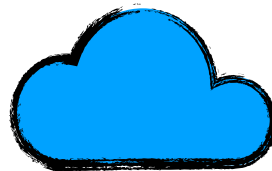
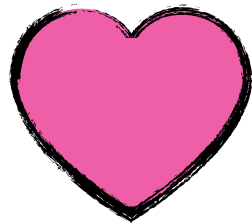
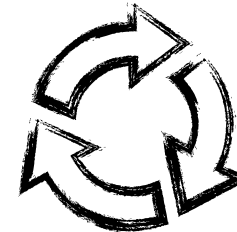
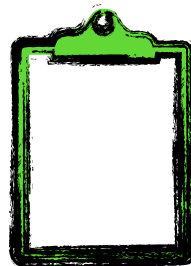




**Grade 3/4 Genius Hour Redesign:
Considerations for Teachers &
Potential Template for Students**



EMPATHIZE: What matters to you? *Use this as an opportunity to find out about interests, wonderings, connections that students have. This process can be slowed down in order to have the



DEFINE: Decide what the problem from the question/wondering is. Form a question to guide the learning forward. Example: "_____needs_____because/that_____."
This will help the students transform

IDEATE: Create a number of different ways (4-5) to find a solution to your problem. Use your imagination and be creative! This can



PROTOTYPE: Make a plan for one of your ideas. Include any materials you will need and things you need to know before you build it. When you are ready you can BUILD it

REDESIGN: Share your prototype with others. This is where you can decide what works, what doesn't work, questions that have come up



REFLECT: How was this process for you? Has your question/wondering been addressed or has this led to a new