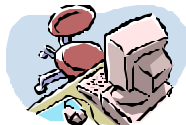


Project-based Learning: As Easy As 1-2-3

Region 16 Conference



Classroom Connect

What's On The Agenda

- Where do you begin?
- What is project-based learning?
- Choices, Choices
- Plug n' Play Projects
- Online Projects/Activities
- Creating Online Projects
- Support Resources and More



Classroom Connect

Conference Resources

- <http://twi.classroom.com/workshops/lskelly>



Classroom Connect

Where Do You Begin?

- ISTE
 - <http://cnets.iste.org/currstands/>
 - NETS for Students
 - NETS for Teachers
 - NETS for Administrators
- Pathways to School Improvement
 - <http://www.ncrel.org/sdrs/>

Classroom Connect

Where Do You Begin?

- George Lucas Foundation
 - <http://www.glef.org>
 - Best practices
 - Assessment
- Knowledge Loom
 - <http://knowledgeloom.org/index.jsp>

techroom

As part of my social studies project, I am about to show you my Web page on the exotic dancers of the South Pacific.



What Is Project-Based Learning?

- In project-based learning, students work in teams to explore real-world problems and create presentations to share what they have learned.
 - *Student benefits:*
 - Deeper knowledge of subject matter
 - Increased self-direction and motivation
 - Improved research and problem-solving skills

Project-Based Learning

- *March of the Monarchs*
 - Butterflies migration from Mexico to Canada
 - Main Site: Edutopia Online
 - <http://www.glef.org/>
 - Support Resources
 - Journey North
 - <http://www.learner.org/inorth/>

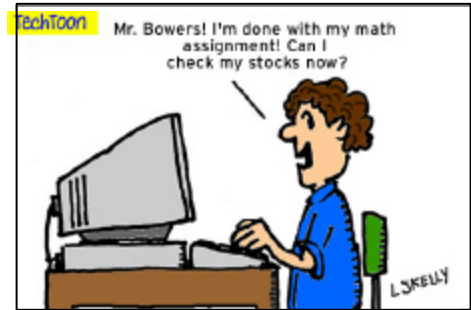


Choices, Choices, Choices

- Use a “plug & play” online project
 - Advantages
 - Less prep time
 - Disadvantages
 - May not dovetail to your curriculum needs
- Create your own online project
 - Advantages
 - Customized learning
 - Disadvantages
 - Labor intensive
 - Content
 - Tools



Staying On Task



Plug & Play Projects

- Sites include all content, resources and tools
- Examples
 - Communication
 - Data Collecting
 - Data Exchanging
 - Adventure Learning
 - Virtual Fieldtrips
 - Problem-solving
 - Electronic Publishing
 - Multimedia



Samples: Plug & Play Projects

- **Keypals**
 - electronic pen pals
 - most common of all school telecomputing
- **ePals**
 - www.epals.com
- **Global classrooms**
 - two or more classes
 - study a common topic
 - share information or their findings
- **Project FeederWatch**
 - <http://birds.cornell.edu/PFW/>



Samples: Plug & Play Projects

- **Electronic Publishing**
 - publish original works via online newspaper, poetry anthology, or magazine
 - publish online web pages
 - sometimes peers and/or experienced authors offer feedback
- **Cyberkids (K-8)**
 - <http://www.cyberkids.com/>
- **KidPub**
 - <http://www.kidpub.org/kidpub/>

Samples: Plug & Play Projects

- **Problem-solving activities**
 - mysteries that be solved collaboratively
 - students use telecommunications technology to plan strategies, share results, and solve problems collaboratively
- **Mystery Net**
 - <http://www.mysterynet.com/>
- **Mystery Spot**
 - <http://www.accessexcellenceorg/AE/mspot/>

Samples: Plug & Play Projects

- **Online field trips**
 - Simple: sharing info about their community
 - Complex: monitoring an expedition to reach the North Pole
 - Examples: MUSEUMS, GALLERIES, EDUCATIONAL INSTITUTIONS, ETC.
 - **Nova Online Virtual Fieldtrips**
 - <http://www.pbs.org/wgbh/nova/>
 - **Discovery School's Woolly Mammoth**
 - <http://school.discovery.com/schooladventures/woollymammoth/>
 - **Discovery School's Planet Ocean**
 - <http://school.discovery.com/schooladventures/planetocan/>

Project Development Sites

- Sites include the tools, resources and examples of online projects
- Projects include:
 - Hotlists
 - Hunts
 - Scrapbooks
 - Itineraries/Brochures
 - WebQuests

Online Activities/Projects

- **Hotlists**
 - A **hotlist** is a list of Internet resources that are related to a certain theme, topic, subject, and/or project.
- **Advantages**
 - Provides appropriate resources
 - Requires no searching
 - Allows more “time on task”
- **China On The Net**
 - <http://www.kn.pacbell.com/wired/China/hotlist.html>

Online Activities/Projects

- **Hunts**
 - A treasure hunt is an activity in which one searches for clues and answers
- **Advantages**
 - Promote searching skills
 - Develop basic Internet skills
 - Gathering relative and meaningful information
- **Cindy O’Hora’s Internet Hunts**
 - <http://homepage.mac.com/cohora/ext/internethunts.html>

Online Activities/Projects

- **Scrapbooks**
 - A scrapbook is a collection of Internet sites organized around specific categories such as, photographs, maps, stories, facts, quotations, sound clips, videos, virtual reality tours, etc.
- **Advantages**
 - Contain multimedia resources that can be used in projects or in other formats
- **Civil War Leaders**
 - <http://twi.classroom.com/workshops/lskelly/keeboo/>

Online Activities/Projects

- **Itineraries/Brochures**
 - Multimedia experience
 - Thematic approach to learning
- **Advantages**
 - Develop higher level thinking skills
 - Develop basic Internet skills
 - Develop organizational skills
 - Provide real world experiences
- **My Summer Vacations**
 - <http://www.euro4us.homestead.com>
 - <http://www.euro4us04.homestead.com/>

Online Activities/Projects

- **WebQuests**
 - A WebQuest is an inquiry-based project that includes Internet resources
- **Advantages**
 - Delivers inquiry-based learning
 - Promote effective use of the Internet
 - Promotes higher level thinking skills
 - Provides real world experiences
 - Promotes cooperative learning
- ***I Want My Mummy***
 - <http://home.cfl.rr.com/mrshebert/Mummy/index.htm>

WebQuest Resources

- **Evaluating WebQuests**
 - <http://www.techlearning.com/story/showArticle.jhtml?articleID=12803449>
- **Integrating WebQuests**
 - **Weaving the Web into K-12 Curriculum**
 - <http://www.pitt.edu/~edindex/WebQuests/frames.htm>
 - **Netride WebQuests**
 - <http://www.thenetride.com.au/smartstuff/webquests/default.asp>

Eight Steps to a Successful Online Project

- **Step 1:** Think about your curriculum standards and goals.
- **Step 2:** Go online to see how other teachers are structuring their projects.
- **Step 3:** Once you have become familiar with a variety of online projects, revisit your curriculum and develop the type, topic, and content for your project.
 - Make sure that the topic appeals to your students.
- **Step 4:** Design your project with specific goals, tasks, and outcomes. Create a starter project that is doable.

Eight Steps to a Successful Online Project

- **Step 5:** Develop an evaluation tool that best supports the project.
 - Ex. Rubric-WebQuest
- **Step 6:** Set specific beginning and ending dates for your project.
- **Step 7:** Periodically, review the process of the project. Answer any questions and address any concerns.
- **Step 8:** At the project's conclusion, share the results of the project with all participants. Publish results if applicable.

Development Process & Tools

- Planning Phase
- Searching Phase
 - Searching Tools
- Research Phase
 - Lesson Plans
 - Project Warehouses
 - Assessments
 - Pre and post
 - Assess progress
 - Tools
 - Authoring
 - Productivity
- Implementation Phase
 - General Resources
 - Training
 - Management
 - Project Tools
 - Communication
 - Sharing Data
 - Wrap-up Phase



Planning Tools

- Tech Integration: Unit Planning
 - http://www.kent.k12.wa.us/curriculum/tech/proj_plan.html
- Creating Online Projects
 - *Teacher's Guide for Building Integrated Technology Projects*
 - www.essdack.org/building/
- Evaluating Internet resources
 - Kathy Schrock's Guide for Educators
 - <http://school.discovery.com/schrockguide/eval.html>

Techtoori

Mr. Wilkins, Do you have any extra batteries? My handheld device just died.



Searching Tools

- Searching Tools
 - Directory: www.dmoz.org or www.webbrain.com
 - Search Engine: www.google.com
 - Meta-search engine: www.dogpile.com
 - All the Web: <http://alltheweb.com>
- Special interest search sites
 - Ditto.com: <http://www.ditto.com>
 - Locate images on the Web
 - Locating these special sites
 - InvisibleWeb.com (Profusion)
 - <http://www.profusion.com/>

Resources: Lesson Plans

- Mrs. Smith's Web Page
 - <http://home.earthlink.net/~jesmith/>
- Teacher's Lab
 - <http://www.learner.org/teacherslab/>
- TEAMS Distance Learning
 - <http://teams.lacoe.edu/>



Online Content: Project Warehouses

- Bernie Dodge's WebQuest Site
 - <http://edweb.sdsu.edu/webquest/webquest.html>
- Blue Web'n
 - <http://www.kn.pacbell.com/wired/bluewebn/index.html>
- CyberBee
 - <http://www.cyberbee.com/>
- TrackStar
 - <http://scrtec.org/track/makingtracks.html>

Performance Assessment

- RubiStar
 - <http://rubistar.4teachers.org/>
 - Online, electronic rubrics tool
- Project-Based Checklists
 - www.4teachers.org/projectbased/
 - Online, electronic checklist tool
- Rubrics
 - http://www.teach-nology.com/web_tools/rubrics/

General Assessment

- Online Quizzes
 - Online quizzes that revolve around a curriculum topic
 - **Quia**
 - www.quia.com
 - **Funbrain**
 - www.funbrain.com
 - Advantages
 - Create electronic quizzes
 - Variety of templates
 - Compiles student scores

Assessment Tools

- EduTest (Lightspan)
 - <http://www.edutest.com/index.html>
- ETS Discourse
 - <http://www.ets.org/discourse/>

Online Tools: Resources

- Paradigm Online Writing Assistant
 - <http://www.powa.org/discover/index.html>
- Reading Corner
 - <http://www.carr.lib.md.us/read/>
- Virtual Presentation Assistant
 - <http://www.ukans.edu/cwis/units/coms2/vpa/vpa.htm>
- Weekly Assignment Generator
 - http://teachers.teach-nology.com/web_tools/assignment/

Communication Tools

- Gaggle.net
 - <http://www.gaggle.net>
 - Teacher monitored email for students
- ePals
 - www.epals.com
 - Teacher monitored email for students

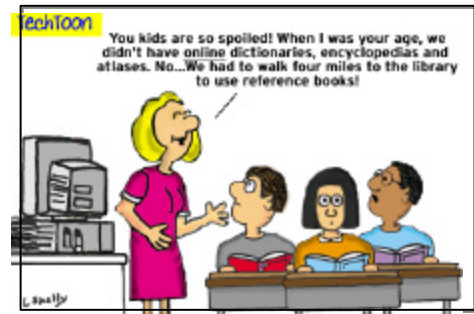
Authoring Tools

- Homestead Web Editor
 - <http://www.homestead.com>
 - Web site that provides web authoring opportunities
- Microsoft Word
 - <http://www.microsoft.com/>
 - A word processing application
 - Can convert documents to HTML

Productivity Tools

- Keebook Creator (Keeboo)
 - <http://www.keeboo.com>
 - [demo](#)
 - software that creates virtual books that are Internet accessible
- Microsoft PowerPoint
 - <http://www.microsoft.com/>
 - an electronic presentation application
 - Can convert to HTML

Good Old Days



Online Training

- Actden.com
 - www.actden.com
 - Microsoft Applications
 - Online tutorials for students and teachers
- Freeskills.com
 - www.freeskills.com



Sharing Data

- XDrive
 - <http://www.Xdrive.com>
 - Online storage space)
 - \$9.95 per month for 5GB
- Backflip
 - <http://www.backflip.com>
 - Online Web site that organizes online information and resources
 - Free

Online Content: Interactive Sites

- Exploratorium
 - <http://www.exploratorium.edu>
- Ancient Egypt
 - <http://www.ancientegypt.co.uk/menu.html>
- MEDtropolis for Kids
 - http://www.medtropolis.com/kidshealth.asp?page=ehc_kdsHome_Page
- Space Day 2004
 - <http://www.spaceday.org/index.html>

Any Questions



For More Info:



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Conferences Site:

<http://twi.classroom.com/workshops/lskelly>