

# CELEBRATING BEST PRACTICES with COLLEAGUES

**School:** Lincoln Academy    **Phone:** 863 499.2955

**Administrator:** Evelyn Hollen [evelyn.hollen@polk-fl.net](mailto:evelyn.hollen@polk-fl.net)

**Team:** Mijana Lockard [Mijana.lockard@polk-fl.net](mailto:Mijana.lockard@polk-fl.net)

Lisa Hutchinson [lisa.hutchinson@polk-fl.net](mailto:lisa.hutchinson@polk-fl.net)

Fi Kieffer [fi.kieffer@polk-fl.net](mailto:fi.kieffer@polk-fl.net)

Jan May [jan.may@polk-fl.net](mailto:jan.may@polk-fl.net)

## Best Practice Summary



**Project Based Learning:** Project Based and Inquiry Based Learning (PBL/IBL) as a successful pedagogy for differentiation of instruction and assuring that all students meet rigorous requirements of the New Generation Sunshine State Standards. Participants will have an opportunity to experience a highly interactive, technology rich, standard based PBL/IBL and planning, implementation and assessment strategies that result in high student achievement. Each participant will leave with a portfolio of already developed standard based PBL/IBL units that are ready to be modified for individual school needs and implemented in the classrooms.



## Detailed Description, Key Points and Active Learning Summary

Project learning, also known as project-based learning, is a dynamic approach to teaching in which students explore real-world problems and challenges, simultaneously developing cross-curriculum skills while working in small collaborative groups.

- active & engaged authentic learning
- provokes students to encounter the central concepts and principles of a subject
- teaches students 21<sup>st</sup> century skills as well as content including communication and presentation skills, organization and time management skills, research and inquiry skills, self-assessment and reflection skills, and group participation and leadership skills
- generally done by groups of students working together toward a common goal
- performance is assessed on an individual basis, and takes into account the quality of the product produced, the depth of content understanding demonstrated, and the contributions made to the ongoing process of project realization.
- allows students to reflect upon their own ideas and opinions, exercise voice and choice, and make decisions that affect project outcomes and the learning process in general

### Active Learning Summary:

- Earth II: Using a variety of atlases and technology, each team will create a unique country/location based on existing resources, climate, rainfall, land usage, etc. A persuasive presentation using various forms of technology will culminate the process.

## Summarizing Statement

**(completed by training participants)**

