The Six A's of Designing Projects

- **Academic Rigor**
  - o How do the projects address key learning concepts, standards or help students develop habits of mind and work associated with academic and professional disciplines?

- **Authenticity**
  - o How do the projects use a real world context (e.g., community and workplace problems) and address issues that matter to the students?

- **Applied Learning**
  - o How do the projects engage students in solving semi-structured problems calling for competencies expected in high-performance work organizations (e.g., teamwork, problem-solving, communication, etc.)?

- **Active Exploration**
  - o How do the projects extend beyond the classroom and connect to work internships, field-based investigations, and community explorations?

- **Adult Connections**
  - o How do the projects connect students with adult mentors and coaches from the wider community?

- **Assessment Practices**
  - o How do the projects involve students in regular exhibitions and assessments of their work in light of personal, school and real-world standards of performance?