



Epic Liftoff: *PBL, AI, and Launching Engaging Educational Journeys Together*

A Model Lesson Experience



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COACHING
FOR PROJECTS



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**[appliedcoaching.org/
cell-sleuths](https://appliedcoaching.org/cell-sleuths)**

Welcome to Epic Liftoff!

PBL, AI, and Launching Engaging
Educational Journeys Together

Here is a brief overview of
what we'll be doing today

We're so excited that you're here! This session is new form
a model lesson. You will essentially be experiencing a less
presentation. All of the resources you need will be here on

Ready, set, go!

-Kristy, Suzie, Kyla, and the ACP team

Hub

Open this link:
[appliedcoaching.org/
cell-sleuths](https://appliedcoaching.org/cell-sleuths)

Thumbs up when you
have done so.

Epic Liftoff

Outcomes

During this session...

- A. **Experience** inquiry-based practices from the learner perspective, developing empathy for the needs of classrooms
- B. **Explore** how a PBL project can be taken to a new level of learning through the use of VR, AI, and inquiry practices.
- C. **Discover** new strategies and practices to bring PBL to life.

Epic Liftoff

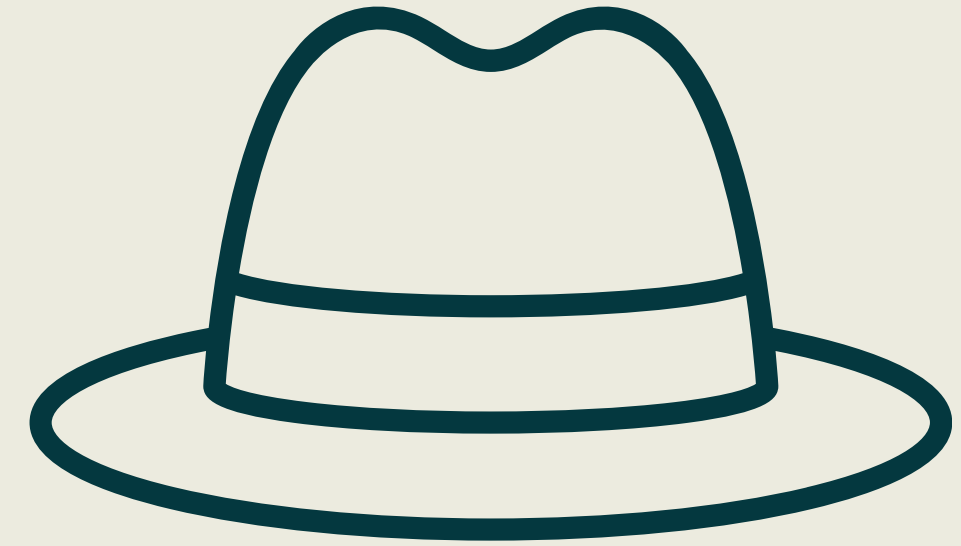
Agenda

Our journey today includes...

- 1. Welcome/Introduction**
- 2. Student Hat: Station Rotations**
- 3. Student Hat: Sharing and Puzzling**
- 4. Teacher Hat: Making Sense**
- 5. Teacher Hat: Q&A and Exploring Resources**

STUDENT HAT

- Experiencing learning
- Suspending adult wisdom and knowledge



- Making connections to practice
- Considering implications

TEACHER HAT

REMINDER: STUDENT HAT

*This student hat experience is **designed** to create a space of curiosity (and sometimes confusion)*



@AppliedCoaching

PBL Learning Experience

Launch



Public Product Showcase

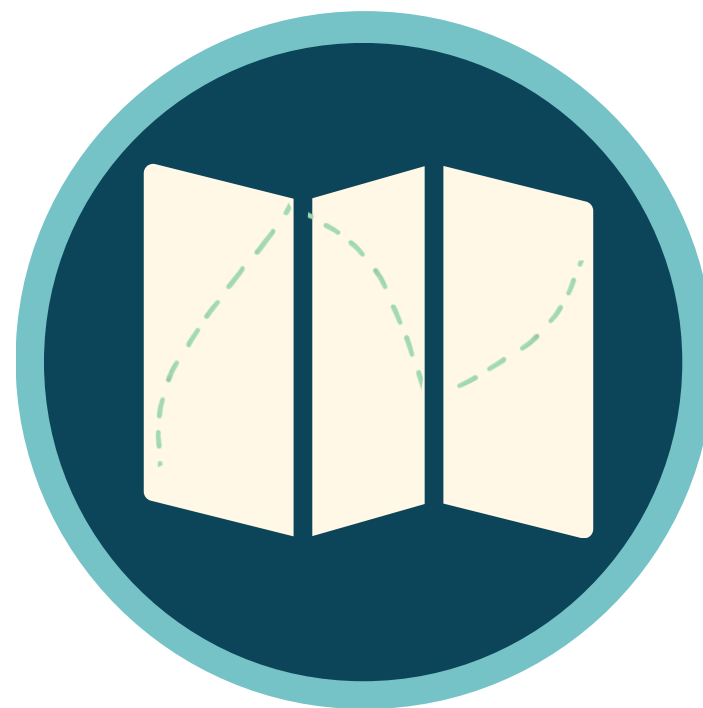


Investigation Cycles



PBL Learning Experience

Launch



Public Product Showcase



Investigation Cycles



“

“A quality entry event is an initiating experience that is carefully crafted for students to provide clarity, spark curiosity, and foster commitment toward the project.”

-Eric White

The 3Cs of Quality Entry Events for PBL



Cell Sleuths: *Unraveling the Mysteries of Disease*

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A MYSTERY!

A local health clinic has more patients coming in than usual. They're giving medical students (you) a chance to interview the patients to gather information about:

- How they're feeling
- How long they haven't been well
- What they do for work
- Their general lifestyle and health



What trends are we noticing about these patients? What questions do we have in common?



Stations



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LEARNING FRENZY



Station Rotations

Each station will help you explore the mystery. You'll experience each of these stations with a partner. The goal is to explore and find new questions!




LEARNING FRENZY – STATION ROTATIONS

- **Station B**
“Cellscape VR Biology Guided Tour Animation”
- **Station C**
“Intercellular – An Interbody VR Experience”

Record what you notice and wonder for each station in the chat when you return to the main room!





**How can we detect the
cause of sickness and help
patients feel better?**

“

"None of us is as smart as all of us."

- Ken Blanchard



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NEXT STEPS

1. TURN AND TALK

What are some next steps we can take to help our patients?

2. CHOOSE


Choose 1 or 2 ideas to share



3. ADD

Put those ideas into the chat.

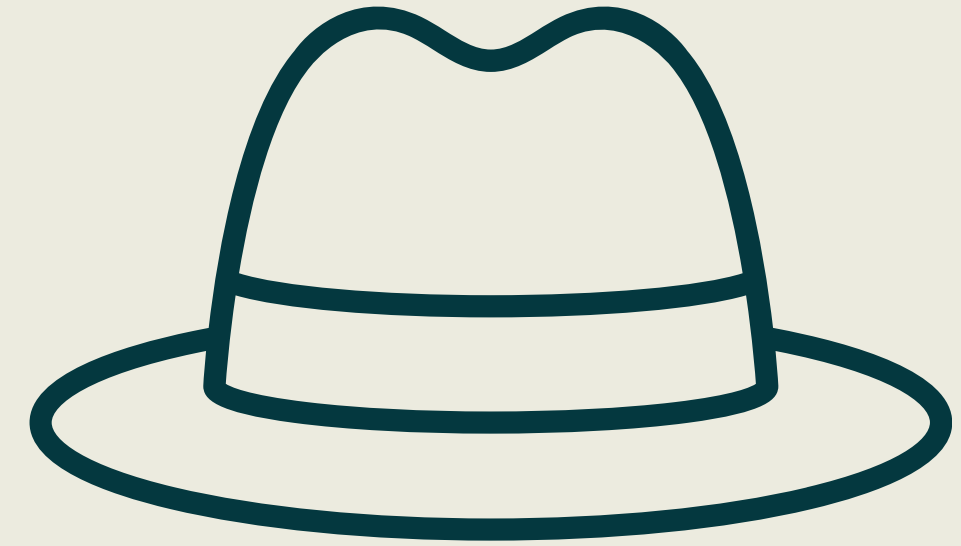




**How can we detect the
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STUDENT HAT

- Experiencing learning
- Suspending adult wisdom and knowledge



- Making connections to practice
- Considering implications

TEACHER HAT

**MAKING CONNECTIONS TO
PRACTICE THROUGH**

Unveiling Stories



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THINKING ROUTINE – Unveiling Stories

2 min



SHARE

Share observations about the model lesson. These might include feelings, structures, roles, etc.

3 min



RESTATE

Choose one or more of these sentence stems and respond.

- The story I heard/saw is...
- I heard/saw the theme when...
- The connections I heard/saw between this lesson and my own practice are...

5 min



REFLECTION

Reflect on these questions:

- What implications does this have for your classroom/context?
- What do you want to learn more about?

TOTAL TIME: 10 MIN

Based on the Unveiling Stories thinking routine developed by Project Zero, a research center at the Harvard Graduate School of Education.

Flow of Inquiry: Clarity, Curiosity, Commitment

WHAT WE DID

Station A

Chatbot Interviews



Stations B & C

VR Tour of Cells/Body Systems



Whole Group Debrief
and Next Steps



OUTCOMES

Questions about and empathy for the patients.

Questions about cells and body systems.

Ideas for investigation and questions about research.

Flow of Inquiry: Clarity, Curiosity, Commitment

WHAT WE DID

Station A

Chatbot Interviews



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OUTCOMES

Questions about and empathy for the patients.

Questions about cells and body systems.

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These Lead to the Project Driving Question:
How can we detect the cause of sickness and help patients feel better?

Cell Sleuths Project Calendar

How can we detect the cause of sickness and help patients feel better?

	Monday	Tuesday	Wednesday	Thursday	Friday
Week 1	Introduce patients and VR Tours to Launch Inquiry	Body System Exploration & Begin Research	Cell Exploration and Continue Research	Form Work Teams, Brainstorm Ideas	Case Studies on Illnesses
Week 2	Measuring Glucose Lab	Work Time & Initial Proposals	Feedback Protocol with Chatbot Experts on Initial Proposals	Design and Conduct Glucose Investigation	Work Time to Refine Treatment Plans & Feedback Loop
Week 3	Build Presentations and Mini-Workshops as necessary	Fishbowl on Presentation Skills & Work Time	Work time & Rehearsal	Present Treatment Plans to Medical Professionals	Reflection & Celebration

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Days where students find answers and ask new questions

Connect it to Practice

- Use the **Project Launch Planner** to reflect on the launch you have planned for your project.
- Next, **identify** where your students will be asking and answering their questions in your project milestones.
- **Consider** how you will facilitate reflection on a regular basis.

The Project Launch Planner
Use this form to organize and plan activities to launch your project with students effectively.

Entry Event Description: Provide an overview of your entry event and how it will provide clarity, catalyze curiosity, and foster commitment.

Supporting Activities: Create a list of supporting activities that will accompany the entry event and result in a more comprehensive launch into the learning. Use the optional supports below to inform your development.

Optional Supports:
Consider the ideas below as you develop your entry event and subsequent activities you'll include to launch your project.

Providing Clarity	Catalyzing Curiosity	Fostering Commitment
<input type="checkbox"/> Unpacking, or co-constructing a rubric to guide students' understanding of the project's learning goals and expectations	<input type="checkbox"/> Leveraging a question-generating process like the QET to collect and organize important "need to know" questions from students.	<input type="checkbox"/> Providing students opportunities to reflect and set key goals for themselves using tools like journals or digital portfolios
<input type="checkbox"/> Providing a project document that includes key outcomes, milestones, public products, vocabulary, and other relevant aspects of the project	<input type="checkbox"/> Guiding students in conducting preliminary research on the project to uncover interesting facts and answer initial questions	<input type="checkbox"/> Introducing elements of gamification at the outset for students to earn badges and other rewards as they pursue goals and complete key milestones of the project
<input type="checkbox"/> Analyzing models of student work to understand better what the criteria for success might look, sound, and feel like	<input type="checkbox"/> Utilizing approaches like the Concept Attainment Strategy to present contrasting examples and engage students in analyzing patterns	<input type="checkbox"/> Developing a project manifesto with the class to communicate a shared vision and aspirations for the project

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QUESTIONS AND RESOURCES

Closing Moves



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Resources at:

appliedcoaching.org/cell-sleuths

- Strategy Guides
- Blog Posts
- The Project Builder FREE Trial
- And More!





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THANK YOU!

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