BUCK INSTITUTE FOR EDUCATION	VAN ANDEL INSTITUTE FOR EDUCATION
PBLWOKS	*BLUE APPLE
CHALLENGING PROBLEM OR QUESTION The project is framed by a meaningful problem to be solved or a question to answer, at the appropriate level of challenge.	 Blue Apple projects begin with a driving question that is provocative and engaging, most often challenging students to think about how they can make the world a better place. Every project begins with a game, demonstration, or "aha" moment that kickstarts curiosity and amps up engagement in introducing the driving question.
SUSTAINED INQUIRY Students engage in a rigorous, extended process of posing questions, finding resources, and applying information.	 Each project transpires over 8-10 lessons, where students construct meaning and discover solutions while building work ethic and perseverance. Each lesson contains a specific learning target that focuses the inquiry process.
AUTHENTICITY The project involves real-world context, tasks and tools, quality standards, or impact, or the project speaks to personal concerns, interests, and issues in the students' lives.	 Every Blue Apple project engages students in making their world a better place. Students study content in the context of a real-world problem. To boost authenticity, Blue Apple has included classroom-friendly industry experts related to each project, with ready-to-show videos or contact information to coordinate live connections.
STUDENT VOICE AND CHOICE Students make some decisions about the project, including how they work and what they create.	Blue Apple projects provide multiple options for students to drive the process of learning and the composition of the final product. All options for student choice are at teacher discretion.
REFLECTION Students and teachers reflect on the learning, the effectiveness of their inquiry and project activities, the quality of student work, and obstacles that arise and strategies for overcoming them.	 Every lesson in Blue Apple projects ends with reflection questions that help students process learning by thinking critically and applying what they've learned. To support reflective conversations, each project includes assessment rubrics for both the process and the product.
CRITIQUE AND REVISION Students give, receive, and apply feedback to improve their process and products.	 Every project requires continuous iterative thinking by including a "Fix It Up" stage that supports giving and receiving feedback for meaningful revisions to both process and product.
PUBLIC PRODUCT Students make their project work public by explaining, displaying and/or presenting it to audiences beyond the classroom.	 Every "Share Your Awesome" step includes multiple ideas for presenting student work in a public format, to an authentic audience. These can be live events, digital shares, or both. Teachers are also given a Press Release template to garner

LEARNING GOALS

- Key Knowledge
- Understanding
- Success Skills

- positive public publicity for their classroom's work.
 All Blue Apple projects include cross-curricular mini-lessons in English/Language Arts, Math, Science, Social Studies, and Social/Emotional Learning.
- They also explicitly develop universal skills such as collaboration, speaking and listening, creativity, and critical thinking.