# HOPES/FEARS/
NORMS

Creating a safe environment and a healthy culture for your teams will help them build better projects and solutions. Have your teams discuss their hopes, fears and set norms. As students move through their projects, continue to remind them of what they created and hold them accountable.

IF THIS WERE THE **BEST** EXPERIENCE EVER, WHAT WOULD IT LOOK LIKE, SOUND LIKE, FEEL LIKE, ETC.?
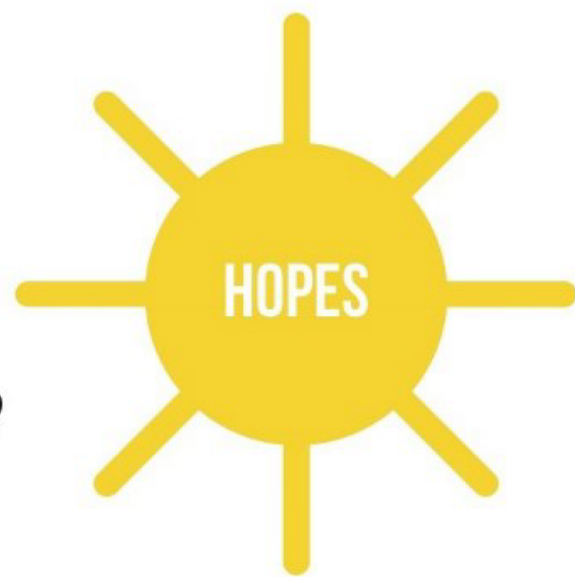
HOPES

IF THIS WERE THE **WORST** EXPERIENCE EVER, WHAT WOULD IT LOOK LIKE, SOUND LIKE, FEEL LIKE, ETC.?

FEARS

WHAT **NORMS** OR AGREEMENTS SHOULD WE HAVE TO REALIZE OUR HOPES AND NEGATE OUR FEARS?