


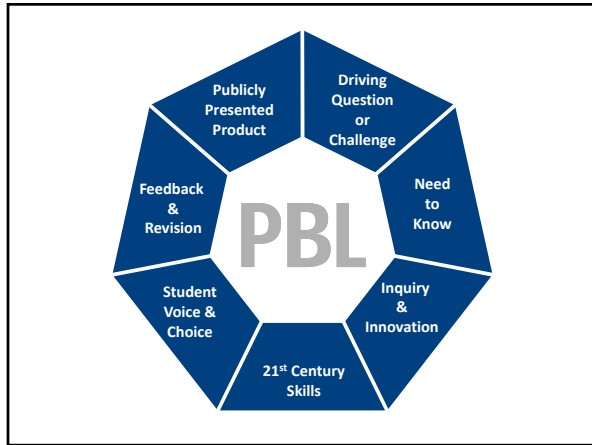
Leading Standards-Focused Project-Based Learning

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www.leadingpbl.org

Adapted from the Buck Institute of Education (www.bie.org)








SOURCES OF INSPIRATION

- Your Content Standards
- Your Community
- Your Students
- Current Events
- Real-World Practice/Problem
- Online Project Libraries
- Your File Cabinet
- Your Colleagues


	LIMITED	AMBITIOUS
Duration	10-15 contact hours	40+ contact hours
Breadth	One subject; few standards	Interdisciplinary; several standards
Technology	Basic	Extensive
Setting	Classroom	Community/World
Who's Involved	One teacher	Several teachers, outside experts, community
Audience	Classroom	Experts, community, world, web
Student Autonomy	Teacher-defined; tightly managed	Co-defined and managed

WHY HAVE A DRIVING QUESTION?	
FOR STUDENTS	FOR TEACHERS
Guides Project Work	Guides Planning & Reframes Content Standards or Big Ideas
Creates Interest and/or the Feeling of Challenge	Captures & Communicates the Purpose of the Project
Reminds Them "Why we're doing this today"	Initiates and Focuses Inquiry




CRITERIA FOR EVALUATING YOUR DRIVING QUESTION:

1. Will my students understand it? (Bonus: ...and find it intriguing?)
2. Is it open-ended and does it require a complex answer?
3. To answer it, will my students need to learn important content and skills?
4. Does it focus on an authentic issue, problem or challenge? (Bonus: ...and create a local context for the project?)



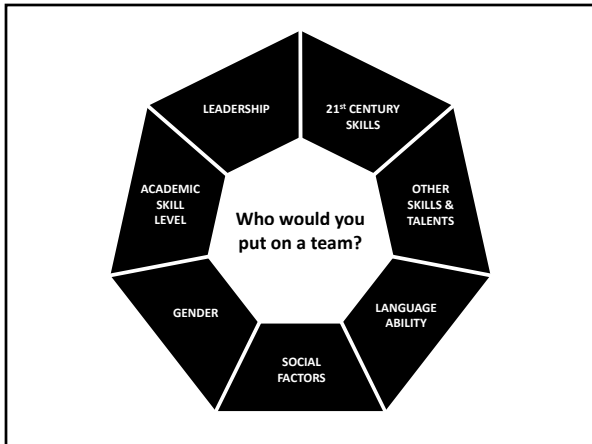
EXAMPLE ENTRY EVENTS

- Field Trip
- Guest Speaker
- Film, Video, Website
- Simulation or Activity
- Provocative Reading
- Startling Statistics
- Puzzling Problem
- Piece of Real or Mock Correspondence
- Song, Poem, Art
- Lively Discussion



PROJECT PACKET

- Team Roster
- Project Calendar
- Rubric & Assessments
- Checklist of Requirements
- Templates for contracts, lists, etc.
- Presentation/Exhibition Schedule
- Resource List



CRITICAL FRIENDS TUNING PROTOCOL		
PRESENTERS	Presentation: Project Title & Idea, Driving Question, Culminating Products or Performances, Entry Event*, and any concerns you'd like feedback about	7 min
EVERYONE	Clarification: Audience asks short clarifying questions	3 min
AUDIENCE	Good Stuff: Audience shares what they liked about the project	4 min
	Wondering Stuff: Audience shares their concerns and probing questions	4 min
	Next Stuff: Audience shares their thoughts on resources and improvements	4 min
PRESENTERS	Reflection: Group reflects on useful feedback, next steps	3 min
TOTAL TIME		25 min
