**The Six A's of Designing Projects**

**Academic Rigor**

* How do the projects address key learning concepts, standards or help students develop habits of mind and work associated with academic and professional disciplines?

**Authenticity**

* How do the projects use a real world context (e.g., community and workplace problems) and address issues that matter to the students?

**Applied Learning**

* How do the projects engage students in solving semi-structured problems calling for competencies expected in high-performance work organisations (e.g., teamwork, problem-solving, communication, etc.)?

**Active Exploration**

* How do the projects extend beyond the classroom and connect to work internships, field-based investigations, and community explorations?

**Adult Connections**

* How do the projects connect students with adult mentors and coaches from the wider community?

**Assessment Practices**

* How do the projects involve students in regular exhibitions and assessments of their work in light of personal, school and real-world standards of performance?

Note: The Six A's were created by Adria Steinberg

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