

Class 10 Project – Term 2.

This term will allow you to learn your own skill as a project. It is only 15 hours in total that you have to learn something, but you will be surprised at what you can get done!

Start thinking about what you would like to learn! It could be learning to use a program (music, video, text editing, drawing, photo editing); learning how to code (scratch, java); learning how to write a text-based adventure game (if you don't know what this is - look it up!). Or an idea that I haven't included here...

The school has access to the Adobe suite of products, I can provide access to this for the duration of the project if you require it. Discuss with me if there is something else I may be able to help with. Also consider if this project can help in another subject. I am assessing you on how you've learnt the "program" and not the final outcome.

1) Define your project.

- a. Write a brief outline of what you would like to learn, which program you will use and what you intend to have at the end.
- b. Keep it to 3-4 sentences.

2) Weekly Journal

- a. Keep track of what you have been doing. After every session write about the following things:
 - i. What did you do?
 - ii. How did you learn it? Give any website addresses or video links as per the Harvard Referencing guide.
 - iii. Did you try anything that didn't work? Did you look at things that you didn't find useful? Write them down to and explain why you didn't use them. (Too complicated, not what you were after, didn't like how it was explained...)
 - iv. Did you try something that worked really easily? What was it? Did you know this already or what helped you do this?
- b. Write down how you felt working through this stuff today. Remember that learning something like this can feel like you have more failures than successes – and that's exactly how it's supposed to be.

3) End product

- a. This is not likely to be what you set out to achieve.
- b. Write an explanation of
 - i. what you were intending to produce and what you finally produced.
 - ii. what you learned – specifically related to your project.
 - iii. what you learned – that may not relate to your project but may have helped complete it.
 - iv. what you learned about yourself throughout this process.

- **Submit the project outline in Week 2.**
- **Submit the documentation (weekly journal) of your progress every week.**
- **Submit your final product and the explanation in Week 10.**