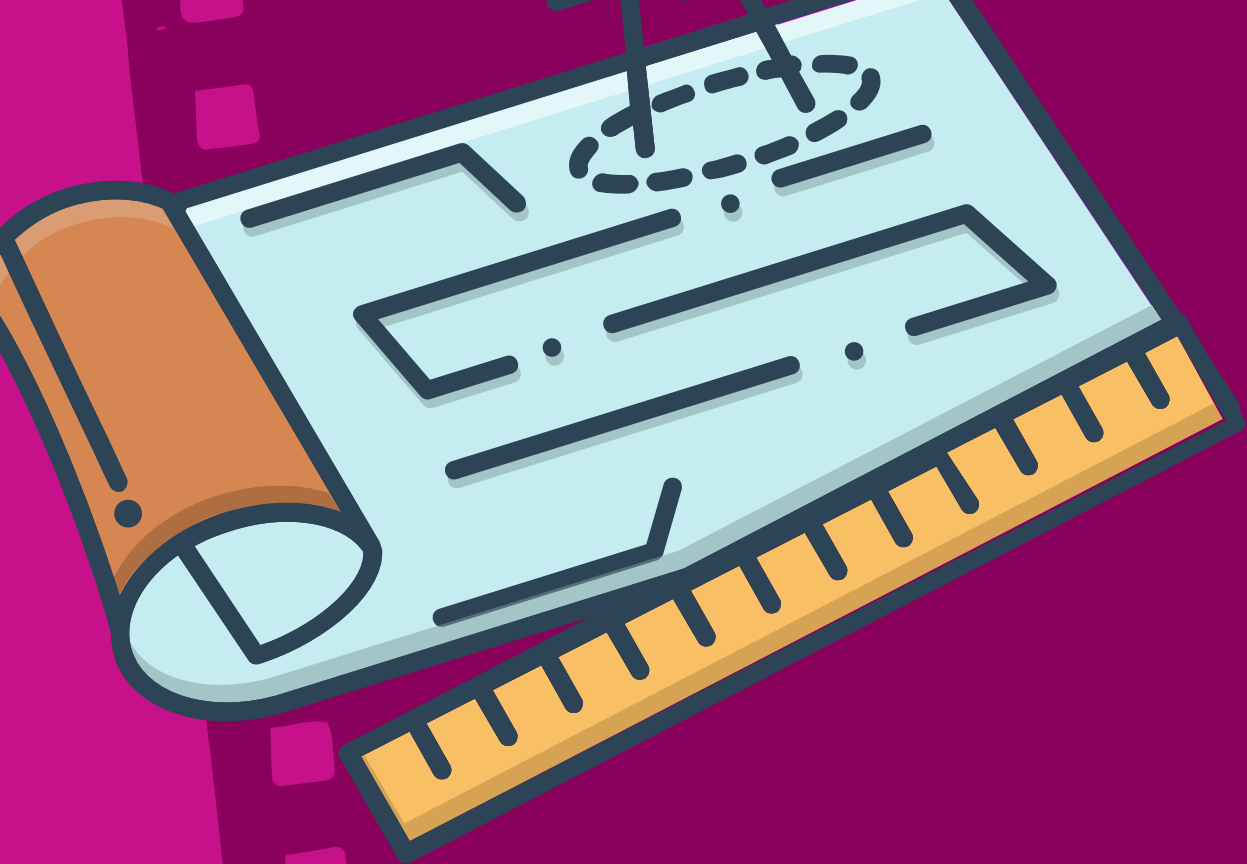
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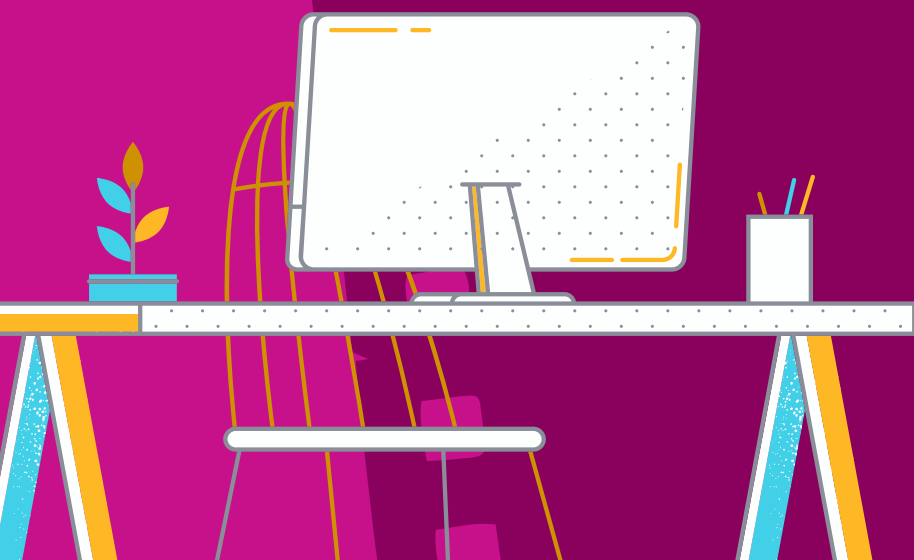


Questions?





Remember...
PRACTICE MAKES PROGRESS





Thank you...
FEEDBACK IS HELPFUL!

