Learning projects

Enrichment learning for the QCE

Developing and demonstrating your skills

Learning projects aren't just about participating in certain activities, but about planning for a certain amount of learning, and showing that this has been achieved. They are about building your knowledge, and developing your employability and lifelong learning skills. Each type of project has a specific set of skills that you must demonstrate.

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<thead>
<tr>
<th>Skill</th>
<th>Workplace</th>
<th>Community</th>
<th>Self-directed</th>
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</thead>
<tbody>
<tr>
<td>Communication</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Initiative and enterprise</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Planning and organising</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Problem solving</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Self-management</td>
<td>✓</td>
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<td>Teamwork</td>
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<tr>
<td>Technology</td>
<td>✓</td>
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<tr>
<td>Capacity to learn independently</td>
<td>×</td>
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</tbody>
</table>

Who helps you?

- Community organisation, employer or learning provider provides context and learning opportunities
- Mentor supports, encourages and advises you about planning and implementing your project
- YOU initiate, implement and complete your project then submit evidence of learning
- Sponsor a recognised learning provider who links you to the QCAA
- QCAA appraises your proposal and validates the evidence of learning
- Mentor supports, encourages and advises you about planning and implementing your project
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What is the time commitment?

A project lasts at least 55 hours, including 10 hours of planning and 45 hours for implementing and collating evidence of learning.

To contribute to your QCE, you must complete your project within 18 months of its approval and submit it through your sponsor by the last day of Term 3 in Year 12.

More information

- Speak to your school or learning provider
- Email: learningprojects@qcaa.qld.edu.au

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What are learning projects?

Learning projects are independent programs of learning that give you flexibility to pursue your interests outside the school environment. They are one of the learning options of the Queensland Certificate of Education (QCE) from the Enrichment category. On successful completion a learning project, you can earn one credit towards your QCE.

Consider a learning project if you:

• want to enrich your learning outside of school
• are looking for a different type of learning
• would like to investigate a special interest
• want to contribute to your community.

How learning projects work

Each learning project is unique. You choose what you will learn, where and how.

You:

• decide what you want to learn
• choose how you will undertake the project—at your workplace or community organisation, or as a self-directed learning project
• discuss ideas with a sponsor (a recognised learning provider, e.g. school) and get their support
• find a mentor, discuss your ideas, and get their cooperation and advice
• prepare a proposal and have your sponsor submit it to the QCAA
• start and complete your project once it is approved
• submit evidence of your learning to the QCAA through your sponsor
• gain one credit to your QCE on successful completion.

Project ideas

Learning projects fall into three categories: workplace, community or self-directed. The following are just some examples of what you can do.

Community learning projects

To undertake a community learning project, you need to be a member or volunteer of the community group that will provide the context for your project. Community groups include clubs, churches, associations and service organisations.

Past projects

• Kindergarten support and organisation. At the local community youth centre, the student explored community partnerships and services. She learned to plan and organise appropriate games and activities for children, and to work with teachers and supervisors.

• Basic sound-room operations. A student, who was already filming the services of his church, undertook a project to develop his skills in sound-room operations. During his project he learned to operate the sound desk, construct and operate PowerPoint and MediaShout presentations, retrieve songs from a database and texts from the web, and liaise with leaders. He wrote role descriptions for team members and a report on the technology needs of musicians, leaders and different members of the congregation.

More ideas

You might want to learn about:

• your own culture or local Aboriginal and Torres Strait Islander community
• promoting and organising volunteer help in agencies such as international aid, aged care or childcare
• direction and production in artistic, creative or performing settings.

Self-directed learning projects

A self-directed learning project has no specific location, although your main learning provider (e.g. school) would most likely be your base. Your study could be inspired by a state or national competition, a challenging interest or hobby, or a topic in a school subject that you want to explore in much more detail.

Past projects

• CO2-powered race car. Although the student’s school was not involved in the Re-Engineering Australia Foundation’s CO2-powered car competition, the student wanted to learn how to design such a car to improve his CAD (computer-aided drawing) skills. He researched, learned to use CATS software, designed his car, then machined and finished it. He also documented his work so future students entering the competition could learn from it.

• Creating with tessellations. The student researched the mathematical, cultural, artistic and architectural aspects of tessellations. She then used photography and computing technology to create graphic designs that could be used commercially as wallpaper, fabric design or wrapping paper. She also produced two-dimensional artwork printed on canvas.

• Discovering the layers of event management and tourism. At a major theme park, the student worked with department managers and supervisors to plan and organise functions. Her goal was to enhance her employability skills and career prospects.

• Focus on acting. The Year 11 student worked independently but in parallel with the Year 10 drama class and teacher to develop acting and stagecraft skills. She was not studying drama at school.

More ideas

You might want to:

• research representations of history, art, religion and politics from medieval times to the present (e.g. from stained glass windows to cartoons to images on the web)
• develop knowledge and skills in the areas of geology, lapidary and gemology
• learn more about Aboriginal and Torres Strait Islander knowledge, practices and protocols after studying a unit in Geography
• develop knowledge and skills in the area of health and nutrition in the local community, after studying a unit of Health Education.

Workplace learning projects

To undertake a workplace learning project, you need to be employed in the workplace that will provide the context for your project. You could be working for a person, business, company, association or local authority.

Project ideas

With a part-time job working in a garage, your project could focus on learning the basics of running a business.

• You have an interest in public health and a part-time job in a fast-food outlet, so you might decide to investigate health regulations and the correct processing of food.

• As a gardener, you might research and plan sustainable gardens using native plants and minimain water.

• Working in a supermarket, you might undertake a project that allows you to learn about personnel recruitment and supervision.

• Your work in a retail outlet might lead to a project that investigates event organisation and customer service.