

DESIGNING FORWARD -- FROM LEARNING STANDARDS TO PROJECT

Choose examples of learning standards or existing curriculum that you wish to introduce, directly teach, or reinforce through a project.

Brainstorm problems, issues, questions from your school, community, or workplace that seem related to your discipline and/or career theme and that would involve students in work related to the chosen standards or curriculum.

-- Review list from your brainstorming. Identify ones that seem to have most promise for developing into projects.

-- Pick one of these projects. If students address the issue or problem,

What learning standards (content & performance standards) would be addressed?

Work with students to develop some possible essential/guiding/driving questions/problem statements that students might pose and agree to address. (*Essential questions should capture the issue, state problems authentically, and lead to involving students in learning by applying content and standards.*)

Define the project product(s)/service/outcome (including the final exhibition/presentation/demonstration of the work). Also, define the audience/ stakeholders for the product/service/outcome. What are students' ideas for how they will assess their own learning? How will school/community/workplace stakeholders assess the quality of the outcome? Define and refine the evaluation criteria. Engage students in this process. (If possible, have students design project rubric/s.)

Work with students to decide on specific activities students might undertake. Come up with at least five possible activities and try to predict the sequence and resources needed. Include at least one workplace or community-based activity.

Plot potential activities on a calendar. Come up with a rough time-frame for completion of this project. Go through the steps and create a one-page project plan. Then using the 6 A's design tool, consider adjustments/enhancements, etc. Refine your project plan as needed.

- based on work of TERC, Jobs for the Future, Center for Youth Development & Engagement, etc.

DESIGNING BACKWARD - FROM PROJECT TO CURRICULUM (From Project Idea to Learning Standards)

Consider the school, community and/or workplace for issues or problems that would be engaging (or are already engaging) your students. Ask students what they consider to be important school, community and workplace issues or problems. Help students explore what they are interested in and what they want to learn. Brainstorm the possible issues or problems that students could address. Review the list and mark ones that lend themselves to PBL. Choose one to work on.

If students took on this issue or problem, what standards would be addressed? Identify standards both within and across content areas.

Decide on which of the possible learning standards you will choose to address through this project. (Consider student learning needs, proposed scope of project, time constraints, etc.)

Work with students to develop some possible essential/guiding/driving questions/problem statements that students might pose and agree to address. (*Essential questions should capture the issue, state problems authentically, and lead to involving students in learning by applying content and standards.*)

Define the project product(s)/service/outcome (including the final exhibition/presentation/demonstration of the work and define the audience/stakeholders for the product/service/outcome.) Determine how students will assess their learning and how stakeholders will assess the quality of the project outcome. Engage students in this process. (If possible, have students design a project rubric.)

Brainstorm possible classroom activities (come up with at least five and try to predict the sequence and resources needed) that students might choose to address or solve the problem. Brainstorm what additional outside resources could be used to inform and support these activities.

Plot potential activities on a calendar -- come up with a rough time-frame for completion of this project.

Go through the steps and create a one-page project plan. Then using the 6 A's design tool, consider adjustments/enhancements, etc. Refine your project plan as needed.

- based on work of TERC, Jobs for the Future, Center for Youth Development & Engagement, etc.