

SDA MENU

[Use the General SDA Rubric as your guide](#) & [HOTOs for your research question](#)

* Each Self-Designed Assignment (SDA) should be planned with your coordinator. You will have the final say. Your assignment should build upon the knowledge you've gained and show progress from your previous assignment. These are only options and you can and should make them your own. Remember to include as many of our 5Cs as possible in your product. SDAs are a **public display of understanding**.

5Cs:

- Critical thinking - Analysis to form a judgment
- Creativity - Something new and valuable
- Communication - Relatable and designed with stakeholders in mind (empathy).
- Collaboration - Planning with another person who become integral in the design of your product
- Curiosity - The desire to investigate and learn

1. **Burden of Proof** - Product target - informational & argument

- Take 4 experts in the field of your project focus. 2 support one side of the proposed idea and 2 support the other. **You** will be the arbiter, the final decision.
- Possible ideas for product - podcast or recording, written piece that is visually pleasing and easy to follow. [BBC: The Inquiry](#)
- Work with your coordinator to develop specifications for this assignment

2. **Person Place Thing** - Product target - informational & storytelling

- [See parameters for this specialized assignment.](#)
- Example - [Alan](#)

3. **Change my Mind** - Product target - informational & argument

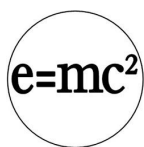
- Take a stance on a side that pertains to your project.
- Using research based articles, formulate a solid opinion that can be cited within a civil conversation in the quad during lunch or after-school. Set up a table with your argument on a poster and host a person or persons in a quality conversation.
- Possible ideas for product - podcasting, WeVideo or movie making software, a visually pleasing creation using a technology of your choice. Technology includes Padlet, Audacity, movie making software, script writing extensions.

4. **Inside the Mind of...** Biography project. Product target - informational

- Choose a technology and present to your audience a famous perspective as it relates to your topic.
- Ex - If your research topic is astronomy - Present the final thoughts of Giodano Bruno as he was being burned at the stake.

5. **PSA or advertisement** - Persuasive writing in advertising. Product target - argument, persuasive, & Informational

- <http://www.readwritethink.org/classroom-resources/lesson-plans/persuasive-techniques-advertising-1166.html?tab=4>

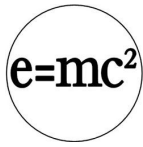


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- Create a PSA related to your project. Take a controversial stance or idea and convince your audience via the advertisement. Builders - Advertise your product
- 6. **The Emulator** - Product target - informational & storytelling
 - Take a show, podcast, movie, book, character and emulate it with a connection to your project.
- 7. **Interviews** - Product target - informational, research & evidence based.
 - Interview a person in the profession in order to move your project forward. This person cannot be someone at GHS, but rather a professional from an organization. See Bott and Gergen for more information on interview techniques.
 - Example - [Arisha](#)
- 8. **Infograph-it** - Product target - informational, research, evidence based.
 - Using Canva/PiktoChart/Visme create an infographic that displays the important information as it pertains to your goal.
- 9. **HyperDoc** - Product target - informational, research, evidence based
 - Create a HyperDoc using Google Slides/Docs that showcases an interactive way of teaching others something about your topic. This could be used for general information, argument, compare/contrast.
 - [Example and explanation](#)
- 10. **QFT** - Product target - Journal Post
 - In a journal post, come up with 20 questions surrounding your topic. Change each open question to a closed question and each closed question to an open question. Prioritize your questions and select the top 5 to answer for your next SDA or journal post.
 - Example - [Saurabh](#)
- 11. **The Author - Creative writing prompt** - Product target - Storytelling, narrative
 - Screenplay/script - Write a screenplay or script to help tell a unique story within your project that you have researched. This could be an anecdote or something strange that captured your attention when researching. A good example, a student in AP Comp 2 years ago was researching nuclear war when she stumbled across this podcast: <https://www.wnycstudios.org/podcasts/radiolab/articles/nukes> and wrote a screenplay from it.
 - Random title - Your coordinator will select a random 3-5 word title for you. You must use your writing skills to connect the random title to your research/topic. Plan with your coordinator well before the due date!



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12. **The Scholar** - Product target - informational, argument, research & evidence

- Using only peer reviewed and scholarly resources to gather information, create a product that showcases, in a tangible way, the evidence you collected to form your conclusions. This is an academic paper MLA or APA format.
- You must select and confirm a mentor for this project prior to starting. The mentor can be a GHS teacher who specializes in your focus or a professional. Specifications for this assignment will be discussed with your coordinator and mentor.
- Example - [Amol](#)

PRESENTATION AT ROUND TABLE

Your task is to teach our other EMC students something about your project. Create a lesson which is not simply a lecture, but engaging. Assess how well you did by quizzing or giving the class an assignment to complete at the end of your lesson. EMC students will then provide feedback on your lesson via a journal post on their site.¹

13. **Podcast Story** - Product target - informational, storytelling, narrative, research

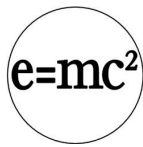
- Radiolab/This American Life/Invisibilia style - [Rubric](#)
<https://www.nytimes.com/2018/06/21/learning/winners-of-our-first-ever-student-podcast-contest.html>
- Create a 5-10 minute podcast using sound effects, interviews, and narrative to teach or argue a point. [Tutorial](#)
- Example - [Febronia](#)

14. **Soundtrack to your Story** - Product target - storytelling, music

- Make a soundtrack to your story (for writers) or researchers.
- The soundtrack should have attached rationale OR host it "radio show" style and provide rationale to your audience in between songs
- 5-10 songs along with a blog post rationale of why these fit your project

15. **Academic Minute** - Product target - informational, research and evidence, storytelling, questions

¹ This will be required at least once throughout the year.

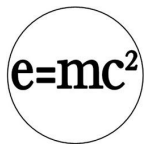


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- See WAMC's Academic Minute - You have 90 seconds to summarize your research in a quick podcast. Couple this with the QFT assignment to narrow down the question you'd like to answer in 90 seconds. <https://academicminute.org/>
 - Example - [Alan](#) (see: October on the site)
16. **Picture Book** - Product target - informational, research, storytelling, art
- Create a picture book about your research. Collaborate with artists or attempt to draw yourself. The book parameters available upon request. A [rubric](#) can be found here.
 - Work with your coordinator to develop specifications for this assignment.
 - Example - [Steven](#)
17. **Instruction manual** - Product target - informational, visual
- Create an instruction manual or blueprints on how to "construct" something related to your project. This could be instructions on a tangible product or something more conceptual.
18. **Revisionist History** - Product target - storytelling, informational, possible argument
- Revisit a moment from history with respect to your project. Create a product (podcast/video/documentary/animation/piece of art/book) that tells the history and story about this person/people/moment. Explain how it is different than perceived events in the public's eye.
19. **Most Dangerous Idea** - Product target - informational, storytelling, argument
- What's the most dangerous idea surrounding your project? Create a product/host a forum/teach a class and pose this question to others. Question skills are essential.
20. **Today I Learned** - Product target - informational, storytelling, journal
- A journal idea surrounding the theme of "Today I Learned." This could be transformed and revamped into "This month I learned" for a journal post or larger product.
21. **One Pager** - Product target - research and evidence, storytelling, informational
- In one page, create a piece that captures your most important takeaway from your month of research/building/writing etc.
22. **What? So What? Now What?** - Product target - informational, storytelling, planning
- Design a product that explains "What" you're doing - the "So What" - or why it matters and why we should care - And the "What Now" - or what are the larger implications of your project.



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23. **5 Why's** - Product target - informational, argument

- Take a moment in history such as an event or study. Investigate a **problem** with that event and design a product around the 5 Why's - Asking yourself "Why" 5 times to get to the root of the problem.

24. **Failure Academy** - Product target - storytelling, critical thinking, self correction, creativity

- Take a method of producing something that you've never tried before. Log every time you've attempted something, struggled or failed, and what you did to correct it.
- For example, you choose to make a 10 minute video/documentary. You've never used a video camera or editing software before. Log every frustration and failure during the process.

25. **30 Day Challenge** - Product target - storytelling, critical thinking, perseverance, communication

- Journal for 30 days straight. Catalog your progress.
- Work with your coordinator to craft your goal and break it into manageable pieces
- Work with your coordinator to design the end product you'll be working towards

26. **Mock Trial/Debate** - Product target - storytelling, all 5Cs, argument

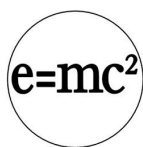
- Put the most controversial idea or the idea you're struggling with the most from your project on trial.
- Collaborate with others, possibly from an acting class/club, to set up a courtroom scenario complete with a jury.
- You must turn over all the evidence you've gathered for both sides. Select a teacher/club advisor to be the judge. Work with your coordinator to set up this scene.

27. **Collage Project** - Product target - communication, creativity, risk

- Using pictures/words/original art of your choice, create a collage that represents an idea or specific problem within your research
- Film the process of creating the collage and narrate the film to provide rationale

28. **Living Museum** - Product target - creativity, communication, storytelling

- Turn your project into a living museum by using a classroom space to showcase the important events, people, or things surrounding your topic
- EX: Topic: Two party political system - Form stations in library classroom 1 to tell the story of how we became a two party country. Replicate artifacts, historical documents, or even people (get a friend to play Thomas Jefferson). Work with your coordinator to set up this event



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29. **Documentary** - [Product target - storytelling, communication, technology](#)

- Create a 10-20 minute documentary about a specific idea/theme/topic within your project. [Here's the rubric!](#)
- The documentary must contain a narrative, **not** simply filming yourself
- Combine this with the Emulator: Use the style of your favorite documentary to assist you in the process. NOTE: You must actually watch some documentaries as examples.
- A movie poster must accompany the documentary.
- Speak with your coordinator for more information and details on this assignment.

30. **The Editorial** - [Product target - research, argument, communication](#)

- Using the parameters for journalists, write a column or editorial on a specific idea/problem/issue within your project.
- Use the rules from SUNY Geneseo found here:
<https://www.geneseo.edu/~bennett/EdWrite.htm>
- Once the editorial is complete, your final step is to submit it to The Journal or Altamont Enterprise for publication.
- Example - [Alan](#)

31. **Myth Buster** - [Product Target - Research, argument, experiment](#)

- Take a handful of common myths surrounding your topic.
- Use research based evidence and work with your coordinators to develop an experiment to investigate each myth. The final product could be a video or podcast that showcases your findings. Other options can be worked out with your coordinator. Work with your coordinator to determine the length and specifications of your project.

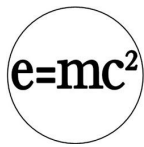
32. **It's the Law** - [Product Target - Research, Argument](#)

- Your task is to create a law based on your topic/project
- Follow the format of how laws are introduced. Discuss the need and rationale.
- Work with your coordinator to design the proper rubric
- Use <https://m.wikihow.com/Write-a-Law-Essay>
- Ex: [Alan](#)

33. **Choose Your Own Adventure** - [Product Target - Research, storytelling, communication](#)

- Take a piece of your larger research that lends itself to telling a story **OR** engage the reader through a fictional story that contains your research
- Craft a "story book" using Google Slides (or something of your choice) to tell the tale².
- Create various alternate endings to the story leaving the reader to guess the true ending.

² Using Google Slides will allow you to better manage the various endings you write.



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34. **Ask Me Anything** - Product Target - Research, communication, critical thinking, collaboration

- Host an AMA session. This can be done through Google Meet or in person at a Round Table session.
- The purpose here is to think critically, on the spot, about the myriad of questions thrown at you from various people on your topic.

35. **2 Truths and a Lie** - Product Target - Research, communication, argument, collaboration

- Use a podcast or presentation tool to present 3 narratives about your topic
- 1 of these narratives has to be false, while the other 2 are true
- You have to have an audience through Google Meet or in person - The audience can vote on the lie. You have to be convincing enough to trick your audience
- In the end, you must explain the truths and how they deviate from the lie (often a myth or rumor about your topic).

36. **Sketch Note** - Product Target - Research, critical thinking, creativity

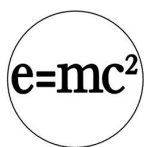
- Create a SketchNote diagram that details your thinking
- Use of technology is encouraged for sharing, but a tangible poster is acceptable as well

37. **Ask 3 Before You Ask Me** - Product Target - communication, collaboration, journal post/assignment

- Start with a question that falls anywhere on the Webb's Depth of Knowledge chart or HOTQ sheet.
- Ask 3 sources: Google (internet), YouTube, social media
- Journal or document how the answers to these questions vary from place to place, source to source
- Finally, work with your coordinator to find peer reviewed publications and see which of your 3 sources were closest to the correct answer.

38. **Opposite Assignment** - Product Target - argument, communication, creativity

- To begin, start with the most controversial aspect of your project.
- Form a proper argument using ethos, pathos, logos, kairos with evidence cited to support your claim
- Choose a platform and ready your argument ----> THEN STOP. Your coordinator will give you further instructions (See Bott or Mrs. Gergen).



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40. **Pecha Kucha Presentation** - Product Target - communication, creativity.

- 20 Slides. 20 seconds per slide. NO EXCEPTIONS!
- For more information on how to present Pecha Kucha, [click here!](#)

41. **The Ripple Effect** - Product Target - communication, creativity, critical thinking, curiosity.

- Take a singular, big event that happened surrounding your topic (*think 9/11 or the discovery of a cure, or even something that happened to you*).
- Choose 3-5 sources that best describe the event and contain interviews with experts and/or those affected by the event.
- The ripple effect is about what really happened **AFTER** the event took place. In a podcast, written article, or videocast, describe the event and the lasting impact it had on the people, places, and things surrounding your topic.
- A rubric and specifications for this assignment will be discussed with your coordinator.

42. **The Presentation** - Product Target - communication, critical thinking, informational

- Book a library classroom and gather at least 10 fellow students or staff members to attend.
- From your essential question, design the presentation in a way that entertains and enlightens your audience. You will need to utilize 3-5 sources throughout the presentation.
- You must have an activity associated with your presentation! [A rubric and specifications for this assignment will be discussed with your coordinator.](#)

Online Resource List:

- Soundtrap - For recordings on CBs
- Audacity - podcasting on Windows machines. Good for implementing sounds/music for a more professional sound
- Padlet - A digital poster board. You can link videos and research in one spot
- WeVideo - Best for small video projects - clips must be mp4
- Guilderland HS Databases - Used for scholarly research and reliable sources
- Canva - Use this for infographics