Project Based Learning

Jaime Stephanidis  
Consultant

Fausto A. López  
Consultant

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Today’s Workshop

• Theory → Practice
• Intentional Programming
• Youth Development
• Embedded Strategies
• Project Based Learning
• SEDL Toolkit
• Service Learning
Activity!!!
After-school programs should not just fill in the time when school ends. Rather, they should play a role in positive outcomes for participants that may include improved academic success, improved communication skills, the development of new social skills, and development of responsibility, increased decision making, and improved self-confidence.
INTENTIONAL PROGRAMMING

Establish appropriate goals, identifying key features to reach desired outcomes:

- What is the purpose of this activity?
- Does the purpose align with program vision?
- Does the purpose align with improvement efforts?
- Will this activity meet participant’s needs?
- What will the participants learn?
- What outcomes do we want to achieve?
- How will this activity help participants develop?

YOUTH DEVELOPMENT
Quality after-school programs, by using the positive youth development approach, can incorporate the supports and opportunities necessary for young people to succeed both developmentally and academically. Quality after-school programs, through the positive youth development approach, can help to overcome critical barriers to learning and support academic achievement and wellbeing...”

Supports the development of a range of non-academic competencies and characteristics that support young people’s academic learning.

Ensures that young people have critical developmental inputs that help to influence academic success.

Create alternatives to the learning styles that students experience in schools.

Helps to eliminate the barriers to learning faced by young people.

Recognizes that programming is part of a larger “developmental space,” and intentionally link their efforts to other settings in which young people grow and develop.
“Effective youth programs have an “embedded curriculum,” or activities that deliberately teach a number of lessons across the domains of social, emotional, physical, and cognitive development. Every activity provides occasion to teach many lessons.”

- **Technology**: College career/readiness, STEM
- **Art/Music**: History, mathematics, critical thinking
- **Service Learning**: Civic engagement, leadership, planning
- **Sports**: Conflict management, physics/science, health & nutrition

Although many programs “do projects,” not all projects lead to learning.

www.youtube.com/watch?v=LMCZvGesRz8

PROJECT BASED LEARNING

• Organized around questions or challenge
• Applies content and skills
• Requires inquiry to learn
• Requires critical thinking, problem solving, collaboration, and communication
• Student voice and choice/ incorporates feedback
• Results in a publicly presented product or performance.
WHAT IS THE SEDL TOOLKIT?

Goal of the Toolkit:

To assist afterschool programs to integrate academic content, teaching, and training in six academic areas:

- Literacy
- Mathematics
- Science
- Arts
- Technology
- Homework Help

WHAT IS THE SEDL TOOLKIT?

Access the Toolkit by going to the following address:

www.sedl.org/afterschool

- Afterschool Curriculum Resource Guides
- Afterschool Lesson Plan Database
- Afterschool Training Toolkit
STRUCTURE OF THE SEDL TOOLKIT?

• Practice in action
• Planning your lesson
  ➢ Lesson planning template
• Sample lessons
• Resources
• Related practices
• Support materials

SERVICE LEARNING

www.youtube.com/watch?v=XTAfHBwW2mk
Service Learning is a teaching and learning method that connects classroom curriculum with identified community issues and needs. SL engages students in projects that serve the community and build their social and academic capacities.

Service Learning is a strategy, not an outcome. SL is an opportunity for students to learn critical skills through project development, implementation, and reflection. By participating in high quality Service Learning experiences students learn invaluable organization skills, gather information and resources; work together in order to improve the community.
Key Components

1. Connecting Service with Learning
2. Reflection
3. Reciprocity
4. Critical Thinking
5. Social Responsibility
6. Experiential Learning
7. Celebration
QUESTIONS
PBL RESOURCES

• Buck Institute for Education: www.bie.org
• SEDL National Center for Quality Afterschool: www.sedl.org/afterschool
• Project Based Learning Online: www.pbl-online.org
• Edutopia: www.edutopia.org/project-based-learning
• Learn and Serve America: A Program of the Corporation for National and Community Service: www.learnandserve.gov
**MORE INFORMATION**

- **Beyond the Bell:** [www.beyondthebell.org](http://www.beyondthebell.org)
- **Forum for Youth Investment:** [www.forumfyi.org](http://www.forumfyi.org)
- **National Center for Quality After school:** [www.sedl.org/afterschool](http://www.sedl.org/afterschool)
- **Center for Youth Program Quality:** [www.cypq.org](http://www.cypq.org)
- **The Search Institute:** [www.search-Institute.org](http://www.search-Institute.org)
Jaime Stephanidis  
P: 312-288-7636  
E-Mail: jstephanidis@air.org

Fausto A. López  
P: 312-283-2319  
E-Mail: flopez@air.org

20 North Wacker Drive, Suite 1231  
Chicago, IL 60606

General Information: 800-356-2735  
Website: www.air.org