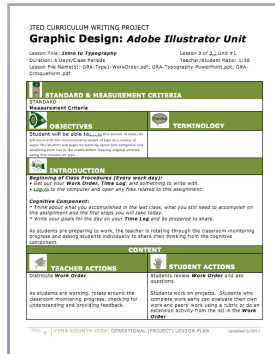


# JTED GRAPHIC DESIGN CURRICULUM PROJECT Project-Based Learning

When developing curriculum plans, attempt to group your assignments into units of study that build upon one another.

*Each fully-developed project should include the following:*



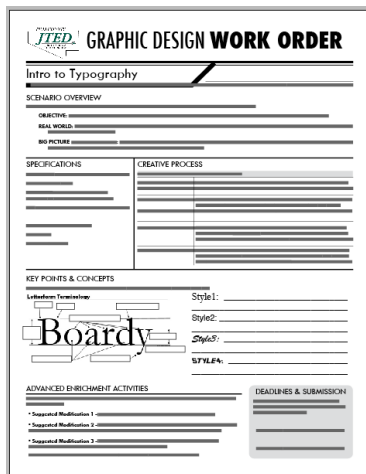
## Operational Lesson-Plan

(Writer shouldn't spend much time on this!) Gives the teacher an overview of how to teach this multiple class-session lesson and use its materials, yet does not go into extreme detail about daily teacher/student actions.

## Work Order

This, in many senses, takes the place of the lesson plan. Student receives one of these per project to use as a reference for rules & expectations.

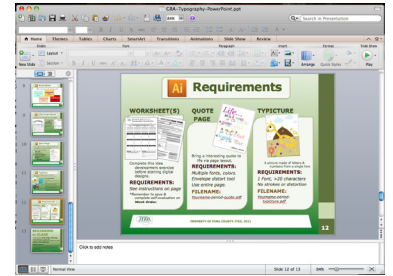
- States Objective, connection to real world and explanation of why doing project.
- Detailed description of project steps, specifications, requirements, etc.
- Inclusion of options for 'extension activities' for students who finish early.



## PowerPoint

This should be easy for any teacher to use as a guide to introducing any project, and should include:

- Title & objective slides
- Beginning of Class Procedures (bellwork) Slide
- Explanation of any new Vocabulary terms
- Tutorials explaining stages of process (with imagery when possible)
- Slide with reminders/expectations (to leave on display during student work time)
- Examples of good/unsuccessful projects (what to do/not to do)



## Handouts

Usually used for introducing vocabulary and/or idea development thumbnail sketches (which are a necessary part of the creative process in most projects). Student uses these to explore & refine options in this stage rather than jump into a an option that is often more obvious/generic and lacks complexity.

