

J. Sherwood-Hill  
MEDT 7464  
Project Based Learning  
Fall, 2009

**NETS Standards 3: Model Digital-Age Work and Learning:** Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society. Teachers:

D. Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

**NETS Standard 4: Promote and Model Digital Citizenship and Responsibility**

Teachers understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behavior in their professional practices: Teachers:

D. Develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital-age communication and collaboration tools.

The Project Based Learning Activity supports these standards because it demonstrates my ability to pull in digital resources that use information to support research and learning as well as engage students of other cultures using digital tools. This activity was part of a group effort where each member of the group was responsible for creating learning activity for Market Day. In this activity, I proposed that students learn about a business ownership and how the different type businesses are a part of the U. S. economy. I used PowerPoint to show how the lesson will be taught in class and included assignments that require students to research businesses online. The culminating activity is for groups of students to create their own business to sell a product during Market Day. This allows for all students regardless of background to work together and share their experiences at Market Day. I also included an example of a product – flower pen that I show how to make using an Ebook.

This year I am teaching sixth grade social studies and literacy, I am going to use this PBL activity towards the end of the school year and also try to tie it into math and science. We never have had a market day and I think that students would benefit from this learning experience because it draws in a variety of digital tools needed to create a business and product. One aspect of this project I am going to change is the amount of time that I originally used. I feel that it may be better to teach this lesson over a ten day period so that students have enough time to complete the assignment in a timely manner with quality products.