

**The Unique Link: Creating a team environment and using questions to foster meta-cognitive learning that results in life-long learning & college/ career readiness skills: Middle-high school grade**



**Description:** Problem solving process need not "stand alone" in the curriculum; indeed, it can and should leverage existing curricular elements -- soft-skills, language arts and social studies!

This program will offer hands-on opportunities for students to explore practical ways to use project based learning and thinking skills to enrich the study of literature, social studies/history, science, and mathematics. In this curricular approach, students respond to community/ school & world problems by identifying needs, by identifying multiple possible solutions, and by exploring and refining those solutions through prototyping, revision and public presentation by the students. Soft-skills are cognitively infused during the process.

For example, middle school students might respond to a school problem of dealing with friendships issues by designing a process with the team to provide group discuss in the school; high school students might respond to a community problem of in-adequate playground facilities in the community. These problems would be selected by the students and they would be developed in their assessment strategy.

Creative and critical thinking, meta-cognitive reflection, and questioning are the tools for a project-based learning environment to engage children and make learning relevant. While learning about project based learning (PBL), participants will practice strategies to build, creative, collaborative, and community-minded classrooms of the 21st century.

**Uniqueness:**

- Creating a team that operates like a sports team with values, roles, charter and a culture.
- Facilitator using questions that support the mega-cognition growth of the student.
- Students are involved in the ownership and management of their learning.
- Creates rich cross-curricular possibilities.
- Connects directly with improvement of living conditions/safety/health/culture and welfare of society.
- Supports a joyful and playful creative attitude in the classroom.

