***PBL 101* Course Overview**

**Day 1: Teacher as Learner**

|  |  |
| --- | --- |
| * Setting the Stage for a Positive Learning Culture
* Project Launch
* Initiating Inquiry: What is PBL? What is it NOT?
 | * Project Design Step 1: Considering Your Context
* Project Design Step 2: Generating a Project Idea
* Closing: “I used to think…” Ticket Out the Door
 |

**Day 2: Teacher as Designer**

|  |  |
| --- | --- |
| * Fishbowl Discussion Protocol
* Building a Positive Learning Culture
* Project Design Step 3: Building the Framework
	+ Setting Learning Goals
	+ Selecting Major Products
	+ Deciding How the Product will be Made Public
 | * Project Design Step 3: Building the Framework
	+ Writing a Driving Question
* Charting/Gallery Walk Protocol/Reflection on Feedback
* Closing: 3-2-1 Ticket Out the Door
 |

**Day 3: Teacher as Project Manager**

|  |  |
| --- | --- |
| * Building a Positive Learning Culture: Compass Points
* Phase 1 Managing the Project: Project Launch
* Charrette Protocol: DQ &Entry Event
* Phase 1 Managing the Project: Teaming
 | * Phase 2 Managing the Project: Learning Targets
* Phase 2 Managing the Project: Planning for Assessment
* Closing: Lost Generation
 |

**Day 4: Teacher as Facilitator and Coach**

|  |  |
| --- | --- |
| * Building a Positive Learning Culture: Uncommon Commonalities
* Phase 2 Managing the Project: Instructional Strategies for All Learners
* Phase 3 Managing the Project: Develop and Critique Products and Answers to the DQ
	+ Managing the PBL Experience
	+ Managing Teams
 | * Phase 4 Managing the Project: Presenting Products
* Critical Friends Protocol and Reflection
* Closing: Course Evaluation and Celebration
 |