

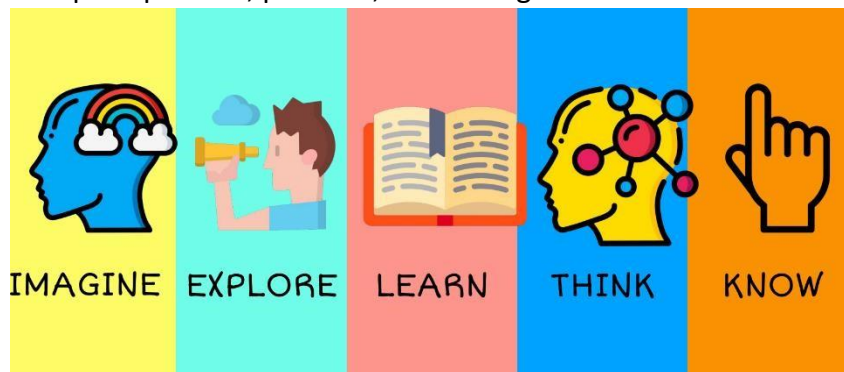


# PROJECT BASED LEARNING COURSE



**Erasmus + Island**  
**August 21<sup>st</sup>-27<sup>th</sup>, 2022**

“Project Based Learning is a teaching method in which students gain knowledge and skills by working for an extended period of time to investigate and respond to an authentic, engaging, and complex question, problem, or challenge”



## OBJECTIVES

- DIFFERENTIATE how project-based learning differs from other planning and instructional models
- Plan STRATEGIES to master and meet standards and curricular requirements with the projects
- Design projects that reach across disciplines, and understand the benefits of integrating MULTIPLE SUBJECT AREAS
- Recognize the advantages of project based learning outside of the academic BENEFITS
- Rewrite lessons to develop a driving question to initiate a project based learning lesson
- Put in action motivated ACTIVITIES in class, online or outdoors.
- Take into account the STUDENTS' INTERESTS to create the projects



## **Our questions**

**What is PBL?**

**When can we use PBL?**

**Where can we use PBL?**

**Why should we use PBL?**

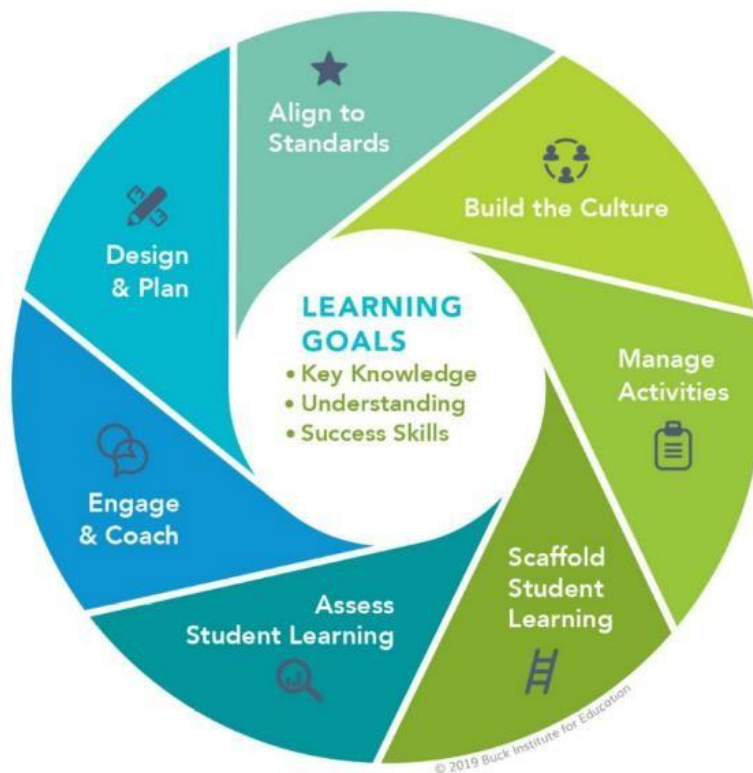
**How can we use PBL?**

**Who can we use PBL?**

## 7 ESSENTIAL PROJECT DESIGN ELEMENTS



## 7 ESSENTIAL PROJECT TEACHING PRACTISES



## **Steps of a PBL**

1. Start with the Essential Question
2. Design a plan for project
3. Create s schedule
4. Monitor the students and the progress of the project
5. Assess the outcome
6. Evaluate the experience

## **Why should we use PBL**

### **THE IMPACT IS IMMEASURABLE!!**

Engaged hearts and minds

Deeper learning

Exposure to adults and careers

A sense of purpose

Success skills

Rewarding teacher relationships

Creativity and technology

## **PBL activities' structure**

1. Question 2.

Plan

3. Schedule

4. Monitor

5. Assess

6. Evaluate

## **Design a Plan for the Project**

1. Content standards
2. Involve students
3. Select activities
4. Integrate subjects
5. Resources and materials
6. Be prepared to CHANGE!

## **Create a schedule**

- What time allotment will be given to the project?
- Will this project be conducted during the entire school day or during dedicated blocks of time?
- How many days will be devoted to the project?

## **Monitor the students and the process of the project**

1. Facilitate the of learning
2. Teach how to collaborate
3. Fluid roles for group members\*
4. Responsibility (own role and group)
5. Provide resources and guidance
6. Assess with team and project rubrics

## **Assess the outcome**

### **How and when?**

Establish target goals early to provide purpose for the project, while also establishing expectations of the result

- What is the PROBLEM to solve or the product to create?
- What kinds of SUBJECT AREA content need to be included or addressed in the project?
- What EXPECTATIONS do you have for the final product presentation, publishing, or performance?
- What kinds of COLLABORATIVE BEHAVIORS must be demonstrated by students throughout the process?

### **Meet the standards**

### **Meet the goals for the PBL rubric**

### **Creativity and innovation rubric**

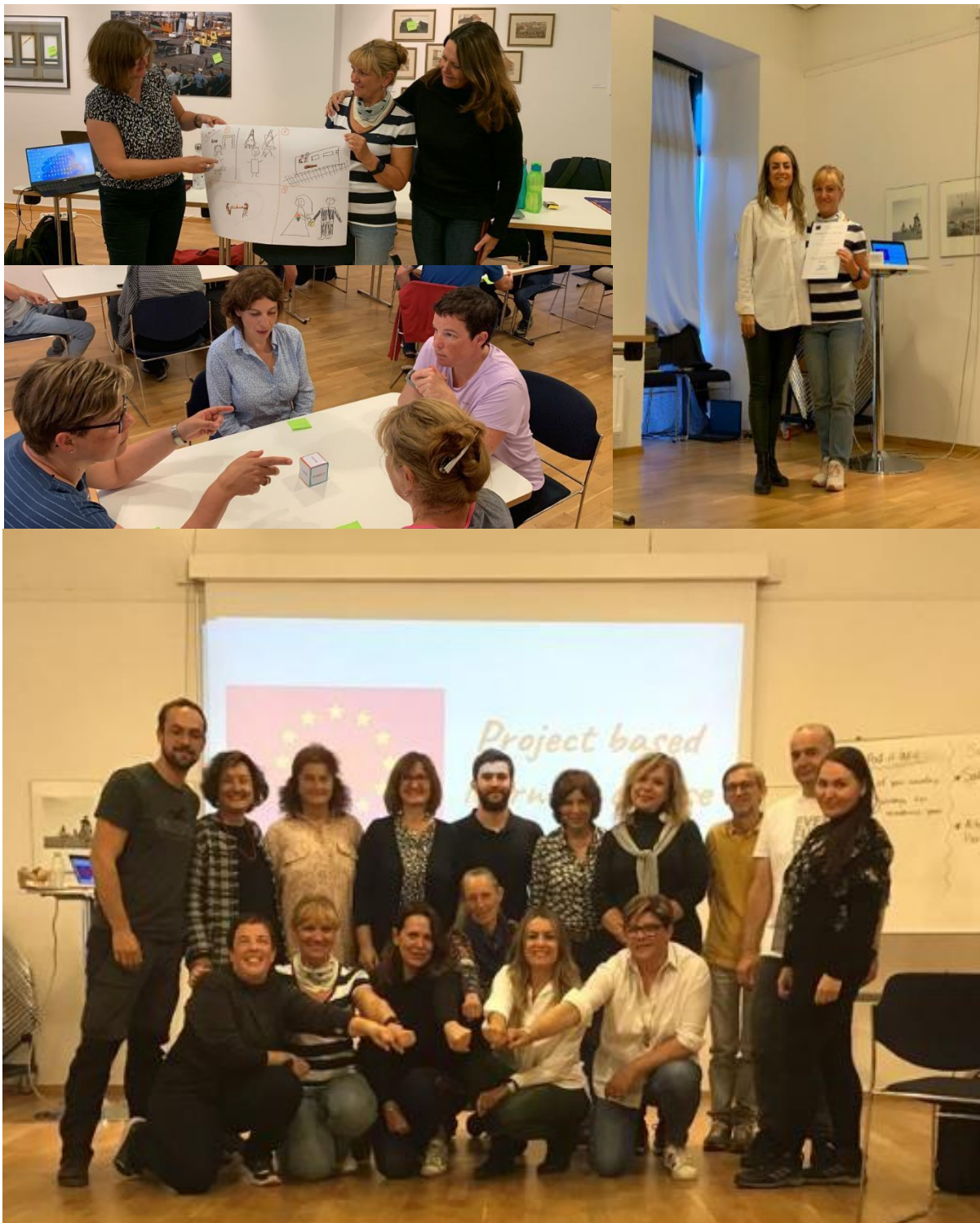
### **Self assessment**

### **Peer's assessment**

## **Evaluate the experience**

- Take time to reflect, individually and as a group.
- Share feelings and experiences.
- Discuss what worked well.
- Discuss what needs change.
- Share ideas that will lead to new questions or projects.





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