



# Project-Based Learning 项目制学习

## Instructors 指导教师

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## Class Rules 课堂规则

1. Come to class prepared 做好课前准备
2. Respect each other 互相尊重
3. Try your best! 全力以赴!

## Course Description 课程描述

The Project-Based Learning course is a chance to put the language skills you are learning in your English Language Arts class to use. Students will work on an independently designed and researched project with real-world applications. Students will be encouraged to work collaboratively in line with the MYP Attitudes to Learning. The class is an opportunity to practice learning subject knowledge in English, before transitioning into a bilingual or English only curriculum, and also a chance to gain design thinking and problem-solving skills.

项目制学习为同学们搭建了一个平台，帮助大家把英语语言艺术课堂上正在学习的技能充分施展出来。学生们将依托现实世界的应用开展独立设计和研究的项目。我们的课程将鼓励学生根据中学项目对其学习态度的要求进行协同工作。本门课程是同学们过渡到双语或纯英语课程之前实践学习英语学科知识的难得机会，而且还能帮助大家培养设计思维和解决问题的能力。

## Grading Scheme 评分方案

- Process, homework, and notes—30% 过程、家庭作业、笔记---30%
- Class participation—10% 课堂参与---10%
- Subject-specific understanding—10% 具体科目理解---10%
- Final outcome—50% 最终成果---50%

A+	A	A-	B+	B	B-	C+	C	C-	D
95-100	90-94	85-89	80-84	75-79	70-74	65-69	60-64	55-59	50-54

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## Course Schedule 课程表

Date 日期	Topic 主题	Objectives 目标
<b>Project One: Social Value Creation</b> <b>项目 1: 社会价值创造</b>		
<b>Mar. 2, 2019</b> 2019年3月2日	<u>Introduction</u> to Project-Based Learning, Design Thinking, and Value Creation 项目制学习、设计思维以及价值创造的简介	Learn the definition of project-based learning 了解项目制学习的定义 Learn the 5 types of value creation 了解5种价值创造的类型 Learn the 6 phases of design thinking 了解设计思维的6个阶段 Become introduced to the focus of this unit 了解本单元学习重点
<b>Mar. 9, 2019</b> 3月9日	<u>Empathize</u> through research and surveys 通过研究和调查产生同理心	Learn the 6 types of survey questions and their purposes 学习6种类型的调查问题及其目的 Create and distribute a survey 创建和分发调查 Find source material through online research 通过在线调查寻找源头材料 Hypothesize responses to survey questions 假设对调查问题的回答
<b>Mar. 16, 2019</b> 3月16日	<u>Define</u> the problem to be solved 定义要解决的问题	Learn to create 5 types of charts and graphs 学习创建5种图表 Compile and compare findings from different sources 汇总并比较不同来源的调查结果 Define a problem statement to be solved 定义要解决的问题陈述
<b>Mar. 23, 2019</b> 3月23日	<u>Ideate</u> through brainstorming and discussion 通过头脑风暴进行思考	Learn the 4 rules of brainstorming 学习头脑风暴的4条规则 Generate ideas collaboratively 以合作的方式产生想法 Debate ideas and reach a decision as a group 集体讨论想法并做出决定
<b>Mar. 30, 2019</b> 3月30日	<u>Prototype/Test</u> using tools and resources available 运用可使用的工具和资源测试原型	Use various materials to develop a prototype 使用各种材料开发原型 Present the prototype orally 以口头方式呈现原型 Test the prototype and report on its performance in writing 测试原型并以书面形式报告其表现
<b>Apr. 13, 2019</b> 4月13日	<u>Present</u> findings to peers and outsiders 向同行和外部人士介绍发现结果	Present this project and its outcomes to peers and outsiders 向同行和外部人士介绍本项目及其成果 Review all topics learned 回顾学过的所有主题 Reflect on the process and set goals for the future 反思整个过程，为未来设定目标

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<b>Project Two: Environmental Value Creation</b> <b>项目 2: 环境价值创造</b>		
<b>Apr. 20, 2019</b> 4月20日	<u>Empathize</u> through data collection and research 通过数据收集和研究产生共情	Learn 2 ways to collect real data outdoors 了解2种户外采集真实数据的方法 Learn 13 ways to assess credibility of online sources 学习13种评估在线资源可信度的方法 Compile data from online sources 从在线资源中汇总数据
<b>Apr. 27, 2019</b>	<u>Define</u> the problem to be solved 定义要解决的问题	Compare online and field-gathered data 对比在线和现场收集的数据 Review the 6 types of charts and graphs 回顾6种图表 Define a problem statement to be solved 定义要解决的问题陈述
<b>May 4, 2019</b>	<u>Ideate</u> through role-based discussions and brainstorming 通过基于角色的讨论和头脑风暴进行思考	Brainstorm individually before discussing collaboratively 在协作讨论之前进行个人头脑风暴 Learn 11 roles which a person can assume in a discussion 了解一个人在讨论中可以担任的11个角色 Have a productive and orderly discussion 进行富有成效和有序的讨论 Reach a decision as a group 集体决策
<b>May 11, 2019</b>	<u>Prototype/Test</u> using recycled materials 运用再生材料测试原型	Learn about the benefits of repurposed materials 了解再利用材料的好处 Practice using unfamiliar and imperfect materials 练习使用不熟悉和不完善的材料 Create and test a prototype 创建和测试原型 Record the prototype's performance 记录原型的性能表现 Reiterate a process based on feedback 根据反馈重复过程
<b>May 18, 2019</b>	<u>Present</u> findings to peers and outsiders 向同行和外部人士展示发现结果	Present this project and its outcomes to peers and outsiders 向同行和外部人士展示本项目及其成果 Review all topics learned 回顾学过的所有主题 Reflect on the process and set goals for the future 反思整个过程，为未来设定目标
<b>Project Three: Financial Value Creation</b> <b>项目 3: 金融价值创造</b>		
<b>May 25, 2019</b>	<u>Empathize</u> through market research 通过市场研究产生共情	Conduct market research 进行市场调研 Define a target audience 定义目标受众 Recognize holes in the market 识别市场上的漏洞

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<p><b>June 1, 2019</b></p>	<p><u>Define</u> through online research and <u>Ideate</u> through budgeting and brainstorming 通过在线研究进行定义，通过预算和头脑风 暴进行思考</p>	<p>Find 5 online sources and compare to market research 寻找 5 个在线资源并与市场调查结果进行对比 Research and decide on a charity to donate funds to 研究并选定一个慈善机构进行捐助 Learn to assess the impact of charities 学习评估慈善机构的影响 Create a budget for the project 为项目创建预算 Learn Basic Microsoft Excel skills 学习基本的微软 Excel 技能 Brainstorm using the 4 rules 运用 4 条法则进行头脑风暴</p>
<p><b>June 15, 2019</b></p>	<p><u>Prototype/Test</u> through customer interviews 通过顾客访问测试原型</p>	<p>Design a prototype 设计一个原型 Conduct interviews with potential customers to test prototype 通过与潜在客户进行访问来测试原型 Record and analyze interview results 记录和分析访问结果 Reiterate process based on feedback 根据反馈重复过程</p>
<p><b>June 22, 2019</b></p>	<p><u>Present/Implement</u> through sales event 通过销售活动进行展示/实施</p>	<p>Present your product to peers and outsiders 向同行和外部人士展示你的产品 Create marketing materials 创建营销材料 Sell your product and donate proceeds to charity 销售你的产品，把收益捐给慈善机构 Review the process and all topics learned 回顾整个过程和学过的所有主题</p>

\*Syllabus subject to change

教学大纲依据变化进行调整