

# Product Guidelines

This project is what you make it! Start by choosing something which you will truly enjoy.

When choosing your product, consider the following guidelines.

- The Culminating Project team approves projects.
- Once approved, students cannot change their entire project without formal approval from the Culminating Project Team.
- Students spend 15 hours minimum completing their project. These hours must be completed outside of the school day.
- Projects cannot be dangerous (sky-diving, race car driving, etc.)
- Students find a mentor who can sign product logs, verify hours, and give them help/guidance/suggestions during the project completion.
- Completing the product must provide a challenge or clear learning stretch for the student, meaning many aspects of the project must be new to the student.
- Students can spend little or no money completing the hands-on product. If a student chooses a project which requires a large monetary commitment, he/she must plan carefully so that the project can be completed.
- Students document the project process carefully. A large portion of the speech evaluation is based on project evidence.
- Process evidence will be documented in the product log; however, actual detailed, tangible evidence must be presented in both practice and final speeches.
- Students must have a tangible product at the completion of the process. It is essential for the students to have something to show the community panel at their final speech, which proves they have completed a project.
- If completing a shadowing project, only 5 of the 15 required hours can be shadowing. The other 10 hours must be the construction of a hands-on, tangible product to display the new knowledge.