**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
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| **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
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