

AF Greenfield Expeditions

Principles of Design

AUTHENTICITY

What makes this Expedition matter to students?

What college or career-related challenge or issue will students address?

- **Purpose** - Learning is more engaging, relevant, and authentic when the work has a direct impact on students' lives, environments, and communities.
- **Driving Challenge or Issue:** An immediate challenge or real-world issue pushes students to apply prior knowledge and skills in new contexts and inspires students to strive, stretch and grow.
- **Student Voice & Choice:** Young people have valuable ideas that can drive their learning. Providing opportunities for student input and leveraging these ideas increases student investment and impact.

ACCOUNTABILITY

What will students create and/or perform to address the challenge or issue?

How will student learning be shared and assessed during and at the end of Expeditions?

- **Product & Showcase:** Every student will produce, contribute to, and present a culminating product. [Examples](#) of products include presentations, written products, media and technology products, constructed products and planning products. Students present their work for the school community, families, and professionals.
- **Critique & Revision:** To drive a high quality product and personal growth, students engage in a process of iteration with the aid of teacher, peer, and self-critique.
- **Reflections, Rubrics & Portfolios:** Students and teachers reflect on student work based on rubrics They write a self-reflection to include and present during Dream Team meetings after each round.

CONTENT, SKILLS, and LIFE HABITS

What will students know and be able to do by the end of this Expedition?

What is the key content, vocabulary, skills, and life habits that students will learn, practice and master?

- **College & Career Content:** This includes both big ideas / concepts / understandings and detailed, specific knowledge and vocabulary related to specific college, career, and life pathways.
- **Skills:** These are skills necessary to work within a specific field or discipline, and transferable skills necessary to function productively in a global workforce and society. They include collaboration, creativity, critical-thinking, and communication.
- **Life Habits:** Gratitude, Curiosity, Teamwork, Empathy, Drive, Personal Growth

ENGAGEMENT

What will immediately invest students in this work and give them a picture of excellence?

How will the daily learning be structured to ensure momentum and a constant atmosphere of joyful rigor?

- **Launch:** Classroom activities, challenges, field experiences, or expert visits on Day 1 that build excitement, curiosity, and background knowledge.
- **Learning from Models & Exemplars:** Students study [models & exemplars](#) created by professionals, teachers, or former students to inspire their own work of excellence.
- **Multimodal Learning:** Experiential learning and questioning are at the heart of Expeditions. In addition to traditional classroom modalities of reading, writing, and discussion, learning in Expeditions is structured in a multitude of ways each day, including experimentation, observation, construction, play, practice, field research, collaboration, and expert visits.