Integrated Project-based Learning: Combining PTE Standards and Academic Standards

Use this template for planning and sharing ideas for projects. This template is based on the *6 A’s*:

*Authenticity\* Academic Rigor\* Applied Learning\* Active Exploration\* Adult Connections\* Assessment*

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| **Project** | |
| **Title of Project: There Ought to be an App for That** |  |
| **Project Developed by Sarah LaMarche and Marti Pike** |  |
| **E-mail Address** [**LaMarche@tfsd.org**](mailto:LaMarche@tfsd.org)**, Pikema@tfsd.org** |  |
| **School: Twin Falls High School** |  |
| **Small Learning Communinity: Gifted and Talented Students** |  |
| **Course Title: Advisory** |  |
| **Time Frame: 25 Minutes a day for two weeks** |  |

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| **Authenticity** | |
| *Briefly describe your project. Include the key question and provide an overview of what students do and learn. Tell why the question is meaningful to the students and where one might see a similar question tackled by an adult in the workplace* | |
| Key Questions: | How can I create an app to solve real world problems? |
| **Overview**  Students will create or find criteria fo good apps then learn how to Storyboard their own apps. |  |

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| **Vocabulary/Key Terms** | |
| ***List vocabulary words and key terms essential to student understanding.*** | |
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| **Academic/PTE Rigor** |
| **Standards** *Use the space below to list the state content standards and PTE industry standards addressed by the project. (A list of the content standards is available at* [*http://www.sde.idaho.gov/ContentStandards/default.asp*](http://www.sde.idaho.gov/ContentStandards/default.asp)*. This page, which includes selected high school level standards, is designed to let you easily create a list of standards you are addressing. You may then copy and paste the list into this template.)* |
| Writing  Production and Distribution of Writing  WHST.9-10.6. Use technology, including the Internet, to produce, publish, and update individual or shared writing products, taking advantage of technology’s capacity to link to other information and to display information flexibly and dynamically. |
| **School to Career Competencies** *Please check (x) the competencies addressed by the project* |
| [ x] Communicate and understand ideas and information  [ x] Collect, analyze and organize information [ x] Identify and solve problems [x ] Use technology [ x] Initiate and complete entire activities [ ] Act professionally [ ] Interact with others [ ] Understand all aspects of an industry [x ] Take responsibility for career and life choices |
| **Student Goal(s) Once the project begins, ask students to generate one or two personal goals.** |
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| **Assessment** |
| *How do you and the students know the project is a success? What are your criteria for measuring students' achievement of the disciplinary knowledge and applied learning goals of the project? What evidence do they use to demonstrate their progress? What deliverables do they need to complete prior to the final exhibition? How will students self-assess?* |
| Self and teacher graded rubric for a good app (using student criteria). |

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| **Recommended Resources / Sample Products** | |
| **Software or Materials Needed**  *Paper Copy of 16 Habits* |  |
| **Teacher-Developed Materials**  Problem worksheets with a key for each news article. |  |
| **Student-Developed Materals**  Storyboards |  |
| **Websites Used <https://teamtreehouse.com/library/prototyping-an-ios-app-with-storyboards>**  **Dogonews.com**  **Leo Grand Story** |  |
| **Final Words** We will build student confidence in their ability to solve problems and help others. |  |
| **Teacher Tips/Extensions:**  Daily news articles for finding problems to solve. |  |
| **Extensions** *Learn authorizing languages so they can code their own App from one of their Storyboards* |  |

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| **Timeline** |
| ***What sequence of teaching and learning experiences will equip students to develop and demonstrate the PTE standards and the Academic standards?*** |

Unit One

Day One: Habbits of Mind...recognizing stuck.

DayTwo: Students Find at will make them better students.

Day Three: watch Video Clips of Successful Appers

Day Four: Finding problems in the News.

Day Five: Finding solutions to the problems in the News.

Unit Two

Day One: Identify problems that a app might be able to solve.

DayTwo: Learn how to Storyboard an app.

Day Three: Learn how to Storyboard an app.

Day Four: Storyboard a solution to one of the found problems.

Day Five: Storyboard a solution to one of the found problems.