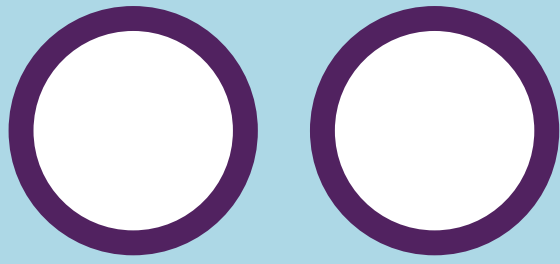# EDUC 2304 Project-based Instructional Design Project Briefs

Project Scenario #1
K12 STEAM Curriculum Integration

Pittsburgh Public School District wants to integrate STEAM-focused education across different grade levels. The school district has recently elevated its commitments to social justice and anti-racism principles. The district's goal is to integrate STEAM across all subject areas.

Audience: High School Students

Objective: Design a STEAM unit that incorporate social justice anti-bias framework

Project Scenario #2
eLearning Solutions for Universal Design for Learning (UDL)

Boulder University must provide an interactive online training program to its faculty and staff about universal design principles and frameworks to help them create engaging, inclusive, and accessible student learning experiences. The online training must include embedded assessments so faculty and staff can demonstrate their knowledge and receive a certificate at the completion of the online training.

Audience: Faculty of Boulder University

Objective: create an online training program to help faculty gain the knowledge of UDL
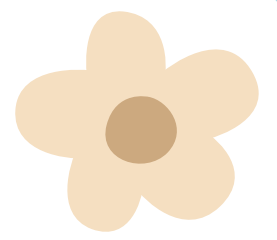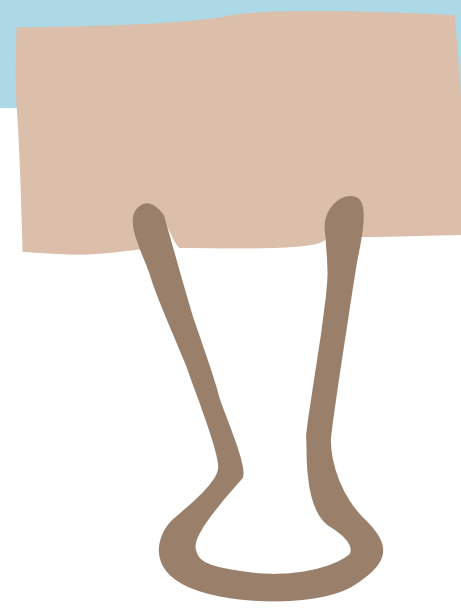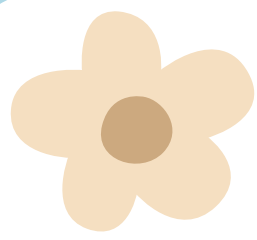
Project Scenario #3
Elevate Your Community

The health and wellness of a community is a priority. These needs can be met through the various free services, recreational activities, and events that are available to the community members. It is important that community members are aware of these resources. Multimedia resources are beneficial to promote these resources to under-served communities. All multimedia pieces should be accessible, engaging, and available in print and online to accommodate all community members.
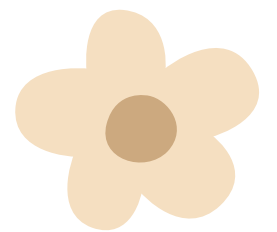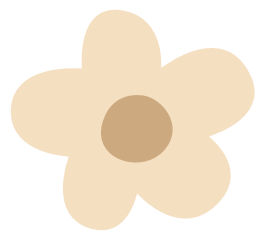
Audience: A local Pittsburgh under-served community (specific community)

Objective: Design and create multimedia resources (e.g., video, infographic, social media sites) to help the community members to learn about recreational activities as part of its social justice initiatives

PROJECT SCENARIO #1

Audience: High School Students
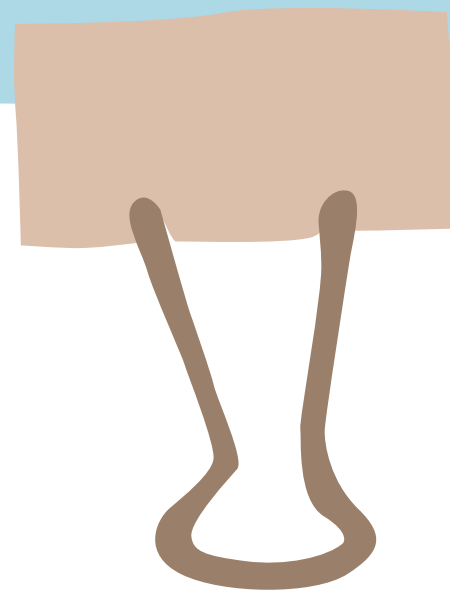
Objective: Design a STEAM unit that incorporate social justice anti-bias framework
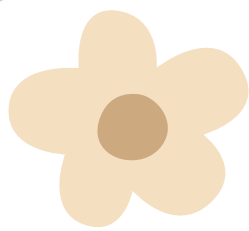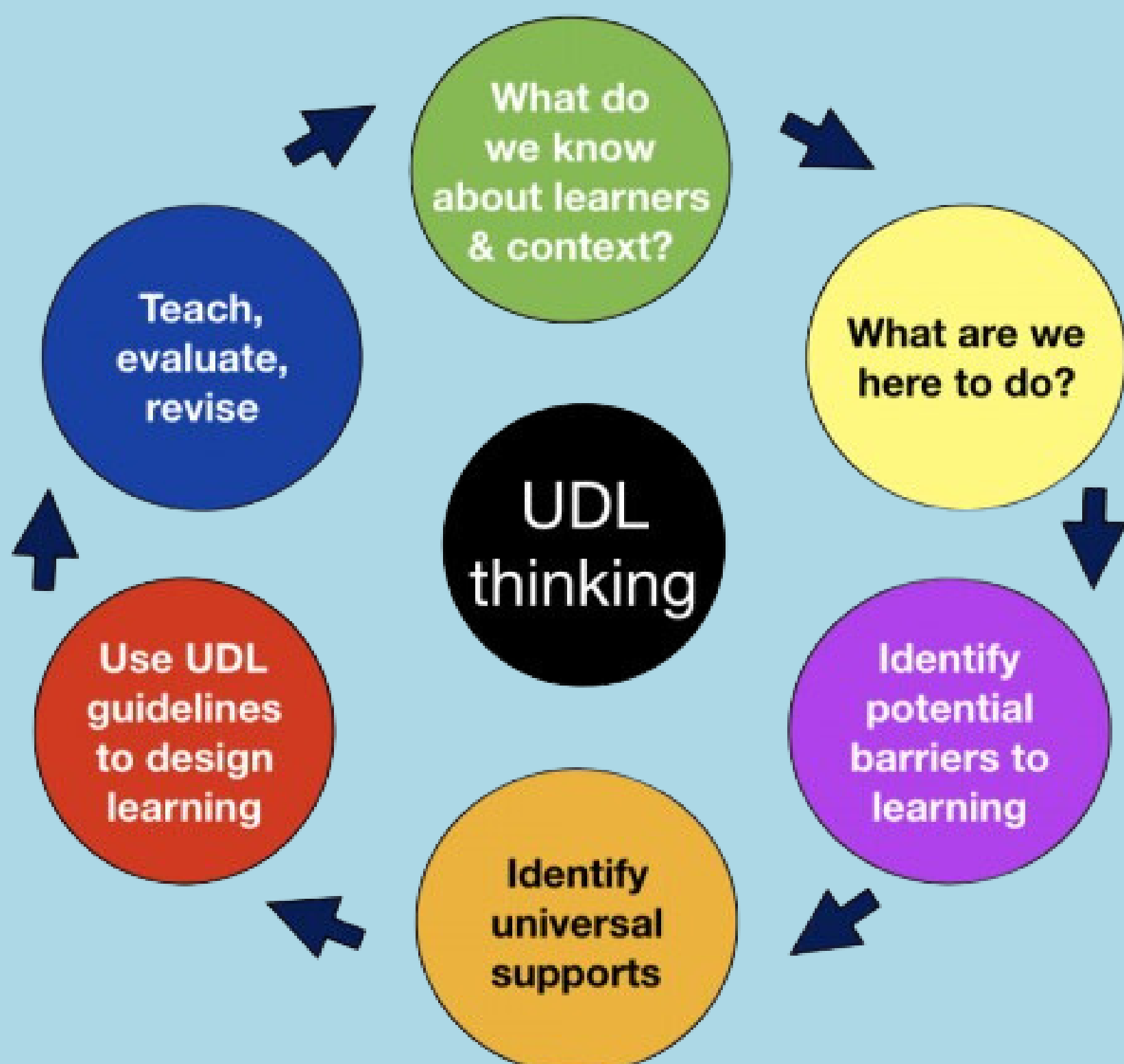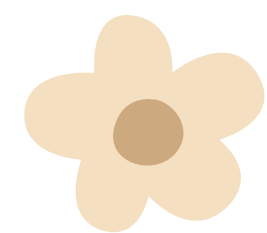
Science

Technology

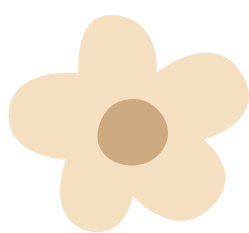**E**ngineering

Arts

Mathematics

P R O J E C T   S C E N A R I O   # 2

Audience: Faculty of Boulder University

Objective: create an online training program to help faculty gain the knowledge of UDL

What do we know about learners & context?

What are we here to do?

Teach, evaluate, revise

UDL thinking

Use UDL guidelines to design learning

Identify potential barriers to learning

Identify universal supports

https://inclusive.tki.org.nz/guides/universal-design-for-learning/

PROJECT SCENARIO #3

Audience: Homewood Pittsburgh, PA

Objective: Design and create multimedia resources (e.g., video, infographic, social media sites) to help the community members to learn about recreational activities as part of its social justice initiatives

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