**Grade 6/7 Inquiry Projects**

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| **Definitions** | **Qualities** |
| Wonder  Discover  Reveal  Grow   * Open-ended and interdisciplinary investigation that puts the student’s world in centre focus. | * **Inquiry/Essential question is created by the students (can be supported by teacher)** * **Open-ended for students (but not necessarily completely wide open)** * **Students make meaningful and relevant connections** * **Has a conclusion, informed opinion or impact statement that is reasonable for the complexity of the question and for the grade level** * **Students work in small groups on one inquiry project** * Outcome is not known at the beginning * Teacher creates on-going structure of collaboration, conversations and reflection to develop key skills: questioning, researching, synthesizing, etc. * Student led and designed * Passion |
| **Examples** | **Non-Examples** |
| * Challenge-based learning * Genius Hour (with inquiry qualities) * Why does homelessness exist in Maple Ridge? * How are the new housing developments affecting wildlife habitat? * What is apathy and how does it affect our community? * What can we do to best reduce our footprint? | * Genius hour * Research * A survey or interview * Fabricated (unsubstantiated) * Answer known at the beginning * Everybody in the class pursues the same research topic e.g. turtles * Teacher comes up with the question * A documentary or research that is simply a presentation of facts * Project on ancient Egypt |