Personalize the PBL Experience  
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**Personalized Learning Principles**

**Varied Strategies** – Students are given more than one way or modality to learn the material or access content.

**Just-in-time Direct Instruction** – Direct instruction is available to students when it is needed regardless of the availability of an in-person teacher.

**Choice and Voice** – Students express their learning styles and preference as learners in the lesson.

**Choice for Demonstrating Learning** – Students have multiple ways to demonstrate mastery of standards. They can leverage both technology tools and traditional tools.

**Co-Plan Learning** – Students are involved in planning and goal setting (demonstration of learning path, their pace, and mastery level).

**Resources**

Creek View PBL  
[www.cvespbl.weebly.com](http://www.cvespbl.weebly.com)

Buck Institute of Education  
[https://www.bie.org/](https://www.bie.org/)

Creek View Professional Development  
[www.cvesidealab.weebly.com](http://www.cvesidealab.weebly.com)
What is Project Based Learning?

The Buck Institute for Education defines Project Based Learning as a teaching method in which students gain knowledge and skills by working for an extended period of time to investigate and respond to an authentic, engaging, and complex question, problem, or challenge.

PBL Design Elements

- **Key Knowledge, Understanding, and Success Skills** - The project is focused on student learning goals, including standards-based content and skills such as critical thinking/problem solving, collaboration, and self-management.
- **Challenging Problem or Question** - The project is framed by a meaningful problem to solve or a question to answer, at the appropriate level of challenge.
- **Sustained Inquiry** - Students engage in a rigorous, extended process of asking questions, finding resources, and applying information.
- **Authenticity** - The project features real-world context, tasks and tools, quality standards, or impact—or speaks to students’ personal concerns, interests, and issues in their lives.
- **Student Voice & Choice** - Students make some decisions about the project, including how they work and what they create.
- **Reflection** - Students and teachers reflect on learning, the effectiveness of their inquiry and project activities, the quality of student work, obstacles and how to overcome them.
- **Critique & Revision** - Students give, receive, and use feedback to improve their process and products.
- **Public Product** - Students make their project work public by explaining, displaying, and/or presenting it to people beyond the classroom.

Why?

- Makes school more engaging for students
- Improves learning
- Builds success skills for college, career, and life
- Helps address standards
- Provides opportunities for students to use technology
- Makes teaching more enjoyable
- Connects students and schools with communities and the real world