

# 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.
- Projects cannot be dangerous (sky-diving, race car driving, etc.)
- Students find a mentor who can sign progression log, 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 nothing 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 portfolio and speech evaluation is based on project evidence. The Product Progression and Product Completion Logs will help strengthen the student's project evidence.
- Students must have a tangible product at the completion of the process. The approved tangible product must be present for panel at the practice and 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.