

Personal Project Timeline

September:

- ◆ Brainstorm and identify topic, goals
- ◆ First meeting with supervisor

October:

- ◆ Finalize topic & begin research
- ◆ Contact a community mentor (optional)

November/December:

- ◆ Set criteria for success
- ◆ Work on product

January/February:

- ◆ Product completed
- ◆ Report finalized

March:

- ◆ Turn in product, report and journal

May:

- ◆ Personal Project Community Night

Ongoing:

- ◆ Meet with supervisor monthly
- ◆ Use the process journal
- ◆ Remember—25 hours is an approximate!

Care for more information?

All 10th grade students receive an in-depth Personal Project guidebook with details about completing the project. The guidebook has all important due-dates, rubrics for assessment, examples and more. The guidebook, as well as other resources, can be found online at:

Tinyurl.com/ShakerPP

Or scan the QR code to automatically go to website:



Also feel free to contact the High School Middle Years Programme Coordinator, John Moore, at:

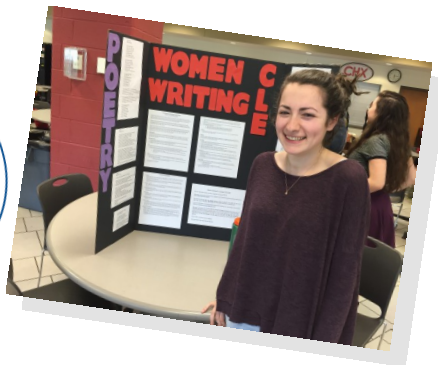
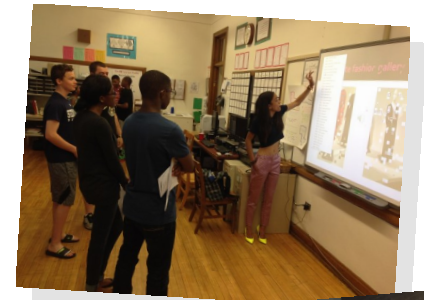
216.295.6322

Moore_J@Shaker.org

 Shaker Heights Schools



Introduction to the 10th Grade Personal Project



What is the Personal Project?

All 10th graders will complete an independent project as the capstone experience of their journey through the Middle Years Programme.

Projects can be based on nearly *ANYTHING* that interests the student. It should be fun and challenging!

Examples of previous Personal Projects:

- ⇒ Taking up a new instrument
- ⇒ [Creating a YouTube series](#)
- ⇒ Writing a short story
- ⇒ [Producing a fashion photo-shoot](#)
- ⇒ Developing a fundraiser
- ⇒ [Designing a video game](#)
- ⇒ Composing songs for an album
- ⇒ [Penning a news article](#)
- ⇒ Completing an Eagle scout project
- ⇒ [Learning statistics](#)
- ⇒ Performing a play
- ⇒ [Coaching a soccer camp](#)
- ⇒ Building a computer
- ⇒ [Hosting team dinners](#)
- ⇒ Organizing a gaming tournament
- ⇒ [Keeping a food blog](#)
- ⇒ Leading a writer's workshop
- ⇒ [Photographing nature in Shaker](#)
- ⇒ Commentating video games
- ⇒ [Making a movie](#)
- ⇒ Dropping a mixtape
- ⇒ [Shadowing a doctor](#)
- ⇒ Learning how to weld

What makes up a Personal Project?

There are 4 major parts of the Personal Project:

1. **The outcome:** This is what the student *did*: it may be a physical object (e.g. invention, model, craft), an event (e.g. concert, play, fundraiser), or a creative piece (e.g. story/book, video, artwork).
2. **The Report:** Students must share their planning and results of the project. This could be audio, visual, written or a combination of different media.
3. **Process Journal:** What ideas, struggles, brainstorming, goals, meetings, resources and more did the student encounter? The process journal shows the development of both the student and project.
4. **Exhibition:** Students get to present their findings informally to the community, discussing what they discovered and its value. *It's a celebration of success!*

Frequently Asked Questions

Q: How long should it take?

A: Around **25 hours**, depending on the depth of what you want to do. That 25 hours should include what you DO, journaling about it, and creating your report.

Q: Can students work together to complete a project?

A: Yes, but keep in mind that while the final *product* might be shared, **everyone has to do their own journal and report**. The product must be significant to require a team, and each team member is responsible for a unique portion of the larger project.

Q: Can a National History Day (NHD) project count as a Personal Project?

A: Yes— **an NHD project can count as the outcome of a Personal Project**, but students are still responsible for submitting a report and process journal showing their growth and reflection.



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