



What is Genius Hour? Genius Hour is a form of project based learning adapted from Google's 20% Time. Employees of Google are allowed 20% of their work hours to be dedicated to working on whatever project they choose with one rule: the goal of the project has to be the improvement of the company. Youth in Camp Fire After School will be given freedom to research, investigate and work on a project of their choosing that relates to each core unit. Projects can be produced by small groups within a larger group, the whole group and occasionally by an individual child.

Why is Camp Fire implementing this? The primary objective of Genius Hour is to get youth to creatively and critically pursue things that they are passionate about. It's an opportunity for kids to ask questions and discover answers to things they're curious about in an educational (but not school) setting. Genius Hour provides youth the opportunity to:

- ✓ Have a voice and choice in the program
- ✓ Plan and set goals
- ✓ Lead a group and/or help their peers
- ✓ Reflect on their learning and the experience
- ✓ Learn something new!

Another goal of Genius Hour is to practice group process skills, or those tasks related to productively interacting in a group. Some examples of group process skills include:

- ✓ Listening to others without interrupting
- ✓ Sharing ideas
- ✓ Contributing ideas or actions to the group
- ✓ Giving and receiving constructive criticism
- ✓ Taking turns, raising hands in a large group
- ✓ Valuing others ideas
- ✓ Doing a task with others

What is the framework for the project?

- **Phase 1:** The first phase of a project includes revisiting children's past experiences related to the topic; summarizing, representing, or recording what the children know or think about the topic and what they want to know more about; coming to agreement on the general topic to be investigated; formulating the questions to be answered or area to be studied; and making predictions of what the answers might be and where the necessary information can be obtained.
- **Phase 2:** The period when the children are collecting the data they need to answer the questions or meet goals developed in Phase 1. It includes researching, interviewing others, examining artifacts, and other ways of gathering pertinent data.
- **Phase 3:** The final phase of a project, during which the children and teachers examine and reflect upon what they have found out from their investigation, and plan how to represent what they learned through a culminating project.