## Essential Project Design Elements Checklist

Whatever form a project takes, it must meet these criteria to be Gold Standard PBL.

| Does the Project Meet These Criteria? |  |  |  |
| :--- | :--- | :--- | :--- |
| KEY KNOWLEDGE, UNDERSTANDING, AND SUCCESS SKILLS <br> The project is focused on teaching students key knowledge and understanding <br> derived from standards, and success skills including critical thinking/problem <br> solving, collaboration, and self-management. |  |  |  |
| CHALLENGING PROBLEM OR QUESTION |  |  |  |
| The project is based on a meaningful problem to solve or a question to answer, <br> at the appropriate level of challenge for students, which is operationalized by <br> an open-ended, engaging driving question. |  |  |  |
| SUSTAINED INQUIRY <br> The project involves an active, in-depth process over time, in which students <br> generate questions, find and use resources, ask further questions, and develop <br> their own answers. |  |  |  |
| AUTHENTICITY <br> The project has a real-world context, uses real-world processes, tools, and <br> quality standards, makes a real impact, and/or is connected to students' own <br> concerns, interests, and identities. |  |  |  |
| STUDENT VOICE \& CHOICE <br> The project allows students to make some choices about the products they <br> create, how they work, and how they use their time, guided by the teacher and <br> depending on their age and PBL experience. |  |  |  |
| REFLECTION <br> The project provides opportunities for students to reflect on what and how <br> they are learning, and on the project's design and implementation. |  |  |  |
| CRITIQUE \& REVISION <br> The project includes processes for students to give and receive feedback on <br> their work, in order to revise their ideas and products or conduct further <br> inquiry. |  |  |  |
| PUBLIC PRODUCT <br> The project requires students to demonstrate what they learn <br> by creating a product that is presented or offered to people <br> beyond the classroom. |  |  |  |

