Student Name \_\_Gregory Thomas\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Grade Contracted For \_\_\_X\_ A \_\_\_\_ B \_\_\_\_ C

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| What concepts are you going to learn, or skills are you going to develop? | How will you learn the content/ develop the skill? | What evidence will you add to the portfolio to demonstrate your learning? | How will you and I assess the evidence of your learning/skills? | |
| 10%  (skills for lifelong Learning b7)  [Pursues knowledge and educational experience within projects. | * I will learn by doing research on topics that would make the community better. | * I can show products that I have done within the research products I have done in the class | * Comparing it to life long goals and how i am improving | |
| (10%)  (Oral Communication C8):  [Develops clear, innovative central messages with significant supporting materials] | * Research more in depth about the topic and make sure everything makes sense to me and everyone else | * Show that I have a deeper understanding on my products showing different videos or products that relate to each other | * the way I talk should be more clear and someone who does not know what we are researching should know after I explain everything |
| 30%  Based on (Problem Solving Skills b9)  [Identifies and evaluate multiple approaches for solving problems within products.] | * find resolutions to the problem and how I can prevent it from occurring | Showing notes or problems that may have occurred during different products (team or myself) | * I will be able to explain it to you and it should make you feel as if you can help in some kind of way | |
| (10%)  Based on (Written Communication):  [Helps demonstrate the context, the auidence, and the purpose] | * Inviting people outside the codes program to join us and fight to help the community | * Showing videos that have context of the products that I am showing | * The research and the amount of people wanting to help us grow as a community | |
| (40%)  Based on (Critical & Creative Thinking b2):  Takes risks in projects and in approaches to learning to create new knowledge} | * Making brand new ideas and bring them to the light | * Showing different ideas and approach’s that I have made and also what did not work for the products | * There will be brand new ideas that people have not thought about or have not tried to create new knowledge about the product | |