About the Project

Introduction. In this project, students plan and create a fictional ice cream shop. Students develop entrepreneurial skills as they conduct market research and design their shop around a theme of their choosing. They learn about the internet, networking, and online safety through the creation of a website, and explore concepts in data analysis and decision-making by creating and administering a survey, then analyzing and reporting results. Learners are also introduced to the engineering design process as they construct 3D models of their storefronts.

Completely Customizable! The individual components of this project are easily adapted to other classroom settings. Each component of the ice cream shop is distinct and has its own key concepts, deliverables, and materials. Components can be re-arranged to adjust the length of the project, the topics covered, and their order! Additionally, it's easy to add entirely new components, adjust on the fly, and differentiate the experience for individual students.

Sample Pacing

	M	T	W	H	F
Week1	Project Intro	Brainstorming		Logo Design	
Week 2	Static Digital/Print Design (business card, sticker, social post, menu)				
Week3	Learn about data!		Build survey	Video editing	
Week 4	Video editing		Data analysis and visualizations		

Extra Toppings

In addition to the components we show on this poster, there are many opportunities for additional learning and exploration! Below are just a few "extra toppings" ideas, which can be great for extension activities, making the project longer, or allowing students to pick and choose their own components to create from a list of options!

- research how ice cream is made make recipes!
- explore the nutrition and health behind ice cream
- consider food safety and preparation
- design, print, and fold custom cone covers
- predict and model costs and revenues
- and so much more what ideas do you have?

Computer Science, Entrepreneurship, and Design An Enticing Approach!

MENU



Students build an ice-cream parlor by designing a brand and logo, creating print materials, collecting and analyzing data, understanding and creating a website, and so much more! Grab, adapt, and use this highly-customizable project for your classes!

Topics Explored:

- Famous brands and logos
- Color theory and visual marks
- Visual copyrights and ownership
- Accessibility/readability
- Graphic design (in Canva, Illustrator, etc.)





Digital & Print Design

Topics Explored:

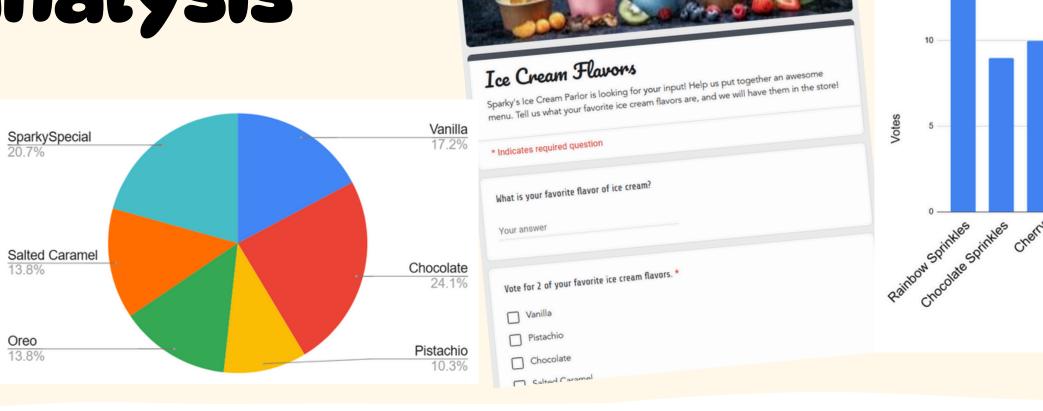
- Graphic design (in Canva, Illustrator, etc.)
- Visual identity and brand consistency
- Social media uses, safety, advertising
- Using technology creatively as a tool!



Data Collection & Analysis

Topics Explored:

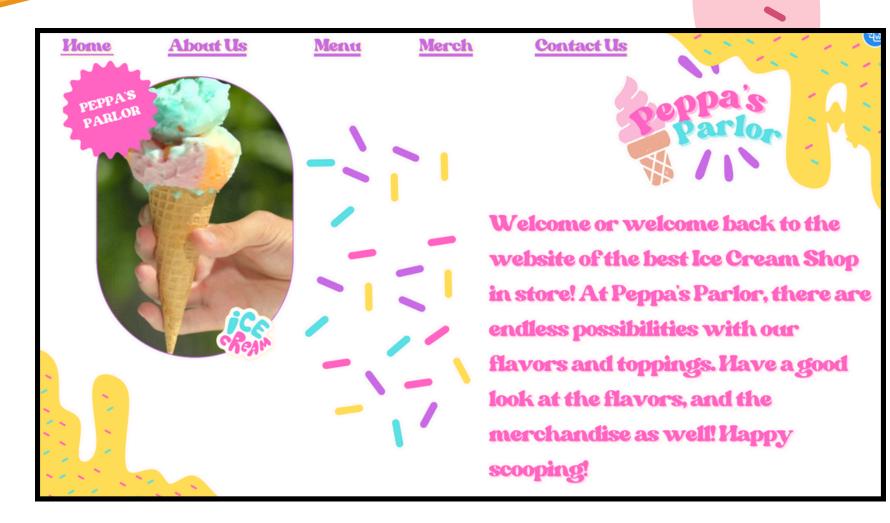
- Using surveys to collect data
- Organizing data in spreadsheets
- Creating data visualizations with graphs
- Making decisions based on data



Educator Resources



Websites & Networking



Topics Explored:

- The Internet and how it works
- Internet safety, cookies, and privacy
- Parts of a webpage header, footer, sitemaps, URLs
- Designing and building websites (Canva/Google Sites)





Topics Explored:

- 3D modeling and prototyping
- Creating 3D models in SketchUp
- Navigating 3D designs
- 3D printing
- Measurement

Looking for Sprinkles?

View our shared online folder for more student products (like websites and videos) as well as lesson downloads! Grab a card or take a picture - it'll last longer!





