## **Project Library**

Your final project, which is worth <u>two test grades</u>, is to complete a series of smaller projects from the list below. You <u>must choose 3 projects</u> whose points total <u>6 points</u>. Each point on a project is worth 20 points towards your final project grade (ex: 5 pts. \* 20 points each = 100 points). You may work with a partner on <u>only one project</u> and that project must be a 2 or 3 point project. Each project is a review of the content provided in the Algebra 1 course. A brief description is given below of each project along with the number of points it is worth. Once you choose a particular project, a more detailed sheet of directions and instructions for each project can be found on the Project Library Shelves in its titled shelf/folder. The timeline for the projects are as follows:

- 1<sup>st</sup> Project due Friday, May 21<sup>st</sup>
- 2<sup>nd</sup> Project due Monday, May 24<sup>th</sup>
- 3<sup>rd</sup> Project due on Final Exam days (listed above top right corner)

## <u> 1 POINT = 20 points each</u>

•ALGEBRA REBUSES – You will create 5 of your own rebuses that have to do with Algebra 1 terms or ideas.

•ALGEBRA POEM -Write a poem about a topic or idea of Algebra 1.

•FLAG – Design your own Algebra 1 curriculum flag.

## <u> 2 POINTS = 40 points each</u>

•PODCAST VOCABULARY REVIEW – Record an audio or video podcast reviewing key vocab in a chapter.

•CAREER POSTER - Create a poster that shows a career(s) in which math is a necessary skill.

•<u>BIOGRAPHICAL ESSAY</u> - Write a biographical essay of a famous mathematician, including important facts about their life and important contributions to mathematics.

## <u> 3 POINTS = 60 points each</u>

•<u>MY NAME IN LITERAL EQUATIONS</u> – Spell out your name using literal equations.

•<u>MAKE A GAME OF IT</u> – Create a game based on a topic or concept learned in class. You will have players practice the topic by playing the game.

•<u>ABC Book</u> – Create an ABC book of vocabulary terms from the Algebra 1 course.

Follow the tic-tac-toe board to choose your projects.

Color in your project selections. Again, you must follow the tic-tac-toe pattern (example below).

1	3	2
3	2	1
2	1	3

Rebuses	Literal Equations	Poster
Game	Video Review	Poem
Biography	Flag	ABC Book