

Planning Powerful Projects

Tip: Plan backwards from major products and the presentation.

Try to get as much down as you can. You do not need to have every box filled. Use it as a guide.

<p>Project Idea What elements would we see in a truly quality final product?</p>	<p>Materials What materials, tools, supplies, software will students need to accomplish their project?</p>	<p>Essential Question(s)* Essential questions are authentic, have no easy answer, stretch students' intellectual muscles, and ignite students' imaginations.</p>
<p>Audience Who is the authentic audience for your students' work?</p>	<p>Exhibition Ideas Where will your project "live" after the exhibition ends? How can you avoid this becoming a "dumpster project"?</p>	<p>Learning Objectives What do you want students to learn?</p>
<p>Teachers Who else might bring some value & perspective to this project?</p>	<p>Experts to Contact What adult professionals could you bring in as guest speakers or to give feedback during your critique process?</p> <p>What field experiences could you design for the students? Other opportunities for adult-world connection?</p>	<p>Choice and Roles What different entry points into the learning will you offer?</p>
<p>Project Launch/Mini-Project How will you get this project off the ground? What will the beginning phases look like? How will</p>	<p>Assessment What will assessment look like during the process of your project? How will you gauge understanding and mastery?</p>	<p>Dilemmas What are some struggles or dilemmas that you are having as you plan forward?</p>

Project Design Flow

Project Idea and Essential Question(s)



Try the project yourself (Keep artifacts as exemplars)



Student roles (Create “entry points”)
ex:documentary or build team



Calendar deliverables (consider backwards planning)



Introduce project to students and solidify project description after hearing student feedback



Students research, plan and design



Prototype



Critique, Reflect, Revise



Build



Exhibit work (remember that students are the exhibition and the products are artifacts that spark conversation)



Reflect on project, revise project design and keep artifacts