

**Done is better than perfect.**



**Hold your purpose tightly,  
and your solution lightly.**



**Feedback is fuel.**



**Good things are often on the  
other side of hard things.**



**GREAT TEACHING**



**GREAT  
ASSESSMENT**

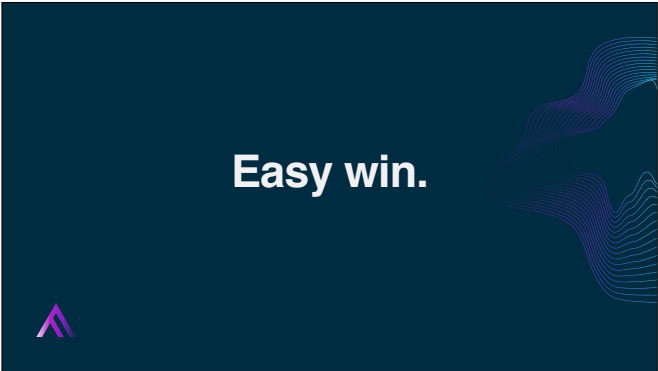




**WHICH UNIT?**



**What unit of work are you going to be leveling up?**



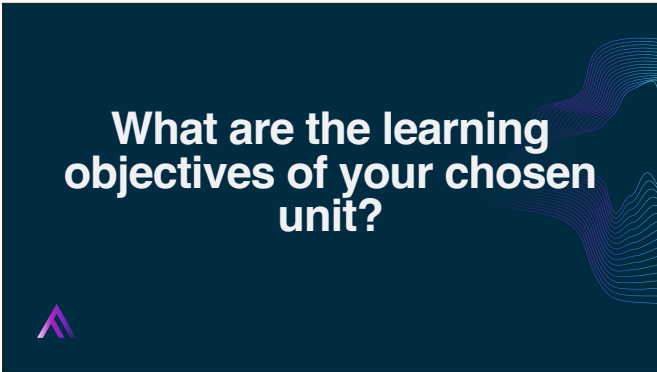
**Easy win.**



**Big win.**



**GETTING STARTED**



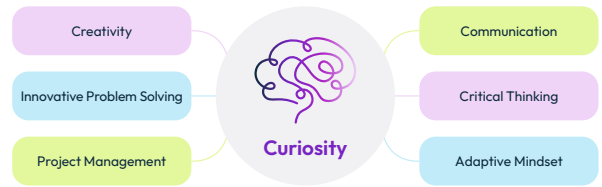
**What are the learning objectives of your chosen unit?**

## Learning Objectives

What do students need to know?  
What do students need to be able to do?  
What are the key skills they'll use?



## Enterprise Skills



PUBLIC  
PRODUCT



Assessment.



Assessment.



Celebration.



“How could you show me  
what you know?”



“How could you show me  
what you know\*?”

(\*...in a way that is Robot-  
Proof)



BRAINSTORMING



IDEATION



Idea + Creation =  
Ideation



The Cultural Conditions of  
Ideation Play.



#1 Go Big.



Quantity over quality.



#2 Go Wild.



**Most good ideas sounded  
crazy when someone first  
thought of them.**



**#3 Go Together.**



**Build on the thinking of  
others to spark new ideas.**



**“What are 10+ (public)  
products that students could  
produce as assessment in your  
chosen unit that would ‘show  
you what they know’?”**



**Documentary**



**Minecraft**



**Design and deliver an event**



**Geocaching**



**Write a proposal for a book  
idea to be presented to a  
publisher**



**HARVEST**



**SIFT, SORT  
AND SELECT**



**THE MISSION**



“The project is framed by a meaningful problem to be solved or a question to answer, at the appropriate level of challenge.”



1. The student has a (Googleable) role.
2. There is a public product.
3. The product has a purpose and an audience.



As an entrepreneur, pitch an innovative idea that makes the world a better place.



As a civil engineer, present your scaled model of a new classroom that would be engaging and inclusive to learn within to your school leadership team.



The Tubric.



Driving Question TUBRIC 2.0™

Framing  
Words

Person  
or  
Entity

Action  
or  
Challenge

Audience  
or  
Purpose



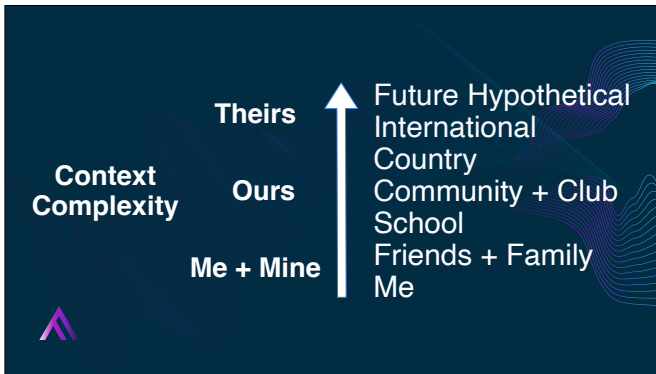
TUBRIC™ | bio.org

	1	2	3	4
	[Wild Card]	[Wild Card]	[Wild Card]	[Wild Card]
How can...		I We	Build... Create... Make...	Real-World Problem
How do...		We as, [Roles] [Occupations]	Design... Plan...	For a Public Audience
Should...		[Town] [City] [County]	Solve...	For a School
Could...		[State] [Nation]	Write...	For a Classroom
What...		[Community] [Organisation]	Propose... Decide...	For an Online Audience

Assembly required. Instructions not included. Application open-ended. It's Project Based Learning.

TUBRIC™ | bit.org

As an entrepreneur, pitch an innovative idea that makes the world a better place.



As an entrepreneur, pitch an innovative idea that makes the world a better place.

Can you make it contextual?

As an entrepreneur, pitch an innovative idea that makes the school a better place.

**Can you make the problem more specific?**



**As an entrepreneur, pitch an innovative idea that makes the school more sustainable.**



**Can you make the product more specific?**



**As an entrepreneur, pitch an innovative digital solution that makes the school more sustainable.**



**Can you make it personal?**



**As an entrepreneur, pitch an innovative digital solution that reduces your carbon footprint.**



**\*or another topic approved by  
your teacher**



## SUSTAINED INQUIRY



**“Students engage in a  
rigorous, extended process of  
posing questions, finding  
resources, and applying  
information.”**



**In order to successfully  
complete the Driving  
Question, what will students  
need to know, or know how to  
do?**

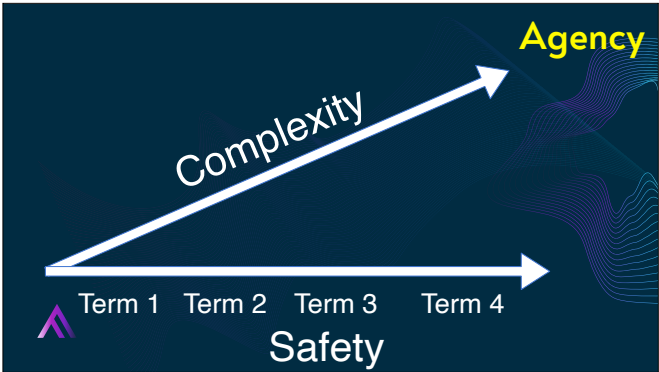
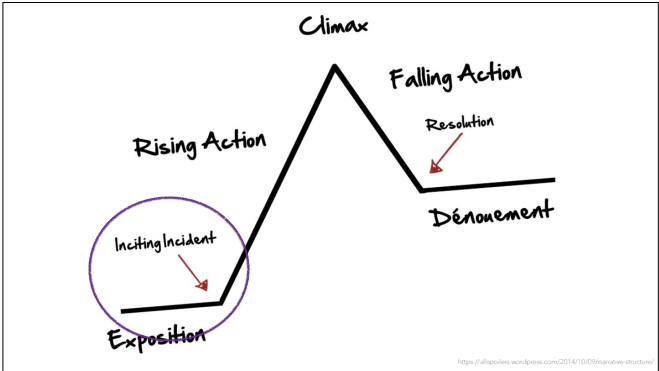
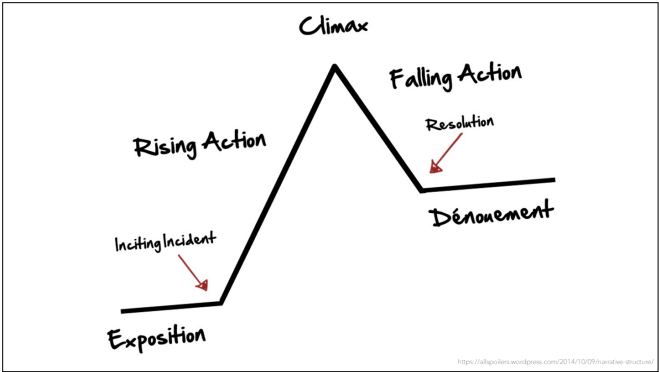


## Skeleton Overview

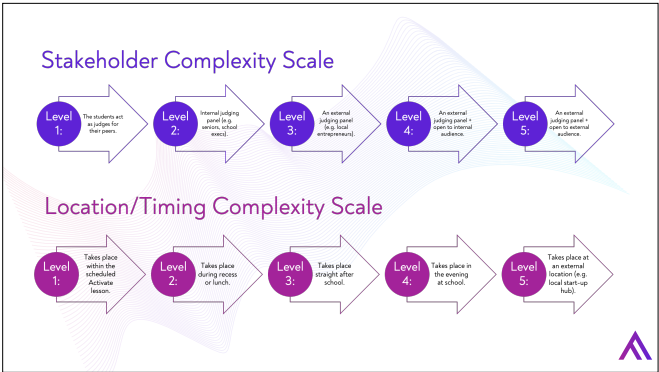
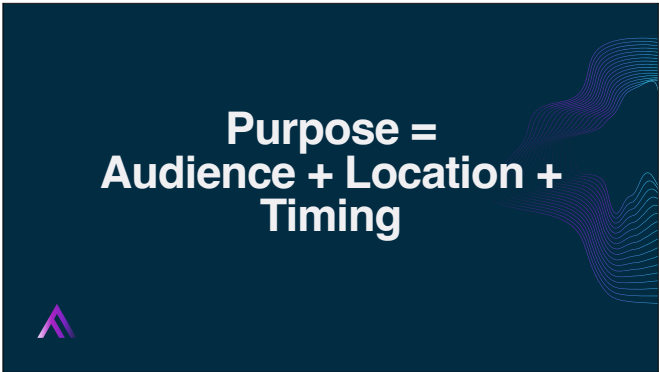
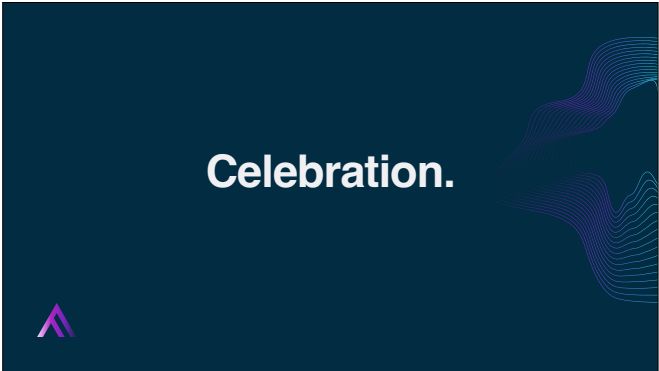
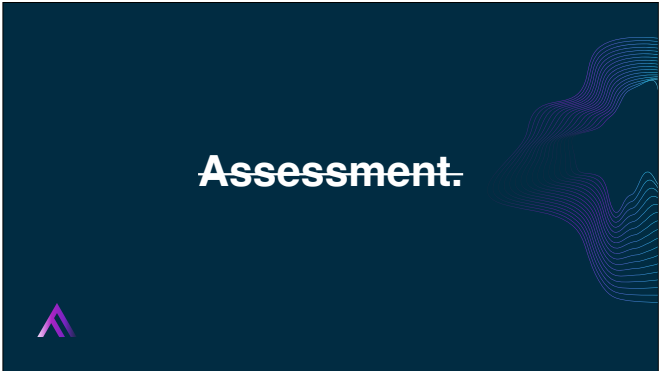
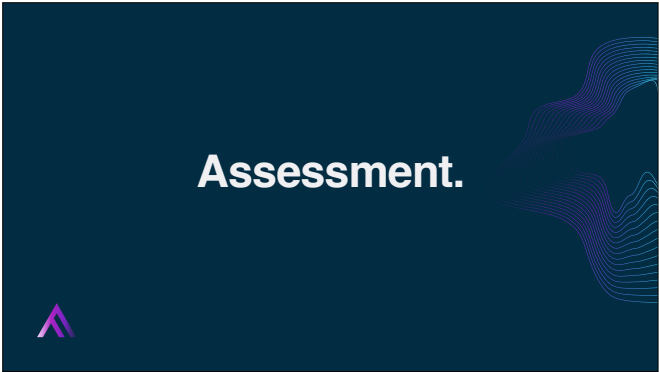


Week	Lesson 1	Lesson 2	Lesson 3
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

# THE BEGINNING



1. Opens up possibility.
2. Generates interest and engagement.
3. Amplifies a real-world connection.
4. Builds relationships and classroom culture.



## Trade display/Expo



## School Market



## Trade display/Expo



## Shark Tank



## Prizes? Judges?

### 3 judges

#### School Decision Maker

- Principal
- Head of School

#### Authentic External Voice

- Activator
- Local entrepreneur

#### Wildcard

- Celebrity
- Alumni

If you don't ask, you don't get.



WHERE TO NOW?



Enterprising Curriculum Teacher PD  
(1, 2 or 4 days)

Enterprising Curriculum Online 2024  
- Term 3/4 (weekly from Sep 5th)

Enterprising Curriculum Online 2025  
- Term 1 (weekly from Feb 6th - TBC)



The screenshot shows the 'myPBLworks' website interface. At the top left is the logo 'myPBLworks' with the tagline 'WORK INSPIRES OUR EDUCATION'. To the right are links for 'Projects' and 'Resources'. Below the header is a large image of students in a classroom setting. A text box over the image says 'Get inspired by ...our expanding library of project ideas that are standards-aligned, and cover a range of grade levels and subject areas.' Below the image is a search bar with a 'Go' button and a dropdown for 'Subject Area (-)'. To the right of the search bar, it says '99 Results' and shows two small thumbnail images of project work.

hundrED About Innovations Spotlights Services News



## HundrED Global Collection 2024

GLOBAL COLL

The HundrED Global Collection 2024 features 100 of the most impactful and scalable education innovations from around the world.

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Community



