RESTAURANT DESIGN CHALLENGE
JENNY ITTNER, CHATTahoochee ELEMENTary

GRADE LEVEL AND CONTENT: 5th Grade English Language Arts, Mathematics, and Social Studies

OVERVIEW
During this three week project-based learning unit, students collaborate to design a restaurant. Throughout the unit, students address mathematics standards by managing a $1,500,000 budget and designing a blueprint of their restaurant. Students also address English language arts and social studies standards by defining their target market, creating a name and logo for their restaurant, creating a menu, “buying” real estate, opening a business checking account and applying for a business license and launching an advertising campaign. Throughout the unit, students will use a variety of apps and browser-based computer programs to carry out all project requirements. At the end of the unit, students present their restaurant plan and serve a dish from their menu to teachers, administrators and parents.

STANDARDS ADDRESSED
English Language Arts: ELA.5.SL.1; ELA.5.SL.4; ELA.5.SL.5; ELA.5.L.3
Mathematics: M.5.NBT.5; M.5.NBT.6
Social Studies: SS.5.E.3

AVAILABLE MATERIALS
- Video of Unit
- Daily Lesson Plans
- Project Design PowerPoint
- Project and Presentation Requirements
- Designing a Restaurant Brainstorming Sheet
- Real Estate Activity Sheet
- Name and Logo Activity Sheet
- Food Activity Sheet
- Menu Activity Sheet
- Advertising Activity Sheet
- Helpful Links and Websites
- Restaurant Fakebook Template
- Checks and Balance Sheet
- Restaurant Review Template

ABOUT THE TEACHER
Jenny Ittner is a Gifted Education teacher at Chattahoochee Elementary School in Duluth, GA. Ms. Ittner received her Bachelor of Early Childhood Education from Jacksonville State University and her Master of Middle Grade Education at Brenau University. Additionally, Ms. Ittner was named the 2015 Chattahoochee Elementary Teacher of the Year. Her best piece of teaching advice is not to “cover” material students need to know, but to facilitate authentic, relevant, and meaningful learning experiences that provide students opportunities to “discover” these things on their own.