WIGGIN'S HOW TO DESIGN A PROJECT

BACKWARD:

- DEVELOP A CLEAR UNDERSTANDING
OF WHERE ALL WANT TO GO

-MAP OUT THE STEPS TO GET YOU THERE

- BEGIN WITH THE END IN MIND

PROJECT TUNING IS THE MOST IMPORTANT TOOL A PBL
TEAM CAN HAVE AND IT CAN HAPPEN AT ANY TIME
THROUGHOUT THE DESIGN PROCESS HOWEVER THE

OPTIMUM TIME IS HERE AFTER STEP 2 AND BEFORE 3.

HAVE PURPOSES AND INTENTIONS

- TO PLAN AND TO

THE GENERAL

CAPABILITIES AND ACHIEVEMENT
STANDARDS WILL BE THE DRIVING FORCE FOR
YOUR PROJECT. WHAT DO YOU WANT THE
STUDENTS TO KNOW AND UNDERSTAND
AND BE ABLE TO DO?

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WHEN MEETING AS A TEAM FOR
THE FIRST TIME AND BEFORE DISCUSSIONS ABOUT
POSSIBLE PROJECTS BEGIN TRY THE FOLLOWING
TASK.

WRITE DOWN WHAT STUDENTS NEED TO KNOW,
UNDERSTAND AND BE ABLE TO DO IN YOUR
SUBJECT AND WHEN THEY NEED TO DO IT.
FURTHERMORE, IS THERE ANYTHING EXTRA
WORTH THE STUDENTS LEARNING INCLUDING
CROSS CURRICULA PRIORITIES?
THEN EACH MEMBER PRESENT UNINTERRUPTED
BEFORE LETTING THE DISCUSSIONS BEGIN. THIS

WILL START THE MAPPING PROCESS OF IDEAS.

STEP 2: DETERMINE ACCEPTABLE

EVIDENCE OF LEARNING/ASSESSMENT

- HOW WILL THE GENERAL CAPABILITIES AND ACHIEVEMENT STANDARDS BE MET IN THE PROJECT?

- WHAT WILL EACH TEACHER ACCEPT AS EVIDENCE OF
STUDENTS KNOWLEDGE AND UNDERSTANDING?

- WHAT WILL EACH TEACHER ACCEPT AS EVIDENCE OF STUDENTS BEING ABLE TO DO?

FROM THIS POINT THERE IS NO RIGHT OR WRONG WAY TO GO
ABOUT COMING UP WITH A PROJECT. JUST KEEP IN MIND.
WHAT IS THE DESIRED "ESSENTIAL QUESTION", "REAL WORLD
CONNECTION" AND PRODUCT GOING TO BE.

"TELLING IS NOT TEACHING, KEEP IT ACTIVE. DOING IS WHAT LEADS TO LEARNING." - DENISE POPE

STEP 3: DESIGN LEARNING EXPERIENCES AND INSTRUCTION

- THE DAILY LESSONS

-THE ACTIVITIES TO BUILD ON STUDENT KNOWLEDGE
TO HELP MEET THE ACHIEVEMENT STANDARDS AND
CAPABILITIES.

EXAMPLES OF EVIDENCE

PRODUCTS TESTS

ESSAYS

ORALS

PERFORMANCES

PRESENTATIONS

WILL THERE BE
OPPORTUNTIES FOR
REVISION AND/OR
REDEMPTION?

MAKE SURE THE STUDENTS ARE ENGAGING WITH

EXPLANATION
APPLICATION
INTERPRETATION
EMPATHY
PERSPECTIVE
SELF KNOWLEDGE

- DENISE POPE

STEP 1: IDENTIFY DESIRED LEARNING

1. IDENTIFY WHAT EACH TEACHER NEEDS THE STUDENTS TO KNOW AND UNDERSTAND, BE ABLE TO DO AND WHEN THEY NEED TO DO IT.

IF A PBL TEAM IS STRUGGLING TO
DECIDE ON A FINAL PROJECT/
PRODUCT/ESSENTIAL QUESTION
PROJECT TUNING IS RECOMMENDED
HERE

BACKWARD DESIGN PROCESS DIAGRAM
DIANA CORNEJO-SANCHEZ 8.12.08
ADAPTED FOR WIRREANDA SS
BY KATRINA AXFORD