



Project-based Learning

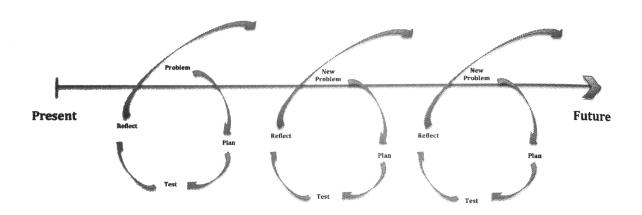
"To do mathematics is to engage in an act of discovery and conjecture, intuition and inspiration; to be in a state of confusion – not because it makes no sense to you, but because you gave it sense and you still don't understand what your creation is up to; to have a breakthrough idea; to be frustrated as an artist; to be awed and overwhelmed by an almost painful beauty; to be alive, damn it."

- Paul Lockhart

When students are in the process of completing a project, they go through the process of identifying problems, developing plans, testing them against reality, and reflecting on them to determine their worth. This process challenges students cognitively as they attempt to construct the project and solve problems they encounter in the process of completing it.

The Power of Project-Based Learning, p. 25-26

Project-Based Learning Process



Learning Outcomes:
Problem Solving
Communication
Creativity
Responsibility
Self-Direction
Time Management
Collaboration
Work Ethic

The educator's role in project-based learning

- The educator will act as a guide, allowing students to make mistakes and learn from them along the way
- The educator will provide students freedom to experiment in order to discover solutions to the problems they encounter
- The educator will provide students with resources and information when they get stuck so that they can continue moving forward with their learning

The Power of Project-Based Learning, p. 32

The Power of Project-Based Learning, p. 28-29

Project is teacher-controlled
Project is part of curricular unit, text, etc.
All students do the same thing
No student choice
Graded as part of class unit



Project is teacher-controlled Allows for student-inquiry, choice of topic within curriculum Students have to frame their own questions All students have the same time frame Graded as part of a class unit

Project is set up and orchestrated by the teacher Project is inquiry-based, looks at "big picture", still curriculum-based Project is interdisciplinary and thematic in nature Students may be in cooperative groups, teaming Performance, product assessment is used as well as class grade





Project is created with teacher-student interaction
Project is interdisciplinary in nature, inquiry-based, authentic
Rubrics assess performances, critical thinking, and problem solving
Students may be in cooperative groups, teaming, or whole class
Includes place-based, community service, etc.
Time frame is negotiable but within semester or units

Project is student-driven, authentic

Project is teacher-facilitated, with teachers providing the process
The "whole world" is the curriculum, with state standards guiding the work
Rubrics assess learning-to-learn skills, individual development, etc.
Performance and products assessed, performances to real-world audience
May be individual or group projects
Could include place-based community service projects
Nongraded, time frame is negotiable



Materials cited in this session:

Newell, R. (2007). Project-Based Learning. Unpublished manuscript.

Whiteley, G. (2015). Most Likely to Succeed.