

★ Optimize Relevance, Value & Authenticity



# Day 89

## Innovate

If you have read Daniel Pink's popular book *Drive* (2011), you know about companies that encourage employees to spend a portion of their time engaging in projects of their choice. In some places, Pink reports, workers are encouraged to spend as much as 20 percent of their time on these projects.

Teacher-blogger Josh Stumpenhorst wrote about using this idea in schools. For one day, sixth graders in his school were allowed to focus on any activity they deemed worthy, interesting, or meaningful. This is UDL and then some. Not only did learners have choices in how they spent their time, but they could also work collaboratively and focus on areas of personal interest or skill.

Some of the projects students chose included

- ★ *creating a Rube Goldberg machine,*
- ★ *writing and performing a comedy routine,*
- ★ *choreographing a dance,*
- ★ *producing a highlight reel of basketball moves,*
- ★ *building a model of the Eiffel Tower, and*
- ★ *writing a short story.*

Want to learn more about these types of learning experiences? Read Josh Stumpenhorst's aforementioned post on the topic ([www.stumpteacher.com/2011/03/innovation-day-2011.html](http://www.stumpteacher.com/2011/03/innovation-day-2011.html)) and then explore Chris Kesler's retired but content-rich site on how to support students to work on "passion projects" on a weekly basis: [www.geniushour.com](http://www.geniushour.com).