

# PiHi Samurai Mission Statement & Goals

Mission Statement: The Pi Hi Samurai create innovators and leaders by engaging them in fun and safe programs that build science, engineering and business skills and that develop well-rounded life capabilities including self- confidence, creativity, communication, and teamwork.

## Guiding Principles

- We are a team; we support each other and value the free exchange of ideas.
- We like to win but it is more important to learn, grow and discover.
- We find solutions with guidance from our team members and mentors; we teach and learn from each other.
- We are STEM role models and are actively involved in our school, community and the world.
- We have fun!

## Team Goals

### Structure

- 90% of students that sign up for the team remain active through the build season
- 75% of students that sign up for the team remain active through the summer activities
- Maintain consistent communication with the team community: Sept-Dec- monthly newsletter for the team; Jan-April- weekly newsletter; regular social media updates. \*Active” is defined by attendance to meetings, will be tracked by simple attendance sheet.

### Growth and Discovery

- Ensure that all team members complete training in the critical team functions: safety, tool handling, machines (various), software, business, etc.
- As a team, plan and complete one project for student and mentor personal development. Possibilities include organizing a speaker or trainer to work with the team, running an off-season engineering project or challenge, organizing a school improvement campaign, etc.

### Teach/Learn

- All team members should consider working on at least 2 sub-teams- one as a primary sub-team, one in an area where they want to develop.
- Develop a system to capture team member and mentor feedback consistently throughout the season and use feedback to improve team.

### STEA M & Community

- Participate in or create a STEaM focused event at PHS, AAPS, A2.
- As a team, participate in or create a community focused event at PHS, AAPS, A2.

### Enjoyment

- Plan and host at least 3 events just for fun (before, during and after the build season). These should be decided upon by the team members.
- Host a season kick-off party/dinner, a mid-season blow off steam event, an end of season banquet.