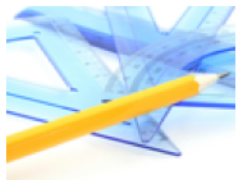


Geometry Graphic Novels

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Vetted Project: Geometry students were tasked with creating a Graphic Novel around the following topics: Points-Lines-Planes, Logic, Parallel Lines and Transversals, Classifying Triangles, Triangle Inequalities and Polygons, Congruent Triangles, Similar Triangles, Right Triangles, Circles, Solids, and Quadrilaterals/Parallelograms. Students were not only challenged to create a problem to solve within a creative story, but the Graphic Novel would have to be easy to understand for a new or struggling learner. A paper and digital version of the Graphic Novels were created using art supplies and a comic book app. Students also had to use the 5 C's (Collaboration, Communication, Critical Thinking, Creativity, and Citizenship) in order to create a final product that would be presented to Middle School Students and the community during an EXPO of Deeper Learning. The students (and teachers) are proud of their final products as they will be shared with future students and struggling learners. Sustainability: The Geometry Graphic Novels will be used in a digital format for future struggling or new learners. Driving Question: Can a graphic novel created by students help struggling learners understand Geometry concepts? Student Reflection: I grew as a student in that I had to meet firm deadlines and work with students that I did not know. We came together as a team to create a great Graphic Novel. I think our novel will help struggling students and I feel good about that! Teacher Reflection: Mrs. Lyle (Geometry teacher) and myself (Ms. Ferguson-Instructional Coach) feel very proud of our Geometry students for exhibiting Grit and the 5 C's (Collaboration, Creativity, Critical Thinking, Communication, and Citizenship) every project day. They learned how to meet deadlines and work through challenges as a group and they created a quality product which they feel confident will help future struggling learners. Lessons Learned: We would set more specific journal expectations. Teacher Rating: Definitely would recommend (5 out of 5).

I. Authenticity

Demonstrating: Students presented their final product and digital version to the community during our Spring EXPO of Deeper Learning. Producing: Students created multiple drafts which included kind, specific, and helpful critique.

Demonstrating

Exhibit / Contest

Producing / Revising

Execute Multiple Drafts

Product

Revise a Product or Service

Presenting

Leverage Media Technologies

II. Media Produced

Internet Media: Final Presentation-VLC Media Player of digital Graphic Novel. Digital Content: VLC Digital Graphic Novel. Artistic Composition: Students created a Geometry Graphic Novel in a paper version that was converted to a digital version.

Digital Content

Video Content

Physical Drawings & Fine Arts

Graphic Novel

III. Challenging Problems

Themes: Graphic novels will be used to help struggling learners.

Questions

Assist Others

Express the Intangible Visually

Themes

Mentoring

Topics: Physical World

Numbers & Shapes

Topics: Of the Mind

Intelligence & Learning

IV. Achieved Literacy Skills

Information / Technology

Master Uses of Technology

Project / Work

Address Setbacks / Criticism

Balance Various Roles / Responsibilities

Learn / Develop Expertise

Manage Time / Workload

Take Initiative for Personal Success

I. Parameters & Feasibility

Project Timeframe: Worked on project every Friday during the semester.

Project Timeframe

More than 8 Weeks

Assessment Timeframe

More than a Class Period

of Project Members

Small Group

Grade Level

High School (Grades 9-12)

Authentic Audience / Evaluators

Peers

Teachers & Administrators

Community Members

Special Test Accommodations

Presentation of Materials / Directions

Setting

II. Intended Learning Outcomes

Creativity

Brainstorm

Change

Design / Create

Elaborate / Expand

Envision / Invent

Improve / Refine

Recognize Limits

Communication

Engage Creatively

Technical Presentation

Collaboration

Assume Shared Responsibility

Develop Trust

Encourage Others

Incorporate Feedback

Respond to Failure

Critical Thinking

Model with Math

Overcome Obstacles

Quantify

Rational, Objective Decision-making

Reflect Critically on Learning

Solve Problems Innovatively

Instilled Citizenship Values

Community Service

Habits of Mind & Heart

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

Learning Styles / Intelligences

Bodily / Kinesthetic

Interpersonal / Social

Intrapersonal / Introspective

Logical / Mathematical

Verbal / Linguistic

Visual / Spatial

Assessment Structures / Resources

Checklists

Graphic Organizers

Journals

Rubrics

IV. CTEs & Disciplines

Mathematics

Geometry

Logic



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