

COMPOSITION BOOK

LEARNING JOURNAL

COLLEGE RULED

100 sheets • 200 pages





9¼ x 7½ in/24.7 x 19 cm




CLICK ON THE SECTION YOU NEED

My Learning Journey	Project Tasks
Brief	Idea Development
Research	Prototyping
Knows and Need to Knows	Testing
Paste the URL to your portfolio in the empty cell:	
Pre Calculus Digital Notebook	

LABEL STICKERS


To place a sticker, click on it once, hit command + c. Place your cursor where you'd like the sticker and then press command + v.

The Brief: 	<p>Use this sticker as you seek understanding of the assignment or problem. Typically this will come from the community, your instructor, or your own observation. You must completely understand the objectives of the project to be successful, so this step is crucial. Develop active listening skills! Entry events for a project are usually a great place to start!</p>
Research: 	<p>Use this sticker as you examine a problem from all angles. Ask questions, observe people, situations, and artifacts. Develop empathy for the problem that people facing the situation are experiencing. Find out what you know and what you need to know. Explore all of it!</p>
Idea Development: 	<p>Use this sticker as you are discussing and exploring ideas for how to solve a problem. Record these ideas quickly. Ideas may come in the form of graphic organizers, notes, drawings, outlines, or video blogs. Remember to seek feedback before progressing to the next step (then use the Evaluation/Modification sticker).</p>
Prototype: 	<p>Use this sticker as you share your more formal ideas--3-d prototypes, mock-ups, drafts, skits, simulations, and storyboards. Remember to seek feedback before progressing to the next step (then use the Evaluation/Modification sticker).</p>
Evaluate and Modify:	<p>Use this sticker when you are evaluating your decisions at each step</p>

	<p>in the process. When you note a user's feedback also note what you intend to do about it going forward.</p>
<p>Test:</p> 	<p>Use this sticker to explain how you are trying your prototype with real users. Try it out and note the way it performs and is understood by a real audience. Explain methodology and note observations.</p>
<p>Important Dates:</p> 	<p>Add this sticker to note due dates/showcases/events/opportunities and requirements for specific parts of the project in your learning journal.</p>

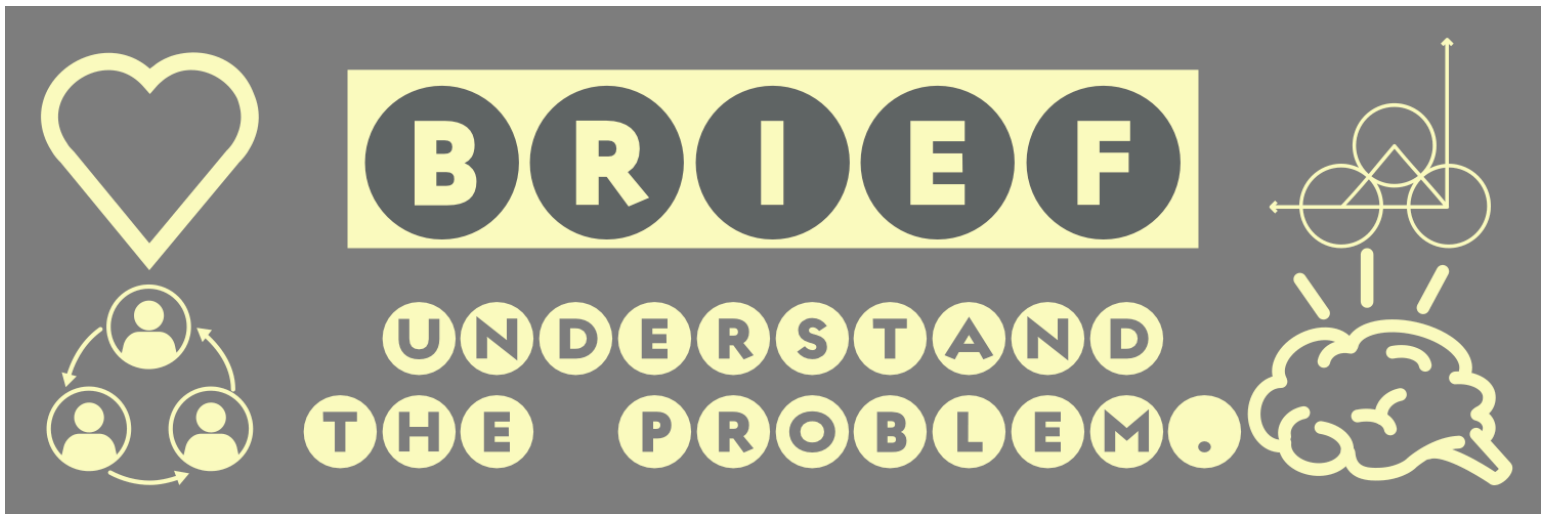


My Learning Journey:

<p>09/01/2021</p> <p>Idea Development:</p> 	<p>I feel like the concepts that are being taught in my class are very good. Some classes are not very difficult in my opinion while there are some subjects that take a little more time out of my day to gain the information. I am noticing that some of the concepts that we are learning in english such as myths and film with us looing at non fiction films. I have aso seen a comparison between AP computer science and my engineering class as we go through certain steps to figure a problem within our code. Such as in engineering, we are building a robotic arm and we need to code it in order for it to function. This comes with many errors along the way. Luckily with me taking computer science, it has made my coding experience with my robot much better.</p>
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These are journal entries from ALL of the students' classes. Students should explore the ideas and concepts in their classes as well as how their classes connect officially and unofficially.

The entry event takes place first.



The Brief
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- Know your audience.
- Summarize your reflections from the entry even/project brief.

-What does your teacher want you to do?

-What are some questions you have about the project?

-How do your classes connect to this project: English, Math, Science, and Social Studies?

-It's OK to not understand how they connect yet, but you need to ask questions about it.



Research

3

-Create your driving question.

-Explain how ALL of your classes will tie into this question.

All classes will need to be represented in this space.



Create a list of things you know for sure (what the project is about and what skills you will need to be successful) and create a list of questions (things you are unsure about the project and skills you will need to learn in order to be successful).

All classes should be represented in this space.



Your teachers have created a list of benchmarks and assessments for this project. Use this space to create your Journey Map to make sure that you stay organized.

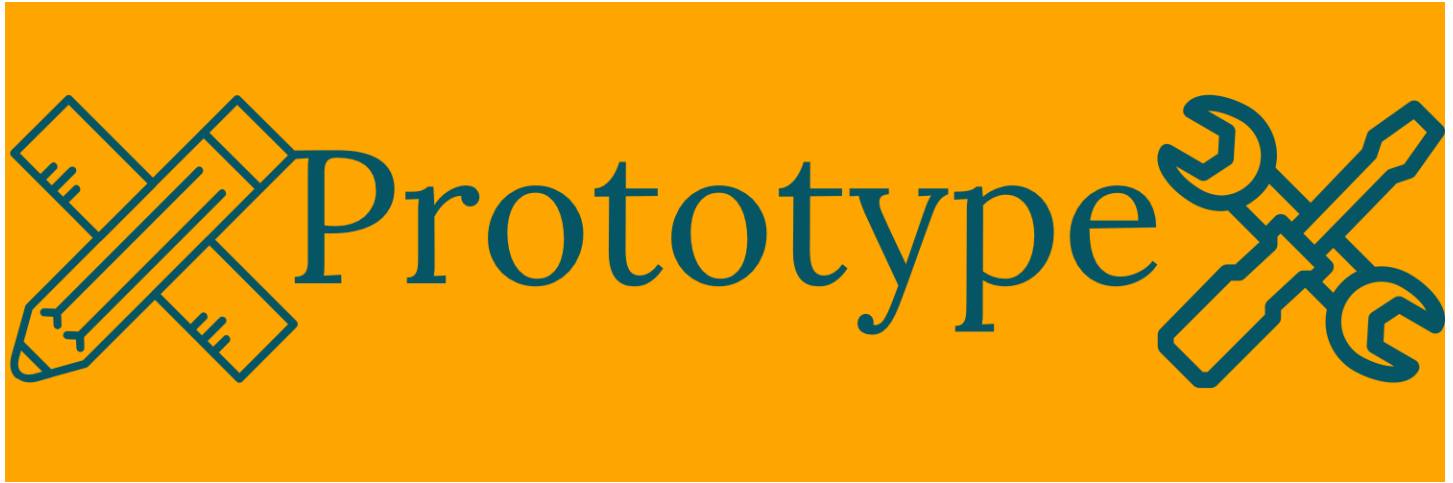
All classes should be represented in this space.

- benchmarks
- lessons
- essays
- fieldtrips
- etc...





This space is reserved for brainstorms and product ideas. List it, draw it, put it here!
Create lots of ideas- from the practical to the ridiculous (just get it out of your system).



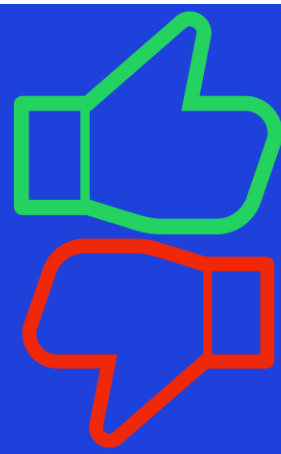
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These should be simple 2D sketches along with text explaining them. What is your final product going to look like?

Ask yourself, “What does an ‘A’ look like? What does a ‘C’ project look like?”

Words and pictures

Test



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Pre-Presentation Reflection

You will present soon. How do you feel about the project and the process?

Post-Presentation Reflection

What did you like about the project?

What did you dislike about the project (be nice and constructive)?

How can the project be improved for next year?