

## **Genius Hour Gr. 7**

Mr. Baker

**Driving Question:** How can a student's interests lead to learning a new skill or solving a real work problem through the research process, product development and market?

**Course Description:** Have you ever wondered how great ideas get their start? This course will explore your passions (school, community, and world based) and how to research, learn, design, and present your ingenious ideas to others. You will be researching and creating a product (presentation, movie, advertisement, poster, or object, etc.) based on your passion and making a presentation to sell your wonderful idea to the world. This course will help refine your research skills, independent thinking and problem solving, and conquer presentation skills.

### **General Outcomes**

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| Goal #1 | To develop and follow a research plan based off of an area of interest, using a variety of sources to become more informed.   |
| Goal #2 | To acquire the skills necessary to help solve a real world problem and use product development and marketing to make a positive impact on the focussed problem.                                 |
| Goal #3 | To gain confidence in communication and presentation skills. The use of technology and various other media and artistic forms will help to create a presentation based on a real world problem. |

### **Activities**

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| Research project | Project presentation | Product development | Teaching of a skill |
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### **Evaluation:**

- Students will be evaluated on their participation on the research process and following a research plan
- Students will be evaluated on their ability to present their ideas to an audience using various methods
- Students will be evaluated on their ability to critically think on how to solve a real world problem and create a product/ service that will help make a positive impact on the real world problem.
- All competencies will use (Beginner to Intermediate to Advanced) as an achievement indicator.