

Creating the School You Want: A Social Action Project

In Unit 1 you researched to school climate and needs of E.L. Crossley Secondary School. During this project, you will create and implicate a plan to create a POSITIVE social movement within our school.

You will complete your project using the following steps:

Selecting a problem to address

- Select a social problem or need at E.L. Crossley. You will then find a POSITIVE way to try to create social change

Creating a plan

- Once you have selected a problem, identify and refine an action plan.
- Be sure to consider the feasibility, longevity, and sustainability of your plan.
- Address how you will model your plan, and how you will get other students in the school to join you in your movement.
- Brainstorm potential issues in your plan and how you may try to prevent them.

Implementing You Change

- Describe in detail how individuals reacted to your change. Include photo evidence of you attempting your change.

Reflecting on Your Success

- After you have implemented your action plan, provide a brief overview of whether or not your plan was successful.
 - If YES what factors lead to your success?
 - If NO how would you change your action plan for next time?

Social Action Project Marking Rubric

Problem

- Problem is feasible and is appropriate for the students of E.L. Crossley. /2

Plan

- Detailed instructions outline your plan. /5
- You address how you will model your plan, and how you will get other students in the school to join you in your movement. /3
- Each group member is assigned a specific role. /2
- You include the feasibility, longevity, and sustainability. /3
- Potential issues are identified and an attempt is made to prevent them. /2

Change

- Maximum effort was extended to make your change a success. /5
- Students reactions to your action plan or change are included. /2
- Specific artifacts or photos are included documenting you attempting your change. /3

Reflection

- Reflection include evidence of whether the change was successful or not. /3
- Reflection includes components that made the change successful OR components that need to be included to make the change successful next time. /5

Total: /35

Comments: