

Project-Based Learning and Advocacy

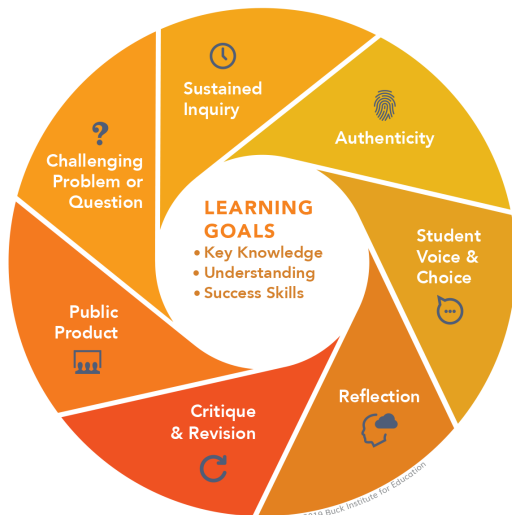
Project-based learning (PBL) is an educational approach that leads students through **complex, real-world projects** or challenges that require **critical thinking, problem-solving, and creativity**. PBL encourages students to become active learners who take ownership of their learning, and who engage in **inquiry-based exploration and discovery**.

Benefits:

- Students build **agency** and **critical/creative thinking skills**.
- Students learn how to **ask questions** and **evaluate evidence**.
- Students **design solutions** and **generate new and innovative ideas**.
- Students learn how to **form opinions** about issues that matter to them and **advocate for real-world solutions** in persuasive and compelling ways.
- Students learn how to **collaborate effectively** with peers, mentors, and experts in the field.

Gold Standard PBL

Seven Essential Project Design Elements



Unforgettable Experiences

Catalina Island Marine Institute (CIMI)

Maple's 5th graders get to experience CIMI at Fox Landing for 3 days each school year. During their time at this one-of-a-kind camp, students learn about the **ocean and coastal ecosystems** through hands-on, interactive labs and then get to **snorkel** in and around the bay, where they get to see the aquatic plants and animals in their native habitat! Students also learn to **kayak** and learn oceanography skills.

Astrocamp

Maple's 4th and 6th graders each experience 3 days of activities at Astrocamp in Idyllwild each year. While at Astrocamp, students learn about **space**, our solar system, lights and lasers, electricity and magnetism, **astronaut training**, telescopes, micrometeorites, the Sun, and much much more through **fun, hands-on labs**.



All Maple Experiences (CIMI and Astrocamp) are **FREE OF CHARGE** to all of our families due to generous grants from the CA Coastal Commission and the Fullerton Education Foundation.

Maple Elementary Environmental Science & Experiential Learning



"You must go on adventures to find out where you truly belong." — Sue Fitzmaurice



fullertonsd.org/Maple 714-447-7590

Maple has a new vision for its 2nd Century serving our community:



"The future belongs to the curious. The ones who are not afraid to try it, explore it, poke at it, question it, and turn it inside out." - Unknown



Environmental Science

At Maple, we believe that environmental science education is vital to our students' future.

Environmental science can help young students develop an **awareness and appreciation for the natural world**, teaching them how to live in harmony with it. This knowledge can help them become more **responsible and caring citizens** who take actions to protect the environment.

It also promotes **critical thinking skills** and scientific inquiry. Students learn to analyze environmental problems, evaluate evidence, and use scientific methods to find solutions to these problems.

Students also dive deep into environmental issues and engage in debate and informed decision-making about environmental policies and practices. Through **project-based learning**, students learn how to **advocate** in front of authentic audiences, so that they can produce real changes in their community.

Students also learn practical skills, such as how to reduce waste, conserve resources, and live sustainably.



Experiential Learning

At Maple, we believe that the best learning occurs through **EXPERIENCES**—that's why every teacher at Maple teaches with **interactive, hands-on** activities. In the STEAM Lab, students learn through **inquiry-based science investigations**—not just a textbook. For math, students learn the concepts behind the algorithms, make mathematical models, and analyze each others' work.

Each Maple teacher also takes their students on **multiple field trips** each school year, so students can be immersed in learning and excited for adventures outside of the classroom. Our goal is to develop a **curious and adventurous mindset** in our students, so they can be confident in the face of new challenges.

