

Stage 1: What am I going to do?

Video Transcript

In this stage Project Blaster helps you decide on the topic of your project. It also helps you decide on your goals.

Your project should be educational, but it should also be fun. To help you decide on a topic, ask yourself these key questions:

What would I like to do? What sort of topic do I find interesting?

Perhaps you are interested in how your community was affected by war? Maybe you want to learn about local insects, birds or animals? Whatever you are interested in, share your preference with the rest of the class.

Everyone in the class will have different interests. So why not discuss, debate and take a vote.

When it comes to finally agreeing on a topic there are two other important things to bear in mind.

Have we chosen our topic wisely? Unless you or your teacher knows of a topic you can focus on that will give you plenty scope for study, such as a local water-mill or nature trail, it might be a good idea to make your topic fairly broad to start off with.

How do we meet the curriculum requirements? In other words, do we need to tweak or alter our topic so it's both fun and educational?

One more thing. Ask yourself, what is the goal of our project?

Am I going to use what I have learned to produce a piece of writing, an illustration, an object, some music, a performance, or something else?

You can change your goals or add new ones later, but it's a good idea to have something in mind from the start.

There's a lot to think about. But don't worry. There's a checklist to help you get your project started.