

# Project-Based Learning planning in a nutshell



Creating your project involves **twelve steps**, some of which are done concurrently, to make sure you include all the elements. This means you might need to go back and forth to ensure that the project has the balance you want it to have to help your learners.

**1**

## **Curriculum content**

What must be covered?

**2**

## **Transferable skills**

What skills do you want learners to develop?

**3**

## **Real-world application**

What real situations can you think of?

**4**

## **Meaningful, do-able challenge**

How can 1, 2, & 3 turn into a challenge to use?

**5**

## **Products & Processes**

What might the learners come up with?

**6**

## **Collaboration**

How might learners work together?

**7**

## **Learner participation**

How might learners make their own decisions?

**8**

## **Sequence of events**

How to schedule the three performances?

**9**

## **Developing instructions**

Create clear guidelines for the learners

**10**

## **Reflection & Feedback**

Regular opportunities throughout the project

**11**

## **Schedule**

Use your timetable for CAPS and work out how to create project slots

**12**

## **Share learnings**

What public exhibition is best and how might that be enabled?



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