

## PROJECT

- An in-depth investigation/inquiry of a real world topic from the Programs of Study
- Done by the entire class or by small student groups
- Emphasis on students' active participation in the planning, development, and assessment of their own work; they take initiative and responsibility

## Preparation: Choosing a TOPIC

1. Topic provides curricular links to literacy, numeracy, science, social studies, health, art, phys. ed., music
2. Topic provides possibilities for:
  - Children's engagement
  - Investigations
  - Community connections
  - Variety of resources

## Phase 1: Launching The Project

"What do I KNOW about this topic?"

- Generate a community "think" and purpose
- Children use a variety of materials and media to represent their current knowledge/understanding of topic
- Create a topic web or map
- Teacher observes what children are sharing and begins to design and collect resources/experiences to drive research
- Phase 1 typically takes 1-2 weeks
- Culminates with questions, or "wonderings"

## Phase 2: The Research

"What do I need to LEARN about this topic?"

- Topic is explored from many angles
- Groups of children work together to gather information about branches of the of topic
- Teacher balances direct instruction of skills and concepts with time for groups/individuals to use varieties of resources in their investigations
- Students learn the skills of leadership, negotiation, innovation, problem-solving, and risk-taking in the relevant and meaningful context of the project process

### PROJECT RESOURCES

#### Primary Resources:

Field visits  
Community experts  
Guest speakers  
Authentic artifacts  
Museum collections

#### Secondary Resources:

Trade books (non-fiction and fiction)  
Textbooks  
Digital programs  
Internet  
Magazines and brochures  
Movies/DVD/podcasts  
Music, art work, lyrics

## Phase 3: Communication

"What have I LEARNED about this topic?"

- Children publicly share their research
- Teacher designs venue for sharing (celebration of learning, presentation to and feedback from local experts, share research findings with other classes, publishing elements of project etc.)