

## Project IDEATE

Deeper Learning Postcard



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### Highlights

**Vetted Project:** Advanced Programming students will create either 1) a website, or 2) an app for a local business. Students will learn how to work with a professional organization to help them expand or promote their business. Students used <http://shscore.org>.

**Sustainability:** Connections with local businesses and business owners.

**Driving Question:** How can innovative ideas make a difference?

**Student Reflection:** Not enough time allotted, have a set template for everyone to use, more knowledge of code and more variety, go through it step by step, explore some sample projects.

**Teacher Reflection:** The interaction with the business owners was invaluable for these students. One question I was asked in my project tuning was "Why are you doing this project?" and my hope was that my students make connections with local business owners in order to help with future job opportunities as well as fulfill the need to see their work as making an impact.

**Lessons Learned:** Wow, that is a huge question. There are many things I would do differently: assign one business to work with instead of multiple; ensure students are being assessed on a level that is equal; I would like to have more time with the project--have it go the entire semester; but felt hindered because of the approval process; give students a starting template; maybe outline the process (just like a business would with a timeline of progress).

**Teacher Rating:** Definitely would recommend

### WANTS

#### I. Authenticity

**Demonstrating:** Help with business sales.

#### Performing

Realistic Role

#### Producing / Revising

Portfolio / Presentation Board

Product

Revise a Product or Service

#### Presenting

Leverage Media Technologies

Utilize Visuals

# Project IDEATE

## Deeper Learning Postcard

### II. Media Produced

Internet Media

Website

Digital Content

Digital Arts / Graphics

Computer-based

Software Code / Algorithm

### III. Challenging Problems

Questions

Assist Others

Themes

Field-based Work

Topics: Humans in the World

Consumers & Industry

Machines in Society

Topics: Of the Mind

Intelligence & Learning

### IV. Achieved Literacy Skills

*Project / Work:* Develop product based on another person's desires and needs.

Information / Technology

Distinguish Quality Web Content

Master Uses of Technology

Media

Utilize Media Creation Tools

Project / Work

Address Setbacks / Criticism

Balance Various Roles / Responsibilities

Learn / Develop Expertise

Manage Time / Workload

Take Initiative for Personal Success

Leadership

Influence through Leadership not Authority

Lead with Respect

Leverage Strengths of Others

Present a Professional Appearance

## NEEDS

### I. Parameters & Feasibility

Project Timeframe

1-2 Weeks

Assessment Timeframe

More than a Class Period

# of Project Members

Small Group

Grade Level

High School (Grades 9-12)

Authentic Audience / Evaluators

Peers

Community Members

Special Test Accommodations

# Project IDEATE

## Deeper Learning Postcard

Presentation of Materials / Directions

### II. Intended Learning Outcomes

*Recognize Limits:* In this project the "limits" were budget restrictions.

#### Creativity

Brainstorm  
Change  
Design / Create  
Elaborate / Expand  
Envision / Invent  
Improve / Refine  
Recognize Limits

#### Communication

Business Presentation  
Engage Creatively  
Sales Pitch

#### Collaboration

Assume Shared Responsibility  
Encourage Others  
Ignore Distractions  
Respond to Failure  
Value Contributions Made by Others  
Work with Diverse Teams

#### Critical Thinking

Assemble Parts of a Whole  
Balance / Weigh Alternatives  
Clarify Meaning  
Critique Reasoning of Others  
Negotiate  
Persuade

Reflect Critically on Learning  
Solve Problems Innovatively

#### Instilled Citizenship Values

Community & Public Issues  
Personal Responsibility  
Strong Personal / Work Ethic

### III. Success Skills & Depth of Knowledge

#### Cognitive Demand

Identifying / Remembering  
Comprehending / Understanding  
Applying  
Analyzing  
Evaluating  
Creating

#### Social & Emotional Skills

Self-awareness  
Self-management  
Group-awareness  
Group-management

## **Project IDEATE**

*Deeper Learning Postcard*

### Learning Styles / Intelligences

Interpersonal / Social

Intrapersonal / Introspective

Logical / Mathematical

Verbal / Linguistic

Visual / Spatial

### Assessment Structures / Resources

Checklists

Interviews / Conferences

Learning Logs

Portfolios

Rubrics

## **IV. CTEs & Disciplines**

### Career & Technical

Business / Entrepreneurship

Consumer Sales, Services & Products

Information Technology

### Engineering

Computer Engineering

### Information Technology

Computer Science, IT & Networking

User Experience Design

Web & Digital Communications