

Dynamic, Active Learning Activities for Classrooms  
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**Name of Activity:** “It’s All Me” Design Inc.

**Tagline description of what the activity looks like:**

Building relationships with students, means learning about their values, personality, and goals/dreams. This activity allows students to share who they are and what they want to be with the teacher and other students. This is a wonderful activity for the first days of school or to use with an advisory group.

**Objective:**

To help students express their hopes, dreams, and values in a t-shirt design. Students will share designs in a classroom so that classmates and teachers can learn more about them.

**Materials Needed:**

- 11 x 16 sheets of paper cut to a T-Shirt shape
- Markers
- Clothes line
- Clothes pins

**Step-by-Step Procedure:**

1. Talk to students about values. Brainstorm a class list of values that people have.
2. Talk to students about goals and dreams. Share how goals are not always materialistic. Talk about how goals and dreams can be different based on the timeline (1 yr, 5 yrs, 10 yrs) Have students write 3 goals that they want to accomplish.
3. Talk to students about personalities and how different people have different personality traits. Have students write a paragraph about what they think their personality is like.
4. Take the areas from above (Values, goals/dreams, and personality) and create a cluster map describing each of these areas as it relates to their own personality, values they hold, and goals/dreams.
5. Now explain to students that they are the lead designer in their own t-shirt design company. Have them think about different styles of t-shirts and how each reflects something different. As the lead designer, they need to design their own t-shirt that reflects their values, goals/dreams, and personality.
6. Students first sketch out the design on regular paper and then transfer the final design to the t-shirt templates. As they finish the design, they hang the t-shirt on the clothes line that is hung around the room.
7. As an evaluation, students will use a rubric to evaluate each of the designs posted around the room. Rubric details:
  - T-shirt #1
  - Values identified
  - Goals/dreams
  - Personality
  - Thing I like best about this shirt
  - This t-shirt’s “sell-ability” scale 1-10 stars
8. Pick the top rated t-shirts and give a “top design” award to the top 5.