

Catalina Island Field Notebook

Island in Balance · Listen. Uncover. Reimagine. Design.



Take this notebook through the experience. At each NPC, listen first, then jot your answers. **Short notes are fine:** you're collecting evidence for your build, not writing essays. Look for the **LINK** tag: that NPC has a link button worth opening.

Team member 1

Team member 2

Team member 3

Team member 4

Our challenge: Build for Catalina

How might we transform the vacant former Chicago Cubs spring-training site into a place that helps protect Catalina's unique island ecosystem while serving the people who live on and visit the island?

Catalina is presented as an island community and open pathway, not as a county.

Green Pleasure Pier



Jason Collar

Community Guide · Green Pleasure Pier

Mr. Collar says there is “no answer waiting for you.” Why does exploring first matter before choosing a design?

How to use this notebook

1. Answer as you meet each NPC. Avalon first, then below the water, then wild Catalina.
2. Fill in the discovery tables along the way.
3. Use **Plan Your Build** at the end before you start building.

Avalon

Harbor, waterfront, Casino & community

Listen first. Then write what you heard, not what you guessed.

Avalon Waterfront



Mayor of Avalon

Community Leader · Avalon waterfront

Visitors support jobs, but Avalon is also home. What tension does that create, and how might it shape your design?

Limited land and resources: which constraint matters most for the build site, and why?

Below the Surface



Marine Biologist / Dive Guide

[LINK: Casino Point Dive Park](#)

Underwater near Casino Point

How can recreation and marine protection work together? What would have to be true?

Link: what protections apply at Casino Point, and why do they matter?

The Catalina Casino



Chris Lowe

Casino Historian · Catalina Casino

Chris asks whether your build could “feel like it belongs on Catalina.” What design choices would make a new place fit the island’s character?

Avalon Is a Community



Peter Polygalov

Island History & Community Guide

Peter says Catalina has “a lot of stories.” Whose story comes first, and how should that shape a design for the island’s future?

How did private ownership and later land protection change what the island could become?

Wild Catalina

Endemic species, introduced animals & restoration

Don't pick a side yet. Look around first.

Wild Catalina



Island Conservationist

Wild Catalina · Conservation area

The conservationist says “don’t pick a side yet.” Why is that good advice for an ecosystem decision?

Only on Catalina: Species Discovery

Species	What I noticed	What could threaten its habitat?
Catalina Island Fox		
Catalina Ironwood		
Catalina Manzanita		
Catalina Liveforever		
Catalina Popcorn Flower		

Not Native... Not the Same



Wildlife Ecologist

[LINK: Land Mammals](#)

Mule deer & bison

“Nonnative tells you where something came from. It doesn’t tell you the whole story.” Explain using deer and bison.

Link: one piece of evidence from the Conservancy you could cite.

Animal	What it eats	How its population grows or is managed	Effect on habitat
Mule deer			
Bison			

Everything Is Connected



Restoration Ecologist

Native & invasive plants

Why is restoration “not about fixing one thing”? Where in the chain could a design step in?

Change one part. What happens to the others? Fill in a chain you discovered.

This changes...	which leads to...	which leads to...
_____	_____	_____
_____	_____	_____
_____	_____	_____

Back in Avalon



Randy Poggio

Community & Environmental Perspective · Back in Avalon

Name two groups whose needs could conflict at the build site. How could one design serve both?

Catalina Island

Pull it together before you build



KATRINA JOY · COMMUNITY DESIGN MENTOR · EDGE OF THE VACANT LOT

Before you build, make sure you know: **what** you're creating, **who** it serves, **what you learned**, and **why** it matters.

What should the old Cubs spring-training site become?

Who or what does it serve?

Our Evidence

Evidence	How it justifies our choice	Source (NPC or credible external source)

At least one row must be a credible external source.

Catalina connection: how does it fit the island's people, history, wildlife, or environment?

Tradeoffs & constraints (limited land and resources, visitors vs. residents, habitat)

Long-term responsibility: who maintains it, and how would you know it is working?

What Could Your Idea Do? (check all that apply)

- | | |
|--|---|
| ☐ Restore native plants | ☐ Encourage responsible recreation |
| ☐ Support pollinators | ☐ Teach visitors |
| ☐ Protect endemic wildlife | ☐ Study and monitor change |
| ☐ Improve wildfire resilience | ☐ Something else: |

Our 4 Purposeful Features

1 Feature

What it does / how it helps

2 Feature

What it does / how it helps

3 Feature

What it does / how it helps

4 Feature

What it does / how it helps

Sketch our build

SKETCH

Board Draft

Project Name	
The Need or Opportunity	
Our Proposal	
Who or What It Serves	
Evidence & Catalina Connection	
Tradeoff or Consideration	
Why It Matters	

Don't just build something cool. Build something Catalina could use.

Our NPC

NPC name	
Purpose / what they explain	
External link (URL + why)	

Virtual Tour Plan · 3 min or less · every voice · MP4

Every team member's voice must be heard. With teacher approval, a student may use captions or on-screen text instead.

Team member	What I will show and explain

Final check (rubric Level 3)

Level 3 = all requirements met. Level 4 = goes beyond. Your full rubric is on page 2 of your Battle Prompt.

- ☐ **Catalina Design Challenge:** Responds to a meaningful Catalina need; explains who or what it serves and its intended impact.
- ☐ **Evidence, Perspectives & Tradeoffs:** Uses Catalina learning + a credible external source, considers a perspective or tradeoff, and justifies key choices.
- ☐ **Design & Creativity:** 4+ purposeful elements forming an original, coherent, feasible proposal.
- ☐ **Communication & Team Voice:** Concise Board, NPC gives useful context + a relevant source, tour explains reasoning with every voice.