FRANKLIN HIGH SCHOOL
EXTENDED LEARNING OPPORTUNITIES
Product Planning Guide

Product Information

The ELO student demonstrates his/her gained knowledge and applies an understanding of what they learned by developing a tangible product that relates to his/her interests, skills, and abilities.

The choice of product must be appropriate to the ELO topic. Examples of products:

- Digital Portfolio
- Lesson Plans
- News Article(s)
- Travel Guide
- Portfolio of Artwork
- Original Experiment

- 3-D Model
- Food/Recipe
- Play Script
- Written report
- Brochure
- Persuasive Letter

- Creative writing piece
- Create a website
- Visual Graphic
- Musical Production

10 Tips in Creating your final Product

1. **Determine how your work can help others:** Create a product that can help others learn. Can future students benefit from your learning experience? Can a professional in the community use your product to help them be more productive?
2. **Focus on your learning goals:** Keep the end in mind. What do you want to have accomplished when your finished? Does your product meet your learning goals and answer your essential questions?
3. **Start small and remained focused:** Don't take on more than you can handle. Make sure your product is achievable in the time-frame you have available.
4. **Take it for a test drive:** Review the functionality of your product regularly. Does it work? Is it useful? Does it function as you it was designed. Remember - what sounds great on paper may not work out so well in reality.
5. **Keep your ELO Partners in the loop:** Be sure to share your deadlines and benchmarks with your ELO partners. It will help you stay on track and allow you to receive feedback moving forward.
6. **Reflect:** Record your experiences. Much like an engineer's notebook, reflecting on your process will help you problem solve and think critically about where you are and where you are headed in your product development.
7. **Set clear deadlines and benchmarks:** Be realistic about what you can accomplish in the time-frame you have. Give yourself deadlines to stay on track. It is easy for anyone to procrastinate and push off tasks. Reflecting and checking in with your ELO partners regularly will help you stay on track.
8. **Utilize your strengths:** Make creating your final product fun and relevant by playing on your own strengths, interests and abilities. We are much more likely to stay engaged in an activity that is authentic to us!
9. **Make connections:** Connect with professionals in the community to get feedback on your product. What better way to determine if your product will function in the "real world" than having it reviewed by someone in the "real world".
10. **A presentation isn't a final product!:** Many students mistake the final presentation for their product. Remember that your presentation is a chance to share your final product and learning experience.