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| Design Process Description for Problem and Project Based Learning | Complete Notes |
| The Context and Passion.  Describe what you AND the students are passionate about; what is their context; is it relevant to their lives? (Pre-assessment.) |  |
| The Essential Questions.  What are the questions that will connect context with principles? Use QFT to formulate your essential questions? |  |
| The Learning Goals.  Describe your learning goals. What are the learning products for the students? |  |
| The Plan.  What is the plan to reach the learning goals? What research do the students need? What skills do they need to have to complete the prototype? [Assess and loop] |  |
| The Product.  What is the product? Describe the actual project prototype. [Assess and loop] |  |
| The Exhibit.  Plan an exhibition and presentation. This is not the product; it is the presentation of the product. Even reading a paper out loud. |  |
| The Assessment.  Look at your learning goals and skill masteries. You and the students assess and reflect? When should you have looped back? How many prototypes? [Final assessment] |  |