



3-D
VIEWERS



Project 3-D

Project Overview

Project 3-D was our first major project for the 2010-2011 school year. It incorporated all four academic classes. Students were asked how they could combine academics and technology to design a work of art. Our goal was to take learning to another dimension in Project 3-D: Develop, Design, and Disclose.

In Dimension 1, students were grouped by their interest in a social issue that was significant during the Renaissance. Each student design team then was responsible for securing a contract with all academic teachers through both written and oral proposals. At the end this stage, students were required to create a work plan to satisfy the contract.

During Dimension 2, student design teams worked both independently and collaboratively to effectively implement their “work plans” into action. Teachers at this point served as “project consultants,” offering critique and direction.

In Dimension 3, students were given both the responsibility and the opportunity to publically present their completed work of art.

Student Reflection

“Project 3-D was an incredible experience for me. I learned many positive things during this process. One important lesson I learned was how to communicate effectively with my partners. This is not a skill that I have had to use before. I also had many lessons in patience. By nature, I am not a very patient person. For this reason alone, this project was a growth experience for me. Finally, I learned that you have to believe in yourself. At the end, I had a product that I was very proud of!”

-- Daisy Villegas