



**W E R T Y**

**Templates**

# For Educational Projects

## Using QWERTY® For Educational Projects

You're sitting at your desk in the classroom. It's almost going-home time on Friday afternoon. The weekend and freedom are minutes away. The teacher stands up. The class falls silent apart from Jimmy, who is still talking. "JIMMY! BE QUIET," booms the teacher. Jimmy shuts up. The teacher looks around the waiting pupils. "Class, I want you to do a project. You've got four weeks. I want a slide show on the different melting points of snowballs. Have the first slide ready to show me on Monday." Oh, no! Bang goes the weekend! You hate doing projects. You never know where to start. You hate slideshows most of all. "I can never do them," you mutter to yourself. "What can I find to say?"

Does this sound familiar? Never fear, QWERTY® is here! In this series on *QWERTY® for Educational Projects*, not only will we show you how you can use QWERTY® to get better results, but you'll see how it can make your project a lot more fun to do. We're not doing the work for you. You may even end up doing **more** work on the project than you first thought you would. But you will find you want to do so, because doing it the QWERTY® way is more interesting and more fun than you thought it would be. At the end, hopefully, instead of a project that could be rather ordinary, you'll discover you've created something extraordinary. You'll be proud to hand it in to your teacher with your name on it.

Although we've talked about teachers and classrooms, not all educational projects will be for a school setting. You might Home Ed or want to do a project for an extra-curricular setting such as Scouts or Guides. You might want to do a project just for yourself. Whatever the reason, QWERTY® can help.

### Using QWERTY®

The first thing to do, is to introduce you to our creative thinking system, QWERTY®. If you are new to QWERTY®, we suggest you find out all about it by visiting our web pages and blogs on the system [here](#). What we are going to do in this series is to give you examples of how QWERTY® has been used to help produce better project work. We hope you can look at what we've done and use it as inspiration to use QWERTY® in your own project. QWERTY® should help you inject more creativity, more of **you** into your work. In particular, we hope it will make your project more fun and more interesting to work on, and that at the end of it, you will have produced something you are proud of.





## What is an Educational Project?

In our series **QWERTY® on Educational Projects**, we are looking at extended pieces of work where your teacher (or the person setting the project) is asking you to increase your knowledge by investigating a particular topic, or showing what you know or understand about the topic already. Then, you have to present your work in a given format.

In this series, we will cover five different methods of presentation:

- **Facsimile** – an example might be where you write a pretend newspaper article or a ‘diary’ entry
- **Model** – 3D or otherwise
- **Poster, infographic or annotated drawing**
- **Report or essay**
- **Slideshow** – such as MS PowerPoint or Google Show

## The Conundrum

At this point we have a conundrum. For each of these five situations, you’ve got to do the same thing: research and demonstrate knowledge. Then, you’ve got to present it in a particular way. But the conundrum is that the medium through which you must present your knowledge, defines what knowledge you can show.

Have a look at the table below. This shows, for each type of medium, what kind of information content it can present, and what are the important features of **how** you present it.

Medium	Information Content	Points about the Presentation
Facsimile	Lots of detail, but on a single topic	Formatted to look like an original document
Model	Showing the features or form of something solid	Demonstrating specific features
Poster	One big simple point or idea	Attention grabbing, bold image and colour and only a little text
Infographic or drawing	One or more related ideas on a set topic	Visually attractive, but with a way of illustrating the relationship or relative importance of the various elements of content
Report	Can be a complicated explanation	Mostly text, with optional pictures and diagrams
Slideshow	Several points, simply explained	Several similar-looking slides with some images and bullet points.





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So, as you can see, if you are doing research for a poster, you need to come up with a big idea that you can put into an image easily. For a report, you may need to come up with lots of detail. In any situation, you are going to need to consider the presentation before thinking about the content and consider the content before thinking about the presentation<sup>1</sup>. Hmm...

## QWERTY® Hubs

The way we solve this kind of problem – and they come up all the time is by using a QWERTY® Hub Strategy. This is a divide-and-conquer strategy, so instead of one big QWERTY® we do a central QWERTY® that acts as the hub of a wheel. Then we use this to define the Question for several little QWERTY®s that sit on the rim of the wheel and feed ideas into each other.

When you use the QWERTY® Hub Strategy, in the case of an educational project, you do three QWERTY®s. You use the 'hub' QWERTY® to take in the teacher's or task-setter's instructions, your own knowledge, likes and skills, to decide in big-picture terms the type of thing you want to hand in. You use those decisions to set up the Question stage for two rim QWERTY®s.

For the first 'rim' QWERTY® you research and compile the information content that you want to show for your project. With the second 'rim' QWERTY® you design and create the presentation of that content that you hand in.



That's all very abstract. Let's run through an example to try and explain what we mean.

Suppose your teacher has said that you have to build a model lighthouse. The qualifiers are that your lighthouse must have a working light, powered by a battery, the rest should be made out card and papier mâché and it should be on a base 30cm to 50cm (12"-18") square. It should be based on a real lighthouse, and you must include a 100-word paragraph on the history of your lighthouse.

<sup>1</sup> The White Rabbit put on his spectacles. "Where shall I begin, please your Majesty?" he asked

"Begin at the beginning," the King said, very gravely, "and go on till you come to the end: then stop."

*Lewis Carrol, Alice's Adventures in Wonderland*





## The Hub QWERTY®

The aim is to decide roughly what you want to present. If the base is 30cm square, perhaps you can come up with a model 50cm high. You might like doing papier mâché, so you want to do some sea. Doing a cliff might be beyond you, so a lighthouse on rocks at sea level. You might remember seeing a lighthouse on a Horrible Histories about Cleopatra, so an ancient lighthouse is an option, on the other hand you like the shape of modern lighthouses, but the curve might be difficult to do with your card skills. Are there any straight sided lighthouses?

What is it that the teacher wants you to show? Does that affect which lighthouse you choose?

## The Content QWERTY®

Research different lighthouses bearing in mind your thoughts in the Hub QWERTY®, in particular: what the teacher wants to see, and your skill level at cutting card. Decide on a good lighthouse to model and write the paragraph about it.

## The Design QWERTY®

From pictures of the lighthouse you chose in the content QWERTY®, decide how you are going to build your model and build it.

## Focus

One quick point we must make crystal clear. We are **not** saying you must only look at content in the Content QWERTY® and only think about design in the Design QWERTY®. All we are suggesting is that you **focus** on deciding on your content in the Content QWERTY® and **focus** on coming up with your design in the Design QWERTY®. Inevitably you will end up thinking about design while deciding on the content and content while creating your design. That's fine!

## Our Set of Example Educational Projects

Now you know how we suggest you go about using QWERTY® to do an educational project. We can see you reading this and saying, "Okay that's the theory, but I'm not sure how to do it for real. It would be really useful to have an example." Your wish is our command. In the fullness of time, we will look at all five different projects of the types listed above that were done by our primary-school-age daughter using QWERTY® to plan them.

Medium	Project
Facsimile	Estate Agent Prospectus for a Roman Villa
Model	Model Café showing understanding of different materials
Poster or Infographic	The Tudor Dinner Table: Rich and Poor
Report	The Saber-Tooth tiger (for a Flip-book)
Slideshow	Man's Effect on the Environment





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**We'll talk you through each project, showing how we used QWERTY® to come up with what we did. Admittedly, we've prettied them up slightly (our original notes were pretty scrappy!) and annotated them to show you why we did things that way.**

**Hopefully, they can get you started on using QWERTY® to help you get interested, have fun, and produce something out of the ordinary. Enjoy using QWERTY®!**

