



## Apollo Academy 2023-2024 Quests Overview

### Fall Semester- Spark and Discovery

#### Build the Tribe

The Build a Tribe Quest is the collection of experiences that compose a Hero's first session in the studio. This Quest accomplishes 3 goals to build a strong Tribe:

1. Team Building
2. Creating the Studio Contracts
3. Introducing Acton Processes and Systems

#### Coding & Robotics

On this quest, learners embark on a journey to learn the basics of coding, a journey that culminates in a real-life exploration of the world of robotics.

The goals of this quest include:

- Gaining a basic understanding of programming concepts and how they apply to the real world in non-coding scenarios (concepts include algorithms, loops, conditionals, variables, and events)
- Honing and developing problem-solving skills through "debugging"
- Developing an awareness and curiosity about the role technology currently plays and will play in their lives
- Learning about innovators and disruptors throughout history in various technology-related fields

#### Entomology

In this quest, the Heroes become entomologists. They take on the title of "scientist" as they explore life in the undergrowth, the critical relationships between insects and humans, the harsh truths and beauty of life cycles, and the complex classification of life. As entomologists, they take on the responsibilities of raising insects and observing with intentionality and diligence, like a scientist. Exploring in this way ignites a curiosity and appreciation for the natural world and creates a safe and open place to discuss and face real fears.

## E-ship

E-Ship is a game in which heroes seek to find and create a business that is right for them. In an "Entrepreneur-ship," learners travel across a game board (the quest map) to islands that represent different questions an entrepreneur asks along his or her journey.

The purpose of the E-ship Quest is to equip the learners with skills, tools, and frameworks needed to start a business. The quest has three main goals for learners:

- To learn more about themselves and what they love
- To learn as much about entrepreneurship as possible
- To create a business to present at the Apollo Academy Holiday Market

## Spring Semester- Spark

### Road Trip: USA

The quest takes our learners on a road trip across the United States where they visit natural landforms, discover different climates and experience natural disasters that occur in our country. This adventure also allows for the creativity to travel in our own mode of transportation, choose which direction we need at each turn and learn about the weather.

### Discovering Heroes

For six weeks, we will read stories and dive into a different theme of heroes each week. We explore Black History Month heroes, Women's History Month heroes, American heroes, Local Tampa heroes and modern heroes before we reflect on the type of hero we are or aspire to be.

### Community Garden

Creating a community garden is a natural way to engage learners in the process of embarking on a journey of discovering something that is essential to life: the growing of our food. They connect with the wonder of nature, the elements and with each other during this quest, and at the same time, learn valuable skills of scientific inquiry, teamwork as they integrate math and literature. They learn the power of self-reliance and accomplishment. Our approach to this Quest is to make it more of a memorable experience that includes engaging activities that naturally layer learning and discovery during the process.

### Growing Curiosity

Learners are challenged to embrace their curiosity and dive deeply into a variety of potential interests, challenging themselves to be open-minded each week to the possibility of discovering a new passion, gift, or talent.

## Spring Semester- Discovery

### Colonial Acton

Over a period of three to seven days, learners imagine that Acton Academy is a British colony. They must pay taxes to King George and are subject to royal proclamations and taxes imposed by the King (via his Royal Governor played by a guide). To end Colonial Acton, learners must draft a Declaration of Independence and roll a die to determine the consequences.

Putting themselves in the shoes of frustrated British colonists being ruled by King George gives Eagles an opportunity to:

- Feel the resentment and frustration of having to obey a distant and seemingly unfair ruler who knows little about their way of life;
- Understand the need to compromise and join together as one in order to have any hope for winning a war against a larger power; and
- Weigh the possible outcomes of two choices and make a decision with real-life consequences.

### The Story of Energy

Learners have arrived to Acton one day and their guide tells them: a local entrepreneur and engineer has taken note of all the great work you're doing and thinks that you will change the world. She knows that there are a lot of problems facing our world and believes you will find the solutions. In order to do so, however, she knows that you have to understand the past and how we got to now. She's been working with the top quantum physicists in the world and has finally invented a time machine that will travel through history to better understand energy—how it works, how we've used it, and how it has changed life on Earth. On this quest, you will travel in time to understand the story of energy and the rise of civilization. At each point in time, you'll be presented with challenges that will deepen your knowledge, you'll help fellow travelers you meet along the way, and you will equip yourselves with the tools you need to change the world.

### Detective Science

As detectives-in-training, learners work through a series of hands-on challenges and crime simulations where they apply forensics and biology to solve crimes. The detectives-in-training are tested in a final crime-scene simulation at the end of the quest.

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