Odyssey Design & Implementation Process

Target a Problem:
Brainstorm ideas from local issues, current events, students interests, curriculum needs, & personal or professional experiences. Decide on the best problem.

Chart the Course
Decide student roles & problem scenario. Web potential interdisciplinary knowledge/ skills/ dispositions. Correlate to national/state standards. Create a timeline/calendar.

Implement the Odyssey
• Meet the problem
• Investigate & Inquire
• Build a Solution
• Take Action

Design the Voyage
Generate problem starters, anchor lessons, possible investigations, possible solutions, possible actions, assessments, student sheets & student resources.

Infuse Anchor Lessons
Within the flow of the problem as needed. Examples: guest speakers, mini-lectures, labs, demonstrations, teacher-directed lessons.

Assess Learning
Include formative & summative. Examples: Student Sheets (Setting Sail, Research Reports, Revisiting the Problem, Solution Matrix, Planning for Action, Travel Journals, etc), concept webs, projects, performances, portfolio.

Reflect & Revise
Gather & reflect on student data (formal & informal). Make changes to Odyssey as needed. Continually re-implement & revise.

PBL-Odyssey