



Each session starts promptly at 2:30 and lasts until 4:30.

**Bangor High School**

Session Date	Mentor	Agenda	Goal	Objective
September 22, 2009	Featured: Paul Monyok	Project Introduction, Phases of Design Discussion, Explaining Scholarship Requirements	1. Collect Consent Forms 2. Create Teams 3. Discuss Project	Start documenting Ideas and design strategies
October 6, 2009	Featured: All Mentors	"Meet the Client" / Working session	1. Discuss Scope 2. Review adjacency diagrams	Create Spatial Adjacency Diagrams and list of questions for field trip
October 20, 2009	Featured: Matt Carter/ All	Field trip to Brewer Public Safety Building w. Safety and Code Discussion	1. Collect Programming Diagrams	Develop floor plan
November 3, 2009	Featured: Jenifer Richard	Field trip to WBRC - Sustainability Lecture/Tour of WBRC	1. Incorporate Sustainable design elements into project	Incorporate Sustainable design elements into project
November 17, 2009	Featured: All Mentors	Working Session/Critique	Develop Architecture of Building	Continue working on Floor plans
December 1, 2009	Featured: Rob, Jess, Paul	Drawings: What are Blueprints/ Construction Documents and how do you read them? Working session	1. Collect sustainable design solution 2. Understand a drawing set	Site/Architecture Development
December 15, 2009	Featured: All Mentors	Brewer K-8 Field Trip with drawing set	1. Visualize a building site starting with floor plans	Architectural Development
January 5, 2010	Featured: John Poulin	Bridge/Building Lab	1. Engineering Methods	
January 19, 2010	Featured: Rob Beal	Sketchup Introduction Working Session/ Critique	1. Collect floor plans showing sustainable elements, code concerns	Develop Floor plans
February 2, 2010	Featured: All Mentors	Field Trip to UTC		
February 23, 2010	Featured: Paul Monyok	Civil Engineering Overview/ Site Analysis/ Surveying Lecture	Develop Architecture of Building	Building Orientation on Site
March 9, 2010	Featured: All Mentors	Field Trip to UTC	1. Collect buildings orientation on site	Start thinking about Materials