Project Path Planning Template

The three primary roles of a teacher are (1) designer, (2) facilitator, and (3) instructor. This template is intended to support teachers in thinking through how to **plan and manage** an engaging and authentic multidisciplinary integrated PBL unit while also effectively meeting your agreed student learning outcomes/goals.

THE PROJECT PATH

What Students Do (Learning Outcomes/Goals)		What Teachers Do (Design + Instruct + Facilitate)
Students discuss what they already know about the topic. What do you want students to know and be able to do? Standards?	Launch Project: Entry Event & Driving Question	The authentic topic is chosen based on children's interests. A driving question is developed. Design: What is your driving question? Facilitate: How are you going to facilitate discussion? Build a culture of inquiry?
Students talk about what answers they might find to their questions. The teacher lists their predictions. What do you want students to know and be able to do? Standards?		The teacher(s) plans an entry event to spark curiosity and to provoke discussion about the topic. Design & Facilitate: What is your entry event? How will it run? Design & Facilitate: Can you make this a WBL experience? Involve industry? Design & Instruct: How will students record their process throughout this project?
		The students, with support from the teacher(s), develop a list of questions about the topic they want to find answers to. Facilitate & Instruct: How will you facilitate and support the development of Need-to-Know questions?

(Learning Outcomes/Goals)		(Design + Instruct + Facilitate)
During class meetings, students engage in activities and experiences that help build knowledge, understanding, and skills What do you want students to know and be able to do? Standards? Assessment? Students might engage in ways to synthesize their learning and show what they are now able to do with the knowledge, understanding, and skills they have developed. What do you want students to know and be able to do? Standards? Assessment?	Build Knowledge, Understanding, & Skills to Answer Driving Question	The teacher plans lessons to teach and curates resources (read-alouds, videos, photos, artifacts, etc) based on children's questions, learning goals, and needs. Design: How will you design lessons & activities while taking into account what you know about your students needs? Instruct: How will you manage activities and lessons so they give students voice & choice? Facilitate: What systems or protocols are you going to help students utilize to build skills, knowledge, and understanding? Instruct & Facilitate: How are you going to help them collaborate and work in teams? The teacher helps the students plan fieldwork and identifies people to interview who can answer their questions. Instruct: What can you do to help students prepare for working with adults? What can you do to help adults? Facilitate: How can you utilize your WBL Coordinator in this process?
During class meetings, students report what they find in their fieldwork. What do you want students to know and be able to do? Standards? Assessment?		The teacher helps support fieldwork reporting and foster a collaborative space where students can share their knowledge, understanding, and skills with each other. □ Facilitate & Instruct: How will you helps students capture and synthesize their learning?

What Students Do (Learning Outcomes/Goals)		What Teachers Do (Design + Instruct + Facilitate)
Students might make drawings, take pictures, write words and labels, create graphs of things they measured and counted, and construct models. What do you want students to know and be able to do? Standards? Assessment?	Develop & Critique Products, & Answers to the Driving Question	The teacher encourages students to ask questions and make comments about each other's findings. Design: How will you engage students in developing prototypes? Instruct: How do you provide support so students can deepen their knowledge, understanding, and skills related to their exploration? Facilitate: How will you critique and provide feedback to students work, while also identifying where they still need need support?
As students provide feedback/critique and learn more, they can revise what they have made. What do you want students to know and be able to do? Standards? Assessment?		As the project proceeds, the teacher helps the students revisit their initial questions and adds more questions, if necessary. Design: How should students provide feedback and critique to each other? Rubric design? Instruct: How will you provide instruction around feedback and critique? Design: How could you include industry experts in the feedback & critique process? Facilitate: How do you help facilitate the feedback and revision process?

What Students Do (Facilitate)		What Teachers Do (Design + Instruct)
Students can make invitations for their families, community members, and other classes to attend the culminating event. What do you want students to know and be able to do? Standards? Assessment?	Present Products & Answers to the Driving Question	With teacher's help, students decide how to show what they did and what they found out to families and community members at a culminating event. Design: Where can you hold your exhibition to ensure it serves as an authentic demonstration of learning? Design & Facilitate: How will you ensure there is an authentic audience and process for showcasing student work? Instruct: What support do students need with outreach?
Students discuss the evidence they have found that helps them answer their questions. What do you want students to know and be able to do? Standards? Assessment?		The teacher helps students reflect on what they have learned with what they knew before the project began. Design: How might you provide opportunities for students to reflect and demonstrate their learn in different modalities? Facilitate: How can you help students apply their learning and set new goals?