Project-Based Learning for Content Literacy

Phase 1: Ideation & Research

Lay the foundation for a meaningful, authentic project through inquiry.

Phase 2: Planning & Creation

Turn ideas into a product through planning, creating, and iterative feedback.

Phase 3: Publication & Assessment

Share products with an authentic audience and assess, reflect, & revise.

01 Teacher Ideates



- Identify student needs & curricular goals.
- Select a WAGOLL for students to study.
- Identify a community partner to support student work.

02 Students Ideate



- Study and unpack the WAGOLL
- Brainstorm possible topics.
- Develop a guiding question for the project.

03 Research



- Generate inquires.
- Identify gaps (and ghosts) in existing knowledge.
- Collect, evaluate, and synthesize information.
- Refine your guiding question as needed.

04 Plan



- Reflect on what your research revealed.
- Determine what the project needs to communicate.
- Organize your ideas and evidence.
- Develop a plan for your final product.

05 Create



- Flash draft pieces of your final project.
- Engage in a cycle of draft → revise → seek feedback → repeat.
- Return to the WAGOLL throughout creation.
- Refine the work with your intended audience in mind.

06 Publish



- Make your work accessible to its intended audience.
- Share or present your work.
- Gather feedback from authentic audiences.

07 Assess & Revise



- Reflect on the process and final product.
- Assess using the rubric developed throughout the project.
- Incorporate feedback and revise.
- Evaluate both disciplinary learning and the skills practiced throughout the project.

WAGOLLs as a Mentor Text | *Return to and learn from WAGOLLs ("What a Good One Looks Like") throughout the project.*

Community Partners & Authentic Audience | *Engage with a community partner early and keep your intended audience in mind throughout.*

FEEDBACK • ASSESSMENT • REFLECTION • REVISION | *Happen throughout all phases of the project.*

lilyPD
Professional Development
powered by William & Mary

Project-Based Learning for Content Literacy Framework created by Sam Futrell
Designed by Grace Helmick