



Project-Based Learning

Definition:

Project-based learning (PBL) is a method of teaching in which students work for a period of time on a real-world question, problem, or challenge.

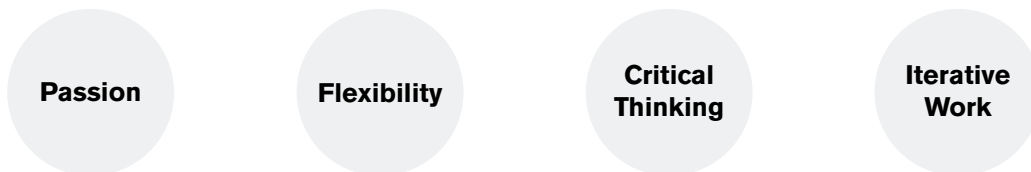
Guiding Question

How can I use PBL to engage students independently as well as collaboratively to help them develop critical lifelong skills in an efficient way?

Projects vs. Project-Based Learning

“Doing a Project”	Project-Based Learning
Project added to the end of a unit	Instruction integrated into a project
Follows direction of the teacher	Driven by student inquiry
Completed alone	Involves collaboration
Feedback given at the end	Feedback/reflection/revision throughout
Remains within the school world	Has real-world application
Shared with teacher/peers	Shared with an authentic audience

What Makes Good Project-Based Learning?



Guidelines for Success

Step 1: Care	Step 2: Conceptualize	Step 3: Create	Step 4: Critique
<ul style="list-style-type: none"> • Research • Read • Identify the problem or need • Learn more about the topic 	<ul style="list-style-type: none"> • Brainstorm what project might look like • Exchange ideas • Draft materials list • Create a timeline 	<ul style="list-style-type: none"> • Create a draft • Create a model • Create the prototype • Create the product 	<ul style="list-style-type: none"> • Share our work • Get feedback from others • What do we like about our project? • What could be better?

Create

All student design, innovate or develop something new (ie. a new solution to a problem). Ex. Proposal Defense for authentic audience (ie. blue print, presentation, prototype design, etc)

Evaluate

All students critique, evaluate, defend or judge an issue/context using content covered as evidence. Ex. Town Hall meeting, Salon Night, Social Media Campaign, etc.

Analyze

All students examine or experiment in real-time to show an application on content covered.
Ex. hands-on experiment/demonstration

Apply

All students demonstrate understanding of content covered during unit/project by responding to questions that require application of content to a new context. Ex. "Ask the expert" booth

Understand

All students discuss and report content covered during unit. Ex. trifold board, posterboard or PowerPoint/Prezzi

Remember

All students recall facts and basic concepts by documenting content covered during unit.
Ex. Trifold board, posterboard, PowerPoint/Prezzi

Additional Resources

- [Your Checklist for Virtual Project-Based Learning](#)
- [PBLWorks](#)
- [International Education and Research Network Projects](#)
- [Models of Excellence Projects](#)