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PROJECT BASED LEARNING

3 TRACKS

by @elwood_carolyn

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PRODUCT TRACK

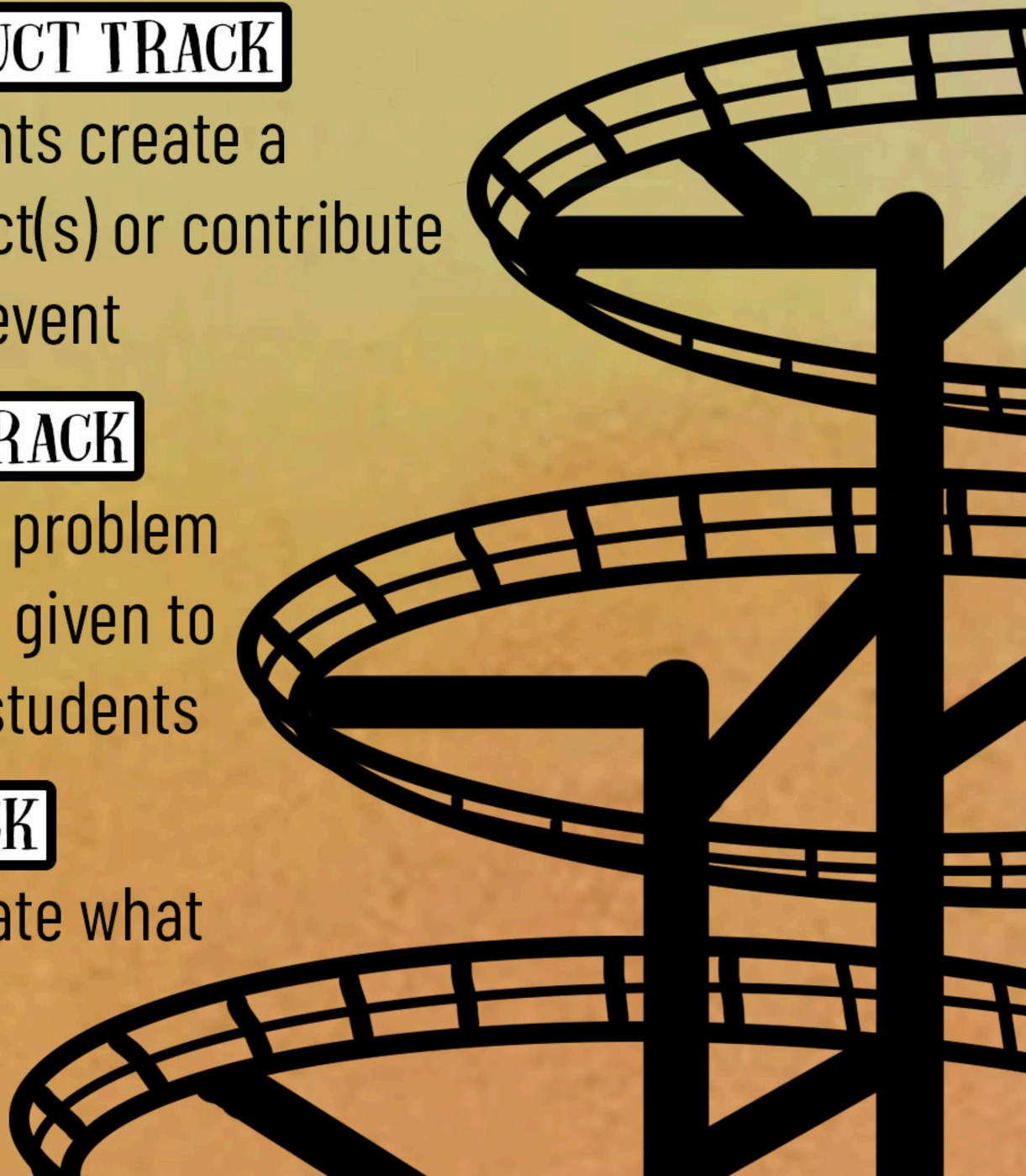
Students create a product(s) or contribute to an event

PROBLEM TRACK

Starts with a problem that is either given to or found by students

OPEN-ENDED TRACK

Students demonstrate what they need to learn however they want



PROJECT BASED LEARNING: 3 TYPES OF DIRECT INSTRUCTION

Content, jobs, skills, tools, are taught...

Proactive

in anticipation
of a need

Reactive

after students
demonstrate a need

Learning Detour

when students
take their work in
unexpected directions

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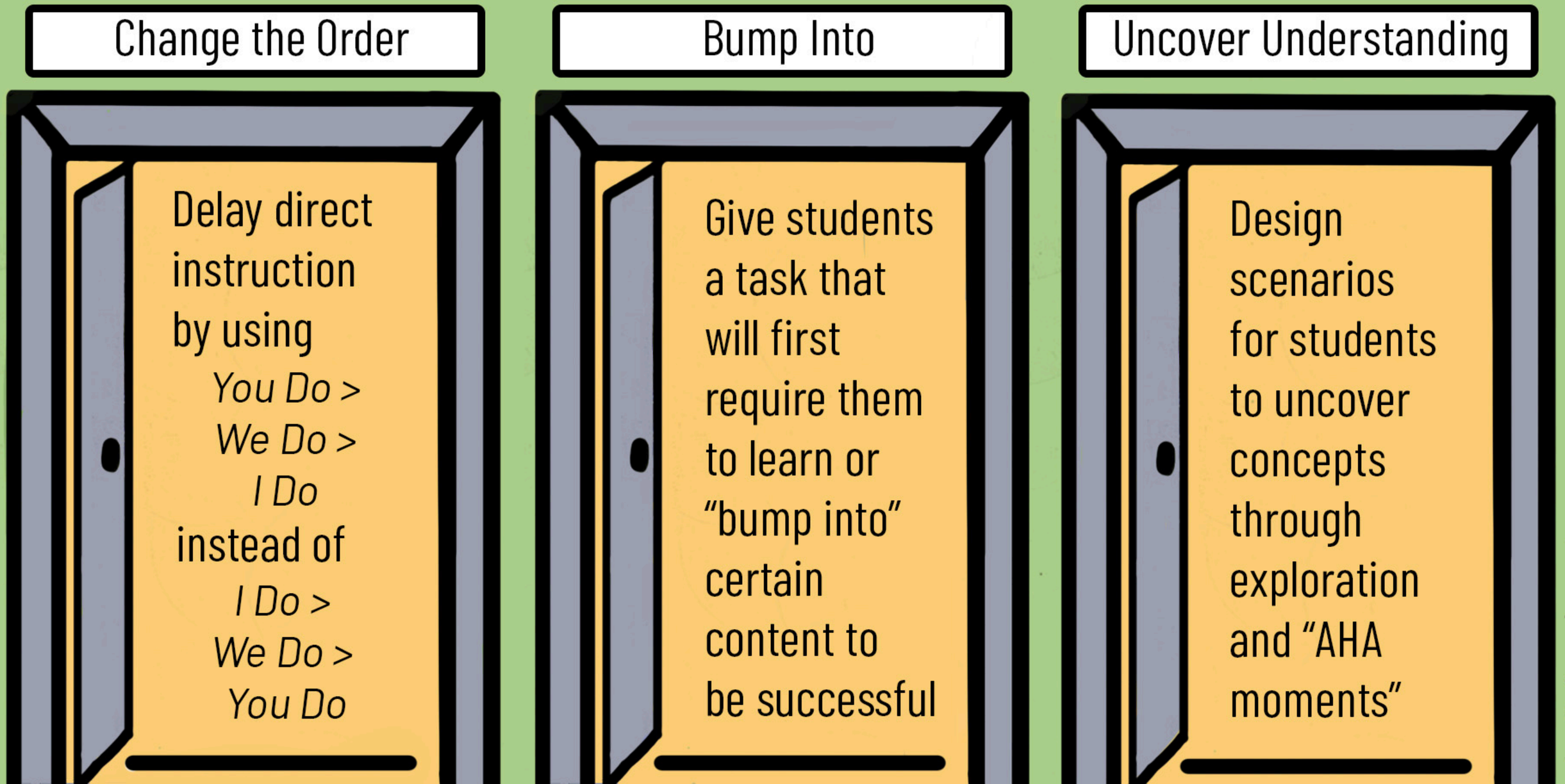
INQUIRY-BASED LEARNING: 3 ENTRY POINTS



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QUESTIONS WHEN ANALYZING A PROJECT

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WHEN DOES THE LEARNING OCCUR?

WHO IS THE AUDIENCE?

TO WHAT EXTENT CAN THE LEARNING BE PERSONALIZED?

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WHAT RELEVANCE DOES THE PROJECT HAVE ON STUDENTS' LIVES?

WHO ASSESSES THE LEARNING?

ANYTHING ELSE YOU'D LIKE TO ADD?

By @elwood_carolyn