

Distilling Project-Based Language Learning Experience: the NFLRC's Project Repository

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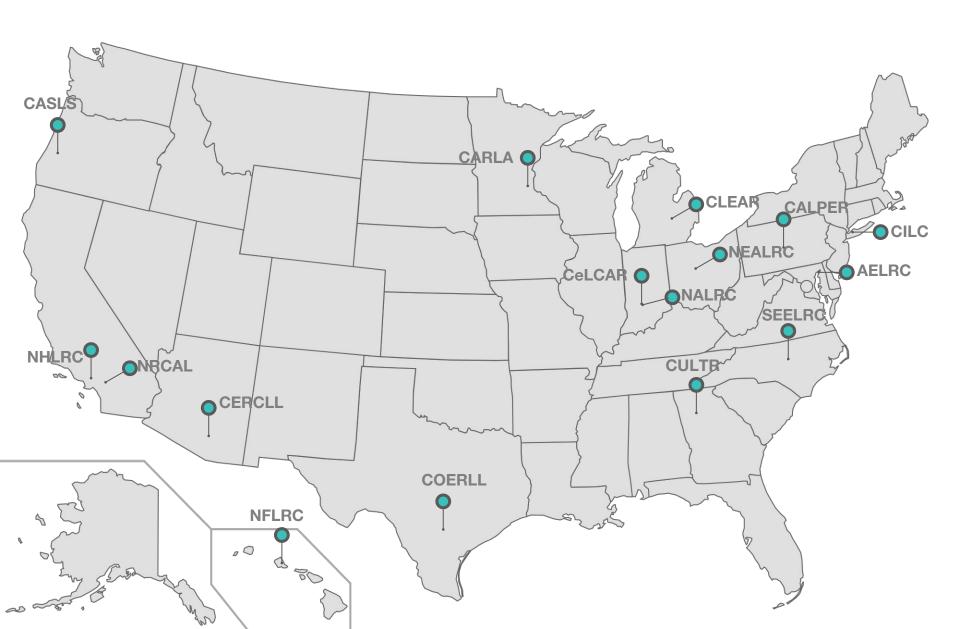
June 1, 2018

3:45pm, Room 1128, Foreign Languages Building University of Illinois at Urbana-Champaign



Stephen Tschudi, University of Hawai'i at Mānoa

www.nflrc.org



About

Projects

Publications

Events

Languages



With Aloha and Appreciation for Dick Schmidt

It is with great sadness that we announce that Dr. Richard (Dick) Schmidt passed away on Wednesday, March 15, 2017. Dick was the longest serving NFLRC director

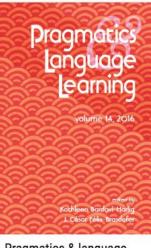
More About



Language Resource Centers

Explore free resources from 16 National Foreign Language Resource Centers. Learn more about this program filling a critical need.

More About



Pragmatics & language learning, volume 14

This volume contains a selection of papers presented at the 2014 International Conference of Pragmatics and Language Learning at Indiana University.

More Publications



Project-Based Language Learning: Promoting Child Literacy in Providence

Learn how to put the pieces together



Fundamentals of

Project-Based Language Learning

2017 Fundamentals of Project-Based Language Learning (PBLL) Online ...

Learn the fundamentals of project-based language learning (PBLL) and earn your digital badge!

More Events



2017 Project-Based Language Learning (PBLL) Intensive Summer Institute: ...

Further develop your PBLL Project Blueprints with guidance from experts in the field

More Events



NFLRC Listserv

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2016

People

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Cherice Montgomery, PhD Brigham Young University ISI 2015 Co-Leader



Lauren Scheller, MEd FL Educators of NJ ISI 2015 Co-Leader

f in 💆 🛭



Hui-Ya Chuang University of Hawai'i ISI 2015 Technology



Jim Yoshioka University of Hawai'i ISI 2015 Coordination



NFCC Intensive Summer Institute

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National Foreign Language Resource Center

PATHWAYS TO

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University of Hawai'i ISI 2016 Co-Leader





University of Hawai'i ISI 2016 Technology









Univer





Resources Repository

University of Hawai'i ISI 2017 Co-Leader



PBLL Modules Mini-project reflections

Project-based Language Learning

Julio Rodríguez University of Hawai'i ISI 2017 Project Director ⊕ in 💆



University of Hawai'i ISI 2017 Coordination ⊕ in



University of Hawai'i ISI 2017 Supporting faculty



2017

Russ Suvorov University of Hawai'i ISI 2017 Technology



Background

The NFLRC 2015-2017 Intensive Summer Institutes on Project-Based Language Learning provided hands-on guidance to participants honing ideas for specific project-based language learning designs.

The referential value of these designs is leveraged by their presentation as a public product in the Project Repository, each one a jumping-off point for other practitioners.



Pebbles

Project Based Language Learning Prototypes

14 title In modified ▼ language I^A author



Animal Action News Program: Help Wild **Animals Stay Wild**

by I-Ling Hsu

The key driver for eating is hunger for sure but the eating



Cute and Wild Orphans! ¡Huérfanos lindos y



Authentic Regional Culinary Experience

by Xuan Wang-Wolf

In this project, students will explore the abundance of Chinese regional cuisines and learn about their geological, cultural and historic...



Celebrating Persian New Year (Noruz) at University of Hawaii at Manoa

by Ladan Hamedani

The project idea is to present Persian New Year, Noruz, at



Big Island Tourism Promotion

by Sheldon Ormsby

Describe your project here.



Bollywood Parody of Romeo and Juliet

by Sai Bhatawadekar

This is a cross-cultural creative project that involves co-writing, directing, and performing a parody of an iconic Indian film. (Think t...





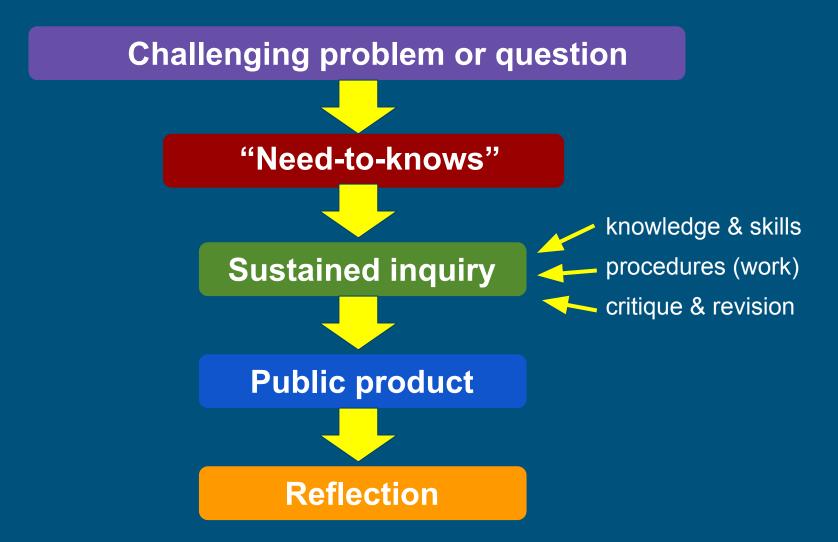
Clean Water for All / Agua Limpia para Todos

NFLRC PBLL Project Repository

Your take-aways

- A more grounded understanding of Project-Based Language Learning
 - its potential at different levels
 - the disruption it presents to the profession
- A reference resource -- the Project Repository -- with more "PBLL stories" to serve as a basis for your further exploration

PBL?



"Gold Standard" PBL: Buck Institute for Education (2015)

- Key Knowledge,
 Understanding, and
 Success Skills
- Challenging Problem or Question
- Sustained Inquiry
- Authenticity
- Student Voice & Choice
- Reflection
- Critique & Revision
- Public Product

Gold Standard PBL: Essential Project Design Elements



Buck Institute for Education 2015

It's nice that Project Based Learning is becoming popular, but popularity can bring problems. Here at the Back Institute for Influentian, serve concerned that the neont upwargs of interest in PSE will lead to wide variation in the quality of project design and classroom implementation.

If done well, PBE, yields goart results. But if PBE, in not done well, two problems are likely to arise. Frest, we will seen to red savigaments and autheties that are labeled as "poojects" but which are not rigorous PBE, and student hearning well suffer. Or, we will see projects bedfer on understreament



teachers and result in wasted time. Institution, and fallow to understand the possibilities of PRE. Then PRE runs the risk of becoming another one of pesterday's educational fads — suggesty remembered and rards practiced.

To belp teachers to FSE well, we created a companient in, see such based model for PGL a "gold transfard" to help teachers, schools, and organizations in measure, colibrate, and improve their practice. This term is used in many industries and fields to indicate the highest quality process or produce, that conception of Gold Standard PGL has three parts. Of Student Learning Goals in the caster of the diagram below? 20 Essential Project Design Hements (shown in the red sections of the diagram), and 31 Project Based Facility Practices (which we explain clienthers).

Student Learning Goals

Scaderic learning of academic content and skill development are at the center of sity well-designed, project. Life the leass of a careera, our diagram, puts the focus of PRL on preparing students for successful school and the experiences.

Key Knowledge and Understanding

Gold Standard PBL teaches students the important content standards, concepts, and indepth understandings that are fundamental to school solpest areas and academic desiphines. In good projects, students learn how to apply lenswinding to the real world, and use it to solve publisms, answer complex questions, and create high-quality products.

Key Success Skills

Centent isomirdge and conceptual understanding, by themselves, are not enough in today's world. In school and college, in the modern worliplace, as citizens and in their lives generally, people need to be able to think critically.

For the PSC records, said No. mg

BURLS BUCK INSTITUTE FOR SBUCATION / 1

HQ (High Quality) PBL: Buck Institute for Education (2018)





AUTHENTICITY



PUBLIC PRODUCT



COLLABORATION



PROJECT MANAGEMENT



REFLECTION





Pebbles

Project Based Language Learning Prototypes

▼ language

I^A author

IA title

I^A modified €



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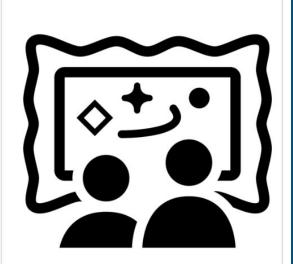




Clean Water for All / Agua Limpia para Todos

NFLRC Project Repository

Two sample project designs



Museo para muchachos by Abby Carle

This six-to-eight-week project was designed for a class of eight Spanish learners with advanced low proficiency. The learners are enrolle...

Advanced Low

Novice Low

夏威夷甘蔗园移民村 游戏书 Hawaii's Plantation Village Activity Book



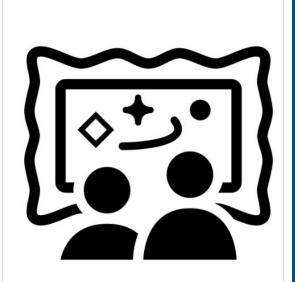
For ages 5-7 适合五到七岁 的孩子使用

Activity book for Chinesespeaking children visiting Hawaii's Plantation Village

by Stephen Tschudi

Culture differs not only across national boundaries, but across communities and social classes within those boundaries, and even across g...

Museo para muchachos



Museo para muchachos by Abby Carle

This six-to-eight-week project was designed for a class of eight Spanish learners with advanced low proficiency. The learners are enrolle...

Driving question:

"How can we create an activity brochure for Spanish-speaking children that will make a trip to Boston's Museum of Fine Arts more engaging?"

Museo para muchachos

Need-to-knows:

Gather, describe, and compare effective educational practices and activities for children based on information from <u>interviews</u>, <u>videos</u>, <u>articles</u>, <u>and web pages</u> from various museums in Spanish-speaking countries using research skills, vocabulary for museum education and art, and sentence structures for making comparisons.

Prepare, conduct, and report on <u>interviews with museum experts</u> from the Museum of Fine Arts about museum education and artwork by Spanish-speaking artists using standard interview protocol, vocabulary for museums, education, and art and present and past tenses in the indicative mood.

Investigate, describe, and compare <u>artwork by Spanish-speaking artists</u> on display at the MFA using research skills, vocabulary for visual arts, the indicative tenses (present, preterit, imperfect, and present perfect), and sentence structures for making comparisons and using superlatives.

Collaborate with peers to organize information and images in order to produce a **children's activity brochure** about artwork and Spanish-speaking artists on display at the MFA using vocabulary for art and museums and the imperative and the present subjunctive for giving instructions and suggestions.

Museo para muchachos

Communicative modes:

Gather, describe, and compare effective educational practices and activities for children based on information from <u>interviews</u>, <u>videos</u>, <u>articles</u>, <u>and web</u> <u>pages...</u>

→ Interpretive

Prepare, conduct, and report on <u>interviews with museum experts</u> from the Museum of Fine Arts...

→ Interpersonal

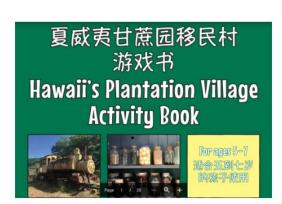
Investigate, describe, and compare <u>artwork by Spanish-speaking artists</u> on display at the MFA...

→ Interpretive, Presentational

Collaborate with peers to organize information and images in order to produce a **children's activity brochure**...

→ Presentational

Hawaii's Plantation Village Activity Book



Activity book for Chinesespeaking children visiting Hawaii's Plantation Village

by Stephen Tschudi

Culture differs not only across national boundaries, but across communities and social classes within those boundaries, and even across g... Driving question:

"How can we design and create a printed activity book for distribution through Hawaii's Plantation Village, designed for young Chinese-speaking visitors to the Village, that connects things they see at the Village to their own lives?"

Hawaii's Plantation Village Activity Book

Need-to-knows:

Understand a <u>story about a little girl</u> who visits Hawaii's Plantation Village and has a revelation connected with an activity book from the Village.

Identify typical, appropriate <u>activity-book activities for kids</u> around kindergarten age.

Identify <u>artifacts, structures, and natural phenomena</u> at Hawaii's Plantation Village that could spark a connection with the lives of kids around kindergarten age.

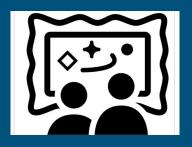
Develop an activity idea and draft on paper <u>a title</u>, <u>a visual element / illustration</u>, <u>and instructions</u> for the activity.

Identify **language needed** for a Chinese version of the activity design.

Get into, through, and out of an <u>interview with a Chinese-speaking informant</u> to obtain the desired language for the activity in written form (characters and Pinyin). <u>Transfer the draft design</u> of the activity into the book layout document (Google Slides).

Add the Chinese title and instructions to the layout by typing in Chinese.

Advanced vs. Novice



- Plethora of authentic input (articles, videos)
- Analysis, synthesis in L2 (What are museums for? What should museums do for kids?)
- Unscaffolded interviews in L2, written presentation of findings in L2
- Collaborative work in L2



- CI story designed for "zero beginners"
- Design phase, peer feedback in L1
- 100% scaffolded L2 interaction w/ informants
- Language in product is manipulable object, not target construct (they don't "learn" it)
- Roundabout "discovery" approach to component skills: joy of typing in Chinese

PBLL: A challenge to the curricular paradigm

Notional/functional Task-based Communicative	 Target construct posits future (proficient) self, performing life tasks Learner agency is simulated: someday I'll be able to Scaffolding may be viewed negatively Target construct is large and distant
PBLL	 Target construct centers around "need-to-knows" for Public Product Scary: cannot replicate a project Agency is immediate; reduction in role-playing of future self Scaffolding is a matter of course

Stephen L. Tschudi sfleming@hawaii.edu http://nflrc.hawaii.edu/pebbles



Mahalo! Thank you!

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