

GENERAL RULES FOR 20-TIME 2015

20% Time

1. You will spend 20% of our class time, usually every Friday, working on what we'll call 20 Time.
2. Choose a project that is new to you and something you wouldn't normally do in another academic class.
 - If you are stuck, do some research on other educational 20% projects and take another look at what Google has done.
3. You must produce a product or achieve some sort of goal.
4. You must connect the content of your project to an event or theme that we have grappled with in history class during our study of Government and Constitution. You may begin with a specific clause, section, or amendment to the Constitution, or one of the five essential questions from the course as a whole, but you must connect and explain this historical information with a modern example.
5. Write up a proposal and pitch it to the rest of the class that includes a purpose, audience, timeline, and resources you will need to complete the project. You will present your pitch in a "science-fair"-type poster session in front of other students, teachers, and community members.
6. Choose an adult to be a mentor. I am an English and history teacher, and I do not have a lot of experience with some of the projects you might choose.
7. Reflect on the process each week on a personal blog.
8. If, at any moment, you feel lost, overwhelmed, or uninspired, you must set a meeting with me to find a solution.
9. At the end of the year, you will present your project and reflect on the process in a five-minute TED-style talk.
10. Failure is an option. Simply learning from your mistakes teaches you a lot.