**Authentic Project Learning Experience Template**

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| **Program of Study 3.1.b:** Students demonstrate attainment of career-readiness competencies through authentic project learning experiences. |

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| **Goals:**   * Implementing extended-length (10+ days) authentic project learning experiences that provide innovative solutions to real-world challenges.  (*Examples: NAF Expeditions, participation in a monthly calendar project such as Engineer’s Week, Computer Science Education Week, or an academy focused project which requires students to work together to solve a challenge/problem)* * Engaging industry professionals in completing authentic projects. * Applying dynamic presentation media or technology apps to showcase original, relevant, and career/community-connected outcomes. | | |
| **Project Description** *(include project length)* | **Engages Industry Professional(s)** | **Student Deliverable Description** |
|  | Yes  No |  |
|  | Yes  No |  |
|  | Yes  No |  |
|  | Yes  No |  |