***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 |