




## ESSENTIAL PROJECT DESIGN ELEMENTS CHECKLIST

WHATEVER FORM A PROJECT TAKES, IT MUST MEET THESE CRITERIA TO BE GOLD STANDARD PBL.

DOES THE PROJECT MEET THESE CRITERIA?			
<p><b>KEY KNOWLEDGE, UNDERSTANDING, AND SUCCESS SKILLS</b>                      The project is focused on teaching students key knowledge and understanding derived from standards, and success skills including critical thinking/problem solving, collaboration, and self-management.</p>			
<p><b>CHALLENGING PROBLEM OR QUESTION</b>                      The project is based on a meaningful problem to solve or a question to answer, at the appropriate level of challenge for students, which is operationalized by an open-ended, engaging driving question.</p>			
<p><b>SUSTAINED INQUIRY</b>                      The project involves an active, in-depth process over time, in which students generate questions, find and use resources, ask further questions, and develop their own answers.</p>			
<p><b>AUTHENTICITY</b>                      The project has a real-world context, uses real-world processes, tools, and quality standards, makes a real impact, and/or is connected to students' own concerns, interests, and identities.</p>			
<p><b>STUDENT VOICE &amp; CHOICE</b>                      The project allows students to make some choices about the products they create, how they work, and how they use their time, guided by the teacher and depending on their age and PBL experience.</p>			
<p><b>REFLECTION</b>                      The project provides opportunities for students to reflect on what and how they are learning, and on the project's design and implementation.</p>			
<p><b>CRITIQUE &amp; REVISION</b>                      The project includes processes for students to give and receive feedback on their work, in order to revise their ideas and products or conduct further inquiry.</p>			
<p><b>PUBLIC PRODUCT</b>                      The project requires students to demonstrate what they learn by creating a product that is presented or offered to people beyond the classroom.</p>			