

Project Planning Form

Name of Project:	The Hunger Games Reality Game Show Project	Duration: October 1 st – November 30 th				
Class(es):	Periods 2 and 8	Semester: 1 st				
Content/Curriculum areas to partner with	Computer-Based Projects					
Project Idea (investigation, scenario, problem, challenge, issue, etc.)	Students will create their own reality television game that includes writing a prospectus, rule book, application and a treatment for a highlight reel they will later film.					
Entry Event (grabber) to launch inquiry and spark curiosity	- Students were provided memo from FOX Studios requesting new ideas for their programming department. This project also coincides with a novel that deals with reality television.					
The Driving Question, Problem or Challenge Statement or Issue	What happens if society chooses entertainment over humanity?					
Content and Skills Standards addressed:	<ol style="list-style-type: none"> 1. Write expository essays and compositions appropriate to audience and purpose 2. Write essays and compositions that use various organizational structures and stylistic devices 3. Listen to, provide, and evaluate constructive feedback 4. Select and use prewriting strategies appropriate to audience and purpose 5. Apply standard English to communicate ideas, feelings and experiences 6. Summarize expository information 	<ol style="list-style-type: none"> 7. Identify and explain the use of text features to comprehend, interpret, and evaluate information for specific purpose 8. Use appropriate technical vocabulary to give clear directions for completing tasks and procedures 9. Write instructions to complete tasks or procedures 10. Maintain a clear focus and logical sequence when communicating information 11. Identify and analyze theme based on evidence 12. Explain a lesson learned based on events and/or a character's actions 				
Partnership for P21 Skills to be taught (T) and practiced (P): Check all that apply	T	P	T	P		
	Critical Thinking/Problem Solving	X	X	Social Literacy and Cross/Multi-Cultural Literacy		
	Communication (oral and written)	X	X	Productivity and Accountability		X
	ICT Literacy			Leadership and Responsibility	X	X
	Collaboration	X	X	Financial, Economic and Entrepreneurial literacy		
	Information Literacy	X	X	Civic Literacy		
	Flexibility and Adaptability		X	Health Literacy		
Initiative and Self-Direction		X				

					Presentation Audience	
Student work	Major group product(s) :	- Highlight Reel - Rule Book - Application			Class School Community Experts Web Other	X
	Major individual product(s) :	- Reflective Exercise				
Assessment & Reflection	Rubric(s) I'll use (check all that apply)	Collaboration	X	Content Knowledge	X	
		Critical Thinking	X	CTE Competencies		
		Oral Communication	X	Physical Education skills		
		Written Communication	X			
		Visual/Performing Arts	X			
	Other assessments, benchmarks & checkpoints (check all that apply)	Quizzes/tests		Practice presentations	X	
		Self-evaluations	X	Notes	X	
		Peer evaluations	X	Checklists		
		On-line tests/exams		Concept Maps		
	Reflections	Survey		Focus group		
		Discussion	X	Learning plan		
		Journal write/learning log	X			
Resources	On-site personnel:					
	Technical (equipment)					
	Community resources					
	Material resources					