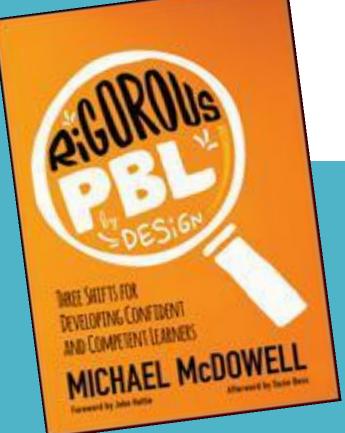
Project Based LEARNING



Myth 1: "Sage on the stage" vs. "Guide on the Side"

Truth: Teachers need to be adaptive

Myth 2: Students learn by doing.

Truth: Not without the proper support system.

Myth 3:

PROJECT based learning

Truth:



Design Shift 1

<u>Clarity</u>: Students should be clear...

- on what they are expected to learn
- where they are in their learning
- what next steps they need to take to advance their learning.

Levels of Learning

Surface – encounter content for the 1st time

Deep – practicing and deepening understanding

Transfer – engaging in cognitively complex tasks

- Learning Intention
- Success Criteria (Levels of Learning)
- Driving Question (? And content)
- Tasks (Levels of Learning)
- Entry Event (Scenario, Expectations, Audience, & Format)

Design Shift 2

Challenge: Students need to have...

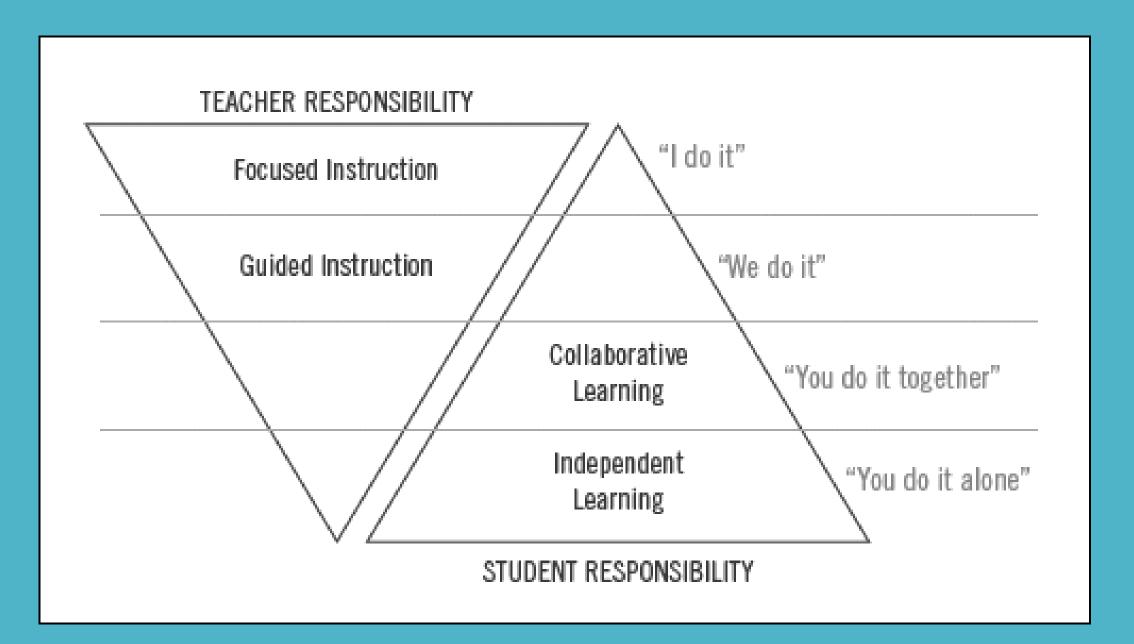
- Consistent balance of surface, deep, and transfer knowledge
- Each level requires different instructional interventions, tasks, and feedback

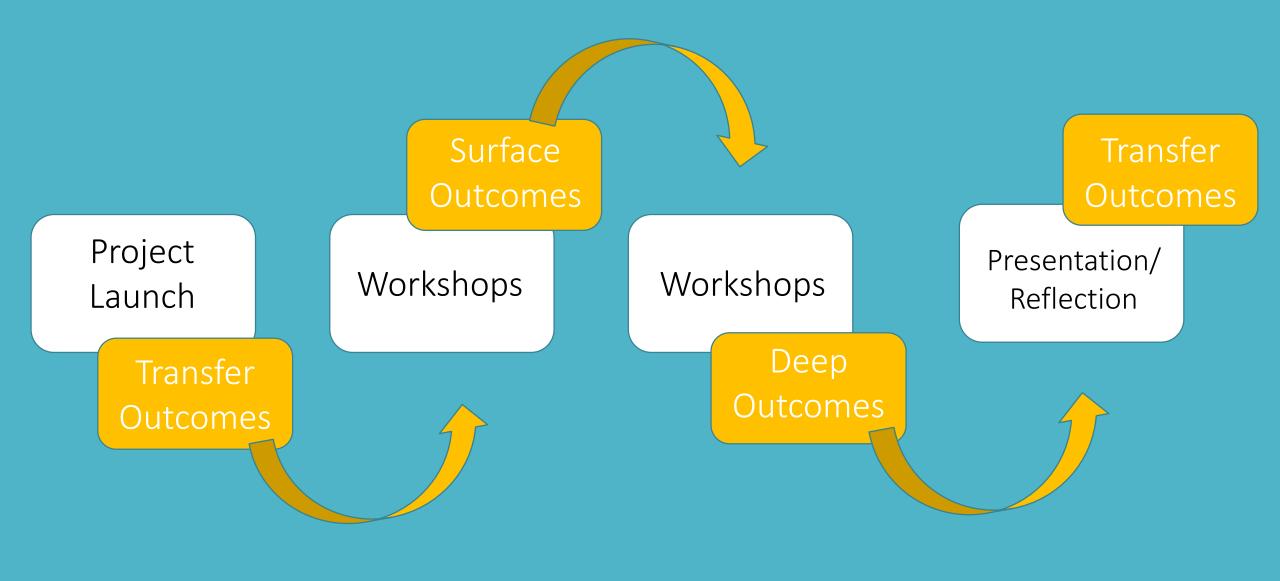
After Launch...

Surface Level - direct instruction/direct feedback

Align – Instructional/Feedback/Learning Strategies with Levels of Learning

Gradual Release Model





PHASE 1 PHASE 2 PHASE 3 PHASE 4

Design Shift 3

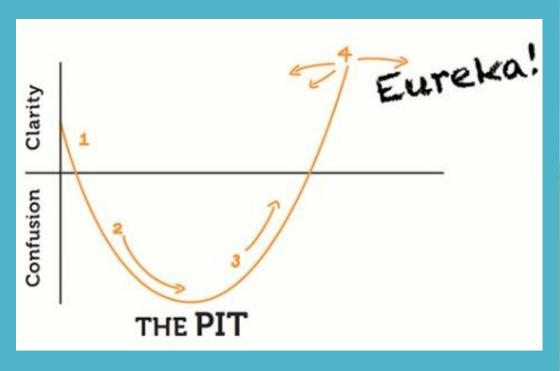
Culture: Students need...

 To be able to talk about and monitor their learning and advocate their next steps

<u>Develop a Culture of Confidence</u>

- Establish agreements and protocols that focus on student learning
- Provide tools for students to know their level of progress or proficiency
- Create conditions for students to engage with failure in their learning
- Establish processes for students to offer, receive, and use feedback to improve learning

The Learning Challenge with James Nottingham https://vimeo.com/128462566





Resources

PBL Resources Link

PBL Unit Examples Link

