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| Context   * Develop a real-life story that will be relevant to students and will capture their interest |  |
| Hands-on activity   * Begin with a hands-on activity to get students to use a different part of their brain to traditional maths e.g. act it out, draw a picture, talk and discuss the story with a partner. |  |
| Questions   * Keeping within the context of the story, design questions that address the key learning intentions for the topic. * At this point you would be looking for concepts in the curriculum that could be included. * Questions should be scaffolded to build upon one another and facilitate deeper learning as a student progresses through the project. |  |
| Hurdle tasks   * Design tasks to facilitate learning required for the project which may require explicit teaching (could be flipped or interactive videos, classroom inquiries, classroom activities etc.) |  |
| Check for inclusivity   * Look back over the language used throughout the task and check that it is engaging, inviting, inclusive of gender and ethnicity and appropriate for the age of the students. |  |