PROMOTING LEARNING INTERNATIONAL (56 GRID) PLANNING MATRIX

(This matrix was devised by Ralph Pirozzo in 1997 & updated in 2004)

Student: The Average Student - Individual Learning Plan

Marketing Your Boat

Multiple	Bloom's Taxonomy: Six Thinking Levels						
Intelligences	Pre-Knowing	Knowing	Understanding	Applying	Analysing	Creating	Evaluating
Verbal I enjoy reading, writing & speaking		2. Brainstorm all the different types of boats.	29. Use a Thinking Clouds to explore different ways that you can sell a product.	30. Prepare the necessary ads, brochures, videos, webpages, public presentations, media releases & feature stories (BROW).	31. Compare & contrast the best & the worst ad that you have seen.	Real Assessment Task Create a report/video/ website/ computer program titled "Marketing Your Boat".	47. Present your Project to your class & receive feedback (use a criteria sheet).
Mathematical I enjoy working with numbers & science		32. Review issues dealing with measurements & place value.	3. Use the PSDR method to predict what will happen to the various fruits & vegetables when placed in water (see activity 4).	4. Carry out activity 23 by using the PSDR Method. You will find this activity in the book titled: 50 Cooperative Learning Activities.	33. Investigate how much you will you have to sell your boat in order to make a profit?	34. Estimate the cost of building your boat by including materials, labour & advertising (Trec/RedMast).	35. Could you have built the boat by using different materials?

Visual/Spatial I enjoy painting, drawing & visualising	1. Look at various boats.	5. Draw your own model boat and show it to your teacher.	6. Choose the designs & paints for your boat.	7. Apply the first coat of paint to your boat. Are you satisfied with the finished product? How could you improve it?	8. Investigate the best way to paint the boat in order to prevent it from rusting (TAP).	9. Assess your final shape & colours of your boat. Discuss ways to improve the shape & the colours.
Kinaesthetic I enjoy doing hands-on activities, sports & dance	10. Find out what types of hobbies & sports passengers can play on board a boat.	11. Describe the main hobbies & sports that can be played on board a boat.	12. Build or reassemble your boat.	13. Categorise these hobbies & sports in terms of their value to senior passengers.	42. Identify the issues dealing with environmental health, safety, food requirements, fitness & sports.	43. Were your passengers satisfied with the food, hobbies & sports that was available to them? How do you know?
Musical I enjoy making & listening to music	14. Name the type of music & entertainment that is usually available to passengers on board boats.	15. Match the type of music & entertainment to people of different ages.	16. Choose the music & entertainment that will be available to passengers on your boat.	17. Survey the type of music & entertainment that teenagers enjoy whilst on holidays. Will this music be suitable to older passengers?	18. Working with your group, compose a song/rap/dance (LDC).	19. Present your song/rap/dance. Is it appropriate for teenagers? Recommend improvements.
Interpersonal I enjoy working with others	20. Review basic rules of working with others.	21. How are the different roles going to be assigned? Who will decide?	22. Working as a group, now commence your Marketing Plan.	23. How well did you work as a group? Survey every member of your group (TPSS).	44. Are your passengers satisfied with the food/customer service/hobbies? Devise a survey.	45. Evaluate the impact that your boat is likely to have on the environment (The Rake).

Intrapersonal I enjoy working by myself	24. How do you feel when you are on board a boat (LDC)?	25. Express your feelings whilst on a boat in very rough seas (Y Chart).	26. Were you excited when your boat actually floated (TPS)?	27. Investigate your life as a boat builder!	28. Impersonate your favourite Captain (X Chart).	46. Is your boat building business likely to succeed?
Naturalist I enjoy caring for plants & animals	36. List all the items that you will need to take on board.	37. Draw and/or photograph plants, animals & scenic sites whilst the boat is moving from one location to another.	38. Organise your own portfolio where you will keep your written observations, drawings, collections & photographs.	39. Select books, videos, CDs, films & nature simulations programs that will be available on board.	40. Create a map indicating nature walks, bird sites, rock formations, mountains, beach areas & tourist attractions that are located near the various places visited by the boat.	41. How difficult are these "areas of interest" for people of different ages & mobility?

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Resources:				

This unit has been created by Ralph Pirozzo

