



## Blended and Project Based Learning

### Course Overview and Schedule

This course is intended for anyone who wants to review the concepts of project-based learning (PBL) and learn how they can integrate technology, thereby preparing learners for the 21st century skills they need to prepare them for college or careers.

**Format:** Scheduled, facilitated  
**Estimated Completion Time:** 30 hours total  
**Contact:** [literacy@worlded.org](mailto:literacy@worlded.org)

### Course Objectives

By the end of course, you will be able to:

- Define what project-based learning (PBL) is and compare its varied forms
- Explain the history and research behind PBL
- Identify three core skills developed through PBL
- Explain what PBL 2.0 is and its key elements, steps, and tools for creating it
- Develop a PBL activity to be used in the classroom
- Evaluate PBL implementation

### Course Completion

Your work will be assessed on:

- Score of 80% or higher on knowledge check quizzes (10%)
- Participation in large group forum discussion, including assigned activities and reflection on projects (20%)\*
- Small group or pair participation (10%)
- Participation in the group's creation of a slideshow (10%)
- Submit a draft project design document (10%)
- Submit a draft of student project guide handout (10%)
- Complete a final document that includes the project design document and a student handout. (30%)

If you score an 80% or above, you will successfully complete the course and earn a Certificate of Completion. After you have completed the evaluation survey, you will be able to print the certificate verifying completion.

## COURSE SCHEDULE

### Module 1

#### **Getting Started**

- Required Software and Course Features
- Who Should Take This Course and Why
- Course Objectives
- Course Requirement
- Course Schedule
- General Discussion Forum

### Module 2

#### **Introduction to Project-Based Learning**

- Objectives
- Our Experience with Projects
- Projects and Project-Based Learning
- Group Assignments
- PBL Explained
- PBL with Your Class
- Module Summary
- Knowledge Check
- Check-in Survey

### Module 3

#### **What is PBL 2.0 and Why Use It?**

- Objectives
- Case Study
- What is PBL 2.0?
- Imaging PBL 2.0
- How does PBL 2.0 Support Adult Learning?
- Activity: Adult Learning Theory and Technology
- Individual Assignment
- Assignment – Are You Ready for Some PBL 2.0?
- Summary
- Knowledge Check
- Check-In Survey

### Module 4

#### **PBL 2.0 Examples and Tools**

- Objectives
- What tools can support the 4 C's
- Forum: Sharing Your Experience
- Examples of PBL 2.0
- Assignment – Examining the Tech Tools used in PBL 2.0
- Emerging Technologies for PBL
- Assignment – Select Tech
- Check-in Survey

### Module 5

#### **How to Create PBL 2.0**

- Objectives
- Wiki – Building off what you already know
- Steps for PBL
- Step 1. Design the Project
- Step 2. Introduce the Problem
  - Forum – Entry event
  - Driving Question Page
  - Assignment – Project Design
    - Forming Groups Page

### Module 6

#### **Course Closure/Wrap Up**

- Objectives
- Forum – For Those Who Did PBL with a Class
- Forum – For Those Who Do Not Have a Class Currently
- Final Assignment
- Evaluation
- Certificate

**Course materials are available for one month from the course end date.**

## **Minimum Technical Requirements**

World Education’s online courses are offered via the Moodle learning management system (LMS) and WebEx Internet conferencing system. To participate in courses, you must have access to a reliable computer with an Internet connection. We recommend a high speed Internet connection. For courses that include Webinar sessions, you must have the ability to be on an Internet-connected computer and a telephone at the same time. We recommend a screen resolution 800×600 or higher. If you are using a mobile device, we recommend that you review these [FAQs from Moodle](#).

## **System Requirements**

Moodle requires that JavaScript, cookies, and Java be enabled in a recommended browser. (Note: Enabled pop-up blockers may interfere with accessing content.) Recommended browsers consist of any standards-supporting browser. Examples are:

- Mozilla Firefox 3 or later
- Safari 3 or later
- Google Chrome 4 or later
- Opera 9 or later
- Microsoft Internet Explorer 7 or later

## **Additional Plug-ins**

Some courses require additional plug-ins to access media and course resources, such as Flash and Adobe Acrobat. You should have the ability to download and install these plug-ins on your computer, or have access to a technical support staff person who can do this for you.