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EDCI 270

Project III Narrative

Project III consisted of using my knowledge and skills on planning, developing, and implementing instructional materials. I have worked hard on choosing a topic, audience, and setting for my project. The topic I chose is Charlie and the Chocolate Factory. I have turned the story into an instructional review game for students at a third grade level. I initially planned out my entire project through the use of planning cards, and I then used PowerPoint to set up my project.

This project was rather easy to put together, and I had a great time doing so. The thing that works best about this project is the fact that students receive a review session on the book, Charlie and the Chocolate Factory, throughout the instructional activity. When students are done with the review session, they are rewarded with playing a game. The game keeps students motivated to do well on the quiz portion, which is the review.

If I had more time and energy to put into this project, I would most definitely add more to the game portion. The game is basically a game of “would you do this, or that?”. I have created several slides based on this, but I would have loved to create more to keep the game going. A lot of time was put into this project, however, I feel as though I could have devoted more time to make it the best that it could be.

The planning cards were very beneficial throughout the creation of this project. I appreciated the fact that I had them to know exactly what slide to create next. Without the planning cards, I surmise that even more time would have had to been put into this project. I would have spent more time deciding on what to put on each slide. Peer evaluations were also very effective for my project. My peer that evaluated my project gave me things I needed to fix and/or work on and also gave me things that looked good at the time. I edited the things that were suggested to work on, and hopefully it improved my project.

Throughout the instructional planning process, I have learned that projects such as this one are time consuming and if an individual wants their activity to look well put together, professional, and effective, then time must be devoted to finishing the activity.

Lastly, throughout the development of this project, I have concentrated specifically on two NETS standards. I facilitated and inspired student learning and creativity. I used the knowledge that I had on children’s books and reading, and created a creative game for students to play with technology. The instructional activity that I have created also promotes students to reflect on what they already know. I also designed a digital age learning experience and assessment for students. The activity I have created was personally designed by myself and organized to address different learning styles for students.

Overall, project III was a great experience. I enjoyed every minute of creating my instructional activity and I intend on eventually adding more to it. I genuinely hope to use it in my future classroom some day. I intend on eventually adding more to it.