

## E-Learning Project

### Day 1 and Day 2

Name \_\_\_\_\_ Date \_\_\_\_\_

\*\*Please return this sheet to school when time allows with a parent signature on the back.

Genius Hour is an ongoing free-choice project that students will work on throughout the day/week in the event of a cancellation date of school and activation of e-learning.

Genius Hour involves selecting a topic that interests you and researching that topic in depth throughout a period of time.

Google allows it's engineers to spend 20% of their time to work on any pet project that they want. The idea is very simple.

Allow people to work on something that interests them, and productivity will go up.

Google's policy has worked so well that it has been said that 50% of Google's projects have been created during this creative time period.

→Gmail

→Google News

These projects are creations of Genius Hour!

#### Step #1 (timeframe 45-60 min)

Choosing your topic : You may choose topics and brainstorm a list. Begin to narrow down that list so you have your favorite topic.

Topics for Genius Hour should be:

1. Something you're interested in! The point of this is to learn something you'd actually like to learn.
2. Broad enough that you could spend hours researching it and not run out of things to learn. However, they can't be so broad that your research is directionless. Something like, "space" would be too broad, "space exploration" is appropriate, and "why is the sun hot?" is too narrow. Reminder: your question shouldn't be answered by YES or NO or a single answer.
3. School appropriate.
4. Unique.

#### Step #2 (timeframe 45-60 min)

Choosing research sources :

The appropriateness of your source will depend on the topic that you're researching.

- Choose an academic source. Dictionaries, encyclopedias, websites ending in .edu, .org, or .gov are more likely to be good sources.
- Find the original research study, or use sources that cite original studies
- Phone a friend/mentor that has a great deal of experience with your topic
- Magazine articles
- Novels

- **No Internet Service:** no problem.....you don't always need to use online research. Find your sources through books, libraries, magazines, newspapers, and even your previous homework assignments, interviews, documentaries, news,Netflix and YouTube.

### **Step #3 (timeframe 3-4 hours)**

#### **Research/Learn**

This is the research phase which includes learning online, watching videos, interviewing people.

Talking to mentors and reading information on topic of choice.

This part of the process should take you the most time.

While students learn they share their process with family members.

what they have learned including what mistakes and challenges they have encountered.

### **Step #4**

#### **Make and Design (3-4 hours)**

It is time to make and build! Students design solutions and products based on what they have been learning, all for an authentic audience.

This project could be a posterboard to display the project.

The students could use *Google Slides*, create a website, think outside the box.

Create a diorama

Make a game for others to play with directions, etc...

These designs can be reports, 3D models

These projects will take students to a higher level of thinking. The ideas are limitless.

### **Step #5**

#### **Present/Reflect**

After students make their product it is time for them to present when they return to school.

This will be a two day project so please put forth the effort to research effectively and build your project with effort.

There's no wrong approach, just include these elements:

1. Some type of research
2. Learn something new to you
3. Find a way to share what you learned in a final product/presentation.

My child participated in E-Learning while school was not in attendance.

X \_\_\_\_\_  
Parent Signature