Genius Hour
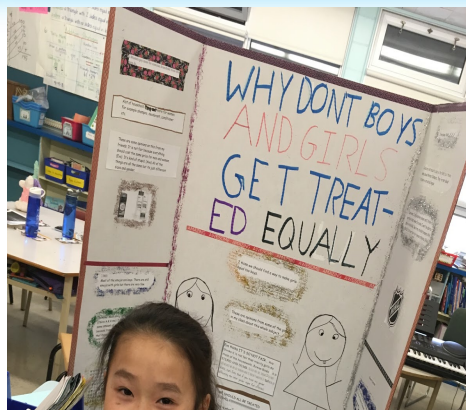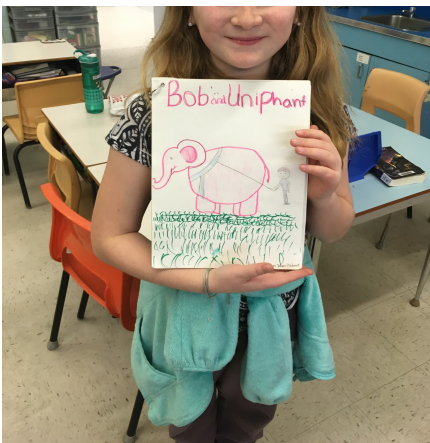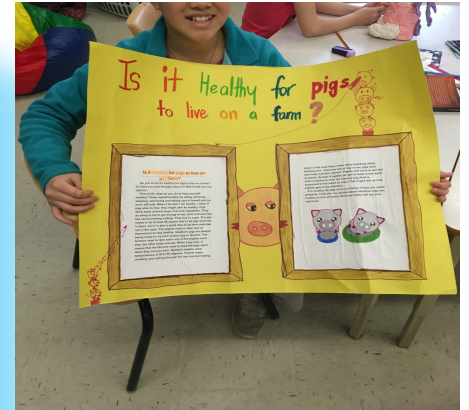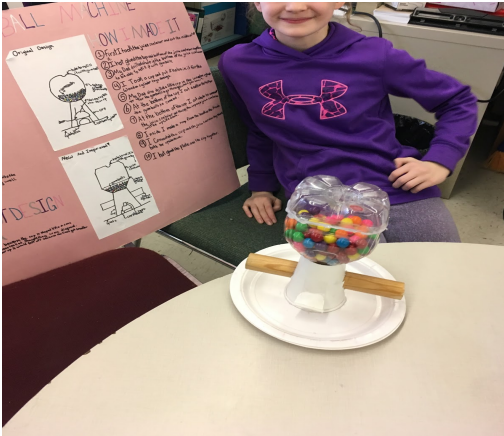
Tech Integration

Inquiry based learning

Reciprocal learning

Various points of entry

Students made websites, board games, musical instruments, slime, PowerPoint presentations and posters based on their interests.

Challenge: Assessment of various media forms.
Collaboratively created Success Criteria.
Accomodations: Students has the choice of selecting their platform for displaying their research and understanding