What is a learning project and what is its purpose?

A learning project is an independent program of learning that gives a learner the flexibility to pursue interests and enrich their learning outside of the school.

A learning project allows the learner to design and undertake a unique short program of learning that is separate from any established school, training or other educational program. Through a self-selected context, whether that be in the community, workplace or self-directed, a learner demonstrates a defined set of employability and lifelong learning skills. These skill sets are defined on the following page.

The community organisation, employer or school provides the opportunity for the learner to develop the skill sets.

The role of the employer, community representative or school is to:

- agree to host the learner’s project and facilitate the workplace or community project
- be responsible for the safety and wellbeing of the learner in the workplace or community organisation
- discuss initial ideas with the learner
- agree to the project proposal and provide opportunities for the learner to take on a range of experiences that will develop the skill sets
- complete Part C of the proposal, provided by the learner
- confirm the accuracy of tasks undertaken and the evidence of learning provided by the learner, by signing their implementation log
- give permission for the Queensland Curriculum and Assessment Authority (QCAA) to report on their behalf. The business/enterprise/community organisation will be listed on the learner’s statement of results as the location for the learner’s community or workplace learning project.
## Employability and lifelong learning skills

| Capacity to work and learn independently | Understand and apply new knowledge and information. | ✓ | ✓ | ✗ |
| Communication | Communicate effectively with others using a range of spoken, written, graphic and other nonverbal means of expression. | ✓ | ✓ | ✓ |
| Initiative and enterprise | Be resourceful in seeking and applying knowledge, information and the translation of ideas into actions, in ways that contribute to innovative outcomes. | ✓ | ✓ | ✓ |
| Planning and organising | Plan and organise one’s own work activities; make good use of time and resources; sort out priorities and monitor performance; set goals; locate, sift and sort information in order to select what is required and present it in a useful way; manage time and priorities; be resourceful. | ✓ | ✓ | ✓ |
| Problem solving | Apply problem-solving strategies in purposeful ways to achieve an outcome, in situations where the problems and solutions are evident, as well as in new or creative ways. | ✓ | ✓ | ✓ |
| Self-management | Manage workload and effort; develop strategies for time management so that tasks are completed within the required time and to the necessary standard. | ✓ | ✓ | ✓ |
| Teamwork | Interact effectively with others one-to-one and in groups, understanding and responding to the needs of a client and working effectively as a member of a team to achieve a shared goal. | ✓ | ✗ | ✓ |
| Technology | Apply technology and/or operate equipment to manage routine or non-routine tasks more effectively. | ✓ | ✓ | ✓ |

A learning project must provide the learner with the opportunity to show employability and lifelong learning skills. An initial project idea may be adjusted to enable these skills to be demonstrated.

## More information

- **web:** Learning projects [www.qcaa.qld.edu.au/3182.html](http://www.qcaa.qld.edu.au/3182.html)
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