

STUDENT'S PROJECT GUIDE

A. DEVELOPING A PROJECT.

1. PROJECT.

- ❖ Projects are assignments given to the learners to be done over a period of time. It's intended to empower development of learners' innovativeness and creativity to address societal challenges and to appreciate the learned competencies for advancement of life.
- ❖ Project ideas identified and developed by the learners at school level should be in alignment with the themes under the guidance of the teacher in consultation with resource persons eg job related practitioners/experts.
- ❖ They are done either individually or in groups depending on the nature of the project.
- ❖ Learners are expected to come up with a tangible product.
- ❖ Learners should document the developmental stages of their project and they should present to the teacher for guidance and as evidence of the work done.
- ❖ At the end of the specified period/time, learners are required to present a product or an output and evidence of progress.
- ❖ The evidence should be presented in a portfolio (collection of learner's evidences of achievement on an implemented project).
- ❖ Learners should be in the know of the parameters to be used to evaluate the project.

2. WHY USE PROJECTS.

The use of projects promotes 21st century skills listed below:-

- ❖ Innovativeness.
- ❖ Creativity.
- ❖ Problem solving.
- ❖ Collaborative skills.
- ❖ Time management.
- ❖ Research skills.
- ❖ Critical thinking.
- ❖ Values.
- ❖ Communication.
- ❖ Risk taking/willingness to fail.
- ❖ Technology.

3. FEATURES OF PROJECTS.

A good project should have the following features:-

- ❖ Should be unique i.e. depicting creativity.
- ❖ Should have a life cycle i.e. timeframe (growth, maturity and decay).

- ❖ Should be efficient i.e. in terms of outputs obtained per the inputs utilized.
- ❖ Should be effective i.e. must satisfy/meet or exceed the planned target.
- ❖ A project calls for team-work. In this context, a team is constituted of members belonging to the same class, or may be selected by the teacher from different streams where they exist for purposes of avoiding unhealthy competition.
- ❖ A project should not have negative impact on the environment.
- ❖ A project is expected to address the intended societal challenge.
- ❖ A project should exhibit a degree of innovation and creativity in addressing a societal challenge.

4. KEY CRITERIA FOR QUALITY COHENSIVE PROJECT.

- ❖ The project includes both subject content and 21st centaury skills.
- ❖ The project is based on a challenging problems or question.
- ❖ The project requires sustained inquiry by students.
- ❖ The project is authentic i.e. present a real world challenge, uses real world processes/task/tool, has impact on others and addresses interests of students.
- ❖ Students have choices to identify the topic focus and generate questions, specify tasks and roles, determine and access resources needed and decide on culminating products.
- ❖ The projects results in a public project for a genuine audience.
- ❖ The project includes opportunities for feedback, revision and reflection for students.

5. TYPES OF PROJECTS.

Emphasis should be on only two types of projects i.e.-

- a) Simple and routine: These are simple and have direct process lines and require limited resources e.g. in R.E Finding out methods of worship in the community and how they build relations or the activities in the community and how they affect local climate. These involve simple investigating, recording and reporting.
- b) Simple and non-routine: These are innovations with creativity which have a direct process line though extra ordinary in nature but require limited resources. Example Investigate other uses of cassava than the usual.

B. COMPONENTS OF A PROJECT.

1. IDENTIFICATION OF A PROJECT.

- a) Tile (should be aligned to the themes under the guidance of the teacher in consultation with resource persons e.g. job related practitioners/experts).
- b) Objectives (success criteria/what the project intend to address).
- c) Justification of the project (the need to have the project).

2. ORGANISATION.

- a) Planning - involves developing the project ideas and how it should be implemented including resources (it's about organising yourself to do something).
- b) Methodology - this indicates procedures or how the project activities will be carried out.
- c) Resources - these are materials required for developing the project.
- d) Drafting - involves paper work i.e. putting the ideas or plan, methodology and resources together (developing a concept note).
- e) Implementation - this shows how each of the project activity will be carried and the timeframe.
- f) Creating a portfolio and documenting - these are pictures or any documents/evidence of activities implemented i.e. photos etc.

3. REPORT WRITING.

- a) Title.
- b) Justification of the project (How it works).
- c) Problem solving (societal needs being addressed).
- d) Timeframe.
- e) Members involved (Starting with the leaders).
- f) Materials required (Steps taken).
- g) Explanation.
- h) Challenges faced during the project.
- i) Conclusion.

C. ASSESSMENT GRID/PARAMETERS TO BE USED TO EVALUATE A PROJECT.

	Phase	Indicators	Max Score
1	Identification, planning, design	Title, alignment to theme, justification of the project, methodology, identification of materials	x/.....
2	Project Implementation	Organisation, Use of resources, focus on generic skills and values	x/.....
3	Product	Originality, creativity and innovation, accuracy	x/.....
4	Project report	Relevancy, Accuracy, coherence	x/.....
	Total (10)		x/.....

D. QUESTIONNAIRE TO AID THE LEARNERS.

Move around your community which may be your school, places near your home, at home, or your entire village to identify one problem that the community is facing. Make sure that the problem you identify can be solved by the knowledge you have gained in class using any of the chapters/themes covered so far in the subject.

1. What problem have you identified in your community? (Write a problem statement).
2. Write the title of your project and State the chapter on which your project will focus.
3. Write the main aim, objectives and benefits that your project will have.
4. State the TANGIBLE PRODUCT that you as a person (s) is/are going to make physically (not buying) to help solve the problem.
5. Think and draw a plan /design or blue print of how your product will look like with a pencil if required.
6. Explain in details how your product will work to solve the problem.
7. Using Google/internet, book or skilled people, research on how that product is made.
8. Think critically and list all the materials you will need to make your product. After, make a budget for your project as follows.

No	ITEM	DESCRIPTION (QUALITY)	QUANTITY	UNIT PRICE	AMOUNT

9. Explain in details the step by step procedures of how you will make the product.
10. Explain how you will experiment to see if your product will work to solve the problem stated.
Also predict challenges you may face in your project and provide their solutions.
11. Make a simple schedule or work plan / action plan for your project as follows.

No	ACTIVITY	STARTING DATE	ENDING DATE	NUMBER OF DAYS TO SPENT
1	Problem identification			
2	Planning for the project			
3	Project implementation			
4	Testing the product's efficiency and any adjustments / modifications			
5	Report writing			