

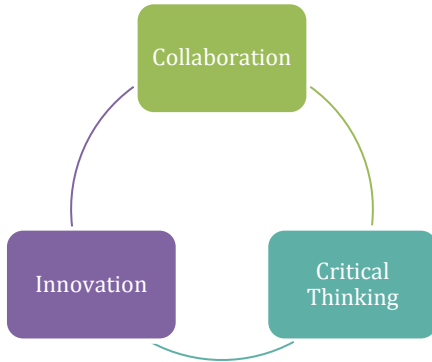
STEM School Chattanooga

11th Grade PBL

Unit Plan Template

Unit Quarter: 3rd

Title: Rezli Professional Networking Site for Gamers, Athletes, and Musicians



Learning Target Topics

Collaboration: Working with other people on a project or problem to achieve a shared goal.

Creative Thinking: Accessing, using, and applying information and knowledge.

Innovation: Using creative thinking to construct something new and valuable.

Grade Level	11 th Grade	Unit Length	9 Weeks
Industry Partner	<ul style="list-style-type: none"> Cory Allison, CEO, Rezli 		
Unit Overview	STEM teams will develop design concepts and prototypes for Rezli's professional networking site aimed at the youth market of gamers, athletes, and musicians. Teams will conduct market research by surveying fellow students on features and aspects that would be valuable to users in the teenage market. Teams will provide feedback regarding the user profile page and what features need to be added and then code and create the updated profile page with the new features. For the school partner, the focus is on developing a user experience that will relate to the teenage market. For the STEM School, the focus is on the innovation skills demonstrated by the student teams.		
Unit Essential Issue	<ul style="list-style-type: none"> Project: <i>Design and prototype a concept for the Rezli professional networking site aimed at teen users.</i> 		
Kick Off Event	Kick Off: January 13th Cory Allison will provide an overview of Rezli and its purpose to create a way to connect those with a passion for gaming, athletics, and music with professionals and resources to help them pursue education and careers in those areas.		
Culminating Events	Presentation Day: TBD (March 14th-18th) The student teams will present their market research, design concepts, and prototype user profile page to the project sponsors. The project sponsors will evaluate the designs and provide constructive feedback to the teams.		
Common Assessment	Students will be scored using the Association of American Colleges and Universities rubric for Creative Thinking Skills. All 4's will equate to Advanced, scores of 3 and 4 will equate to Proficient, and any scores below a 3 will equate to Below Basic. Items that will be used to score student work: <ul style="list-style-type: none"> Assignments (Plans, Weekly Prototype Reports, Design Process Work Products, etc.) Presentation Functioning Prototype 		