**G21**

Project Title:

# Project Framework Planning Worksheet

| School: | ◯ BES ◯ GES ◯ RES ◯ GMS ◯ GHS |
|---|---|
| Teacher(s): | |
| Subject/Course: | |
| Grade Level(s): | When? ◯ MP1 ◯ MP2 ◯ MP3 ◯ MP4 |

| | |
|---|---|
| **Project Idea** Summary of the issue, challenge, investigation, scenario, or problem: | |
| **Driving Question:** | |
| **Standards to be Assessed:** | |
| **Additional Standards Covered:** | |
| **Content Mastery:** Which previously experienced standards or skills do students need to be successful with this project? | |

| | | | | |
|---|---|---|---|---|
| 21st Century Knowledge Development– Foundation: | Mathematics | ◯ | Social Science | ◯ |
| | Languages | ◯ | Science | ◯ |
| | Arts (Visual, Dance, Music) | ◯ | Career/Technical | ◯ |
| | Technology | ◯ | Other | ◯ |
| 21st Century Knowledge Development–Actions: | Creativity & Innovation | ◯ | Collaboration | ◯ |
| | Problem Solving & Critical Thinking | ◯ | Teaching Others | ◯ |
| | Communication | ◯ | | |

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| 21st Century Knowledge Development—Humanistic: | Life/Job Skills | ◯ | Cultural Competence | ◯ |
|---|---|---|---|---|
| | Ethical/Emotional Awareness | ◯ | Managing Time/Resources | ◯ |

| Entry Event<br>to launch inquiry & engage students: | |
|---|---|

| Resources Needed | On-site collaborators: | |
|---|---|---|
| | Space, Facilities: | |
| | Community resources: | |
| | Materials: | |

| Technology: | | ◯ S  ◯ A  ◯ M  ◯ R |
|---|---|---|

| Assessments & Feedback | Formative<br>During Project | Quizzes/Tests | ◯ | Checklists | ◯ |
|---|---|---|---|---|---|
| | | Journal | ◯ | Concept Maps | ◯ |
| | | Outlines/Prototypes | ◯ | Practice Presentations | ◯ |
| | | Notes | ◯ | Rough Drafts | ◯ |
| | Summative<br>End of Project | Product | ◯ | Rubric | ◯ |
| | | Performance | ◯ | Peer Evaluation | ◯ |
| | | MC/Short Answer Test | ◯ | Self-Evaluation | ◯ |
| | | Essay Test | ◯ | Other: | ◯ |

| Reflection & Feedback | Individual or Small Group | Journal/Log/Blog | ◯ | Focus Group | ◯ |
|---|---|---|---|---|---|
| | | Survey | ◯ | Discussion | ◯ |
| | Whole Class | Journal/Log/Blog | ◯ | Fishbowl Discussion | ◯ |
| | | Survey | ◯ | Focus Group | ◯ |
| | | Discussion | ◯ | Other: | ◯ |

| Product | Group | | Presentation Audience<br>◯ Class<br>◯ School<br>◯ Community<br>◯ Experts<br>◯ Online/Web<br>◯ Other _____ |
|---|---|---|---|
| | Individual | | |

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| Does your design...                    ? | YES | NO | I NEED HELP |
|---|---|---|---|
| **Include content standards?** <br><br> The key to deeper learning is to embrace the standards but look for opportunities to include student voice, inquiry, and opportunities for creation. | | | |
| **Organize tasks around a driving question of interest to students?** <br><br> Look at your driving question... does it relate to something fun? Something real world? Does it summarize really what kids need to "figure out" as part of the project? The associated tasks you present to students should focus back on the driving question. | | | |
| **Use technology to support deeper learning?** <br><br> Great projects don't necessarily by design require technology. But technology is key to addressing so many of the twenty-first century skills. Aim for a SAMR level of "Augmentation" or higher when using technology. | | | |
| **Include twenty-first century skills from each of the three major groups?** <br><br> How well-rounded is the project? Look for opportunities to include opportunities to develop twenty-first century skills from each of the three areas: foundations, action, and humanistic skills. | | | |
| **Include both formative and summative assessments?** <br><br> Formative assessment options let you know how kids are progressing as parts of the project unfold. A summative assessment focuses back on your main learning objectives at the conclusion of the experience. You may also choose to include multiple types of assessment and even provide choices to students on how they are assessed both for content standards but also skills. | | | |
| **Articulate what kids need to know before they take on this project (content mastery)?** <br><br> While this is helpful for others looking at your project design, it can also be a helpful exercise in good instructional planning. What specific skills will kids need to know before being successful with this project? | | | |
| **Include an audience to share and present a product or project outcome?** <br><br> Every project experience won't necessarily include a public performance. However it certainly adds an engagement factor for students. Remember that one option is to encourage students to submit their project as part of our student faire. | | | |