Templates for your final project

OR 2 - Explain using examples from your learning journal how you will incorporate big idea(s) for each unit in your daily life.

Description

Outline STEAM example

Introduce Observations from 2nd Order Question

Explain learning about 2nd Order question (specifically related to STEAM example)

Outline real life example

Explain learning about 2nd Order question (specifically related to real-life example)

Explain how learning about 2nd Order question will relate to your FUTURE learning

Example

In the photography unit, during the mini-wildlife assignment, I took an excellent picture of a groundhog placidly chewing one of the carefully tended carrots from my garden. The picture also made me realize that organizing knowledge into different subjects really limits how we see the world. Normally, the nature of light would be studied only in physics, backyard wildlife exclusively in biology, composition solely in art and the working of the camera in technology. However, in STEAM, we combined all forms of knowledge, allowing me to take this amazing wildlife shot. I have extended this into my real-life too, specifically into backyard water-gun fights. If you combine strategy, physics, art and playfulness together, you can make some epic shots. In my future courses, even when knowledge is taught separately, I won't be limited by the classification of knowledge. I will bring in content from other subjects allowing the creation of more complex and meaningful projects. - 155 words

OR 3 - Select and discuss a different major project that shows an in-depth understanding of a Social Justice issue that you explored. Explain using specific examples.

Description	Example
Outline social justice issue & project that used it	The social issue we explored was the limited accessibility of spacecraft. In the Star Wars unit, we redesigned the Millennium Falcon to allow for different passenger types.
Explain how your project explored the social justice issue	We changed labelling to include pictures for ELL learners, or even intergalactic aliens. As well, by increasing the contrast between the wall colours and writing, we helped low-vision passengers.
Introduce Observations from 2nd Order Question	This made us realize that a fundamental aspect of social justice is creating spaces that allow diversity.
Explain learning about 2nd Order question (specifically related to STEAM example)	To do this, you should design spaces using the widest variety of users that you can brainstorm. This practice may have hidden benefits for groups that you didn't even consider. For example, our wheelchair lift also helped everyone from people with canes, to people who have heavy loads of supplies, to baby Yoda strollers, to BB8 droids, to non-humans with different appendages.
Explain how learning about 2nd Order question will relate to your FUTURE learning	Overall, in our future design endeavors, we will begin by brainstorming as diverse a list of stakeholders as we can to increase accessibility to our structures.

– 161 words

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Explain how learning about 2nd Order question will relate to your FUTURE learning

Example

My favourite unit in STEAM was social media history. Our unit project was a lolcat series. While constructing our lolcats, we thought about how many students are passive consumers of technology. Lolcats and other memes are important because, as Clay Shirky states in Cognitive Surplus, "the real gap is between doing nothing and doing something, and someone making lolcats has bridged that gap." Social media memes, with their low creative entry point, can help to re-engage students, to stop them passively consuming and to start engaging in the world around them. In a related example, my little cousin is obsessed with geo-caching. This is an activity that anyone can participate in; both in hiding a cache and finding them. I have learned that I can't be a passive consumer of media. The act of creation and participation is powerful and transformative. 141 words