



**How to use...**

# **Genius Hour**

*In your classroom*

**By Ask a Tech Teacher**

**How to use...**

**Genius Hour**

***In your classroom***

***By Ask a Tech Teacher***

2014

Visit the companion website at <http://askatechteacher.com>© for more resources to teach K-12 technology

To receive free technology tips and websites, [click here](#)

**ALL MATERIAL IN THIS EBOOK IS PROTECTED BY THE INTELLECTUAL PROPERTY LAWS OF THE USA.**

*No part of this work can be reproduced or used in any form or by any means—graphic, electronic, or mechanical, including photocopying, recording, taping, Web distribution or information storage and retrieval systems—without the prior written permission of the publisher*

*For permission to use material from this text or product, contact us by email at:*

[info@structuredlearning.net](mailto:info@structuredlearning.net)

[structuredlearning.net](http://structuredlearning.net)

Printed in the United States of America by Structured Learning LLC

© 2008 Structured Learning LLC. All Rights Reserved

# Genius Hour

Vocabulary	Problem Solving	Materials	
<ul style="list-style-type: none"> <li>• 20%</li> <li>• Benchmark</li> <li>• Collaboration</li> <li>• Extrinsic</li> <li>• Genius</li> <li>• Genius Hour</li> <li>• Globalization</li> <li>• Haiku Deck</li> <li>• Innovation</li> <li>• Inquiry</li> <li>• Intrinsic</li> <li>• Motivation</li> <li>• Passion</li> <li>• Pitch</li> <li>• Prezi</li> <li>• Temporal</li> <li>• Videographer</li> <li>• Voki</li> </ul>	<ul style="list-style-type: none"> <li>• <i>I don't have a passion (You have interests...they lead to passion)</i></li> <li>• <i>What are the best places to research online? (Start by asking a question, then use top resources with .org, .edu)</i></li> <li>• <i>The teacher isn't around and I need help (ask for peer support)</i></li> <li>• <i>I just want you to give me a handout (Sorry, we are learning through experience!)</i></li> <li>• <i>Why are we doing this? (This is the type of learning you will do the rest of your life)</i></li> <li>• <i>I can't find information on my passion (use search strategies, library, interviews, friends)</i></li> <li>• <i>I can't finish in the time allotted (plan your work so you can)</i></li> </ul>		<ul style="list-style-type: none"> <li>• Backchannel device</li> <li>• Library, Media center, digital research device</li> <li>• Grit rubric</li> <li>• Six strategies to find your passion handout</li> <li>• Genius Hour expectations handout</li> <li>• Videos for motivation</li> </ul>
<p><b>Time Required</b> 300-400 minutes</p>	<p><b>NETS-S Standards</b> 1a-b, 2a-b, d, 3a-d, 4a-b, 5a, 6b</p>		

## Essential Question

*What would I choose if I could learn anything?*

## Overview

### Summary

Students take 20% of class time over a period of weeks to pursue a passion. They have benchmarks to achieve and checkpoints to provide and ways to measure evidence of success.

### Big Idea

Students dig deeply into a topic that interests them, and create a product or presentation that displays their passion.

### Teacher Prep

- Be prepared with an intro video to get students thinking about their passions (like Daniel Pink's [Science of Motivation](http://www.ted.com/talks/dan_pink_on_motivation.html) – [http://www.ted.com/talks/dan\\_pink\\_on\\_motivation.html](http://www.ted.com/talks/dan_pink_on_motivation.html)). See list at <http://geniushour.wikispaces.com/Student+Resources>.
- Find specific time to incorporate Genius Hour into your curriculum. For example, connect it with Common Core's focus on reading non-fiction texts and research/analysis activities. Students can spend time reading, taking notes, sharing, and then creating.
- Have helpful links on class internet start page for students who may be stuck.

- Use <http://geniushour.wikispaces.com/> site to gather resources for presentations and grading. Have these links ready for students and parents.
- If you want more depth in the education research behind Genius Hour and passion based learning, check out this article: <http://ajjuliani.com/the-research-behind-20-time/>
- This lesson plan can be done in the classroom or tech lab. Consider co-teaching.
- Something happen you weren't prepared for? No worries. Common Core is about critical thinking and problem solving. Show students how you fix the emergency without a meltdown and with a positive attitude.

## Steps

### **Required skill level: basic understanding of internet research, presentation tools, and optional video recording devices.**

Before beginning, put backchannel device onto Smartscreen ([Today's Meet](#), [Socrative](#), [Padlet](#), class Twitter account, GAFE form) to track student comments throughout class. Show students how to access it on their devices. As you teach, pay attention to student comments.

Genius Hour Project gives students 20% of in-class (and homework) time to pursue a topic that interests them. It is as loose or structured as you want. In this lesson, we make it fairly detailed. Feel free to adapt guidelines to your unique student group.

Genius Hour is flexible from a teacher standpoint. Depending on your schedule, have students work on projects multiple times, or just once, per week.

Tie into various classes—Math, Science, LA, or Social Studies. Consider co-teaching with these professionals with goals adapted to their needs. It is also a good fit for classes such as “Technology”, “Digital Media”, and that type.

Even if you're not grading based on rubric at end of Lesson, review guidelines as a method of explaining the intrinsic problem-solving and creative-thinking expected from this project.

Scaffold class time to specific benchmarks. Remind students of time constraints: Each benchmark uses only 20% of time (Benchmark 3 and 6—the two presentations—are not included in total). Students must budget labor, productivity, and time to fit temporal schedule:

- *Benchmark 1: Find your passion – 20% of one class*
- *Benchmark 2: Come up with a project – 20% of one class*
- *Benchmark 3: Project Pitch day to class –will likely take entire class*
- *Benchmark 4: Workday on Projects (video record your work) – 20% of ??? classes*
- *Benchmark 5: Share project with a peer. What is needed? – 20% of one class*
- *Benchmark 6: Class presentations—This will likely take entire class—or more*

### Common Core

CCSS.Math.Practice.MP1,3,5,6

CCSS.ELA-Literacy.CCRA.R.1-3

CCSS.ELA-Literacy.CCRA.R.1-9,10

CCSS.ELA-Literacy.CCRA.W.2,4,6

CCSS.ELA-Literacy.CCRA.W.7-8

CCSS.ELA-Literacy.CCRA.SL.1-6

CCSS.ELA-Literacy.L.6.4,6

CCSS.ELA-Literacy.CCRA.L.6 CCSS.ELA-

Literacy.RST.6-8.1,3,7-9

CCSS.ELA-Literacy.WHST.6-8.7-10

- *Benchmark 7: Assessment, evidence of learning, summative—20% of one class*

\_\_\_\_ Part of this project’s challenge is working within time constraints. Yes, it would be nice to have endless time to follow a dream, but that rarely happens in life or education. In fact, some colleges build that into their success matrix, throwing more material at the student than s/he can reasonably handle to see how they thrive with stress.

\_\_\_\_ Share strategies to assist students in organizing work, thinking, and prioritizing research so they finish in allotted time.

\_\_\_\_ *Figure 64* can be completed on Google Docs and shared with stakeholders:

**Genius Hour Project**

*Figure 1*

<b>Action Steps</b>	<b><u>How?</u></b>	<b><u>Timeline</u></b>	<b><u>Resources</u></b> 1. <i>Available</i> 2. <i>Needed</i>	<b><u>Barriers</u></b> 1. <i>What?</i> 2. <i>Overcome?</i>	<b><u>Communication Plan</u></b>
<b><i>Step 1:</i></b>					
<b><i>Step 2:</i></b>					
<b><i>Step 3:</i></b>					
<b><i>Step 4:</i></b>					
<b><i>Step 5:</i></b>					
<b><i>Step 6:</i></b>					
<b><i>Step 7:</i></b>					
<b><i>Step 8:</i></b>					
<b><i>Step 9:</i></b>					
<b><i>Step 10:</i></b>					
<b><i>Step 11:</i></b>					
<b><i>Step 12:</i></b>					

**Intentionally ended at this point in preview**

## **Other Singles from Structured Learning**

- Bridge Building
- Debate
- Gamification
- Google Apps
- Khan Academy
- Service Learning
- Write an Ebook

## SL Technology Books for Your Classroom



Which book	Price (print/digital/ Combo)	How Many
<i>K-8<sup>th</sup> Tech Textbook (each)</i>	<i>\$29.99-32.99/23.99-26.99/48.58-53.99+p&amp;h</i>	
<i>K-6 Combo (all 7 textbooks)</i>	<i>\$190.74/\$153.84/\$344.57 + p&amp;h</i>	
<i>K-8 Combo (all 7 textbooks)</i>	<i>\$246.52/\$200.62/\$447.14+ p&amp;h</i>	
<i>35 More Projects for K-6</i>	<i>\$31.99/25.99/52.18 + p&amp;h</i>	
<i>55 Tech Projects—Vol I,II, Combo</i>	<i>\$32.99 /\$59.98—digital only (free shipping)</i>	
<i>K-8 Keyboard Curriculum</i>	<i>\$29.95/25.95/50.91 + p&amp;h</i>	
<i>K-8 Digital Citizenship Curriculum</i>	<i>\$29.95/25.99/50.98 + p&amp;h</i>	
<i>Common Core—Math, Lang., Read</i>	<i>\$26.99 ea/72.87 for 3—digi only (free ship'g)</i>	
<i>K-5 Common Core Projects</i>	<i>\$29.95/23.99/48.55 + p&amp;h</i>	
<i>16 Holiday Projects</i>	<i>\$14.99 (digital only) + p&amp;h</i>	
<i>19 Posters for the Tech Lab</i>	<i>\$6.99 (digital only)</i>	
<i>18 More Posters for the Tech Lab</i>	<i>\$12.99 (digital only)</i>	
<i>98 Tech Tips From Classroom</i>	<i>\$9.99 (digital only) + p&amp;h</i>	
<i>760+ Tech Ed Websites</i>	<i>\$14.99 (digital only) + p&amp;h</i>	
<i>Tech Ed Scope and Sequences</i>	<i>\$14.99 (digital only) + p&amp;h</i>	
<i>New Teacher Survival Kit (K-5)</i>	<i>\$338.21/\$287.85/\$567.08+ p&amp;h</i>	
<i>New Teacher Survival Kit (K-6)</i>	<i>\$370.20/\$314.84/\$620.16 + p&amp;h</i>	
<i>New Teacher Survival Kit (6-8)</i>	<i>\$280.83/\$261.83/\$415.74 + p&amp;h</i>	
<i>Bundles of lesson plans</i>	<i>\$7.99 and up—digital only (free shipping)</i>	
<i>Mentoring (1 hr. at a time)</i>	<i>\$50/hr</i>	
<i>Year-long tech curriculum help</i>	<i>\$100 per year (online)</i>	
<i>Consulting/seminars/webinars</i>	<i>Call or email for prices</i>	
	<b>Total</b>	

**Free sample? Visit [Structured Learning LLC website](http://Structured Learning LLC website)**

**Fill out this form (prices subject to change)**

**Email [Zeke.rowe@structuredlearning.net](mailto:Zeke.rowe@structuredlearning.net)**

**Pay via Paypal, Credit Card, Amazon, TPT, pre-approved school district PO**



**Structured Learning**  
Premiere Provider of Technology Teaching Books to the  
Education Community