The 20time Project

What?

★ Pitch and launch year-long projects that use gifts/passions to

meet a need/benefit an audience

- ★ Devote 20% of class time to carrying out the project
- ★ Reflect on their process and progress in a weekly blog
- ★ Develop autonomy, mastery, and purpose through the process
- ★ Deliver an inspiring speech at the end of 8th grade

The 20time Project

How educators can launch Google's formula for future-ready innovation



Kevin Brookhouser, M.Ed.

"A compelling roadmap for motivating student innovation and complex problem solving." Daniel H. Pink, author of Drive and A Whole New Mind

The 20time Project

Why?

- ★ Explore a sense of purpose
 - Purpose = gifts + passion + impact
- ★ Increase intrinsic motivation
- ★ Provide optimally challenging goals
- ★ Develop real-world competencies
 - To better equip students to put their

knowledge to use

APRIL 14, 2015 Sense of youthful purpose driven by action, passion, says Stanford researcher

Stanford education Professor William Damon says that research shows that while young people can sometimes struggle with a sense of purpose, they are likely to find it in concrete and action-oriented goals.

BY CLIFTON B. PARKER

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Encouraging a sense of meaning and purpose in young people often comes down to a "beyond-the-self" way of orienting to the world, a Stanford expert says.

Yet while service to others can build a capacity for purpose that endures into later life, said <u>William Damon</u>, an education professor and director of the Stanford Center on Adolescence, those activities should be something that a young person truly enjoys and finds appealing – not just obligatory work.

Damon's <u>research</u> explores how young people develop purpose in



Stanford students plant trees on campus in 2013. Professor William Damon sees such activities as leading to a sense of purpose. (Image credit: L.A. Cicero)

their civic, work, family and community relationships. The Stanford News Service recently interviewed him about this topic:

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How?

All Students Have To:

- 1. Create the project themselves/with their partners
- 2. Use their gifts and/or passions
- 3. Serve an audience (meet a need etc.)
- 4. Push themselves with some parts of their projects
- 5. Have a mentor who is not a relative
- 6. Create a schedule of deliverables
- 7. Make progress toward their goals
- 8. Stick with their project all year
- 9. Pitch, blog, present

Projects Can:

- 1. Be big or small
- 2. Benefit the whole world or only one person
- 3. Involve no money at all
- 4. Succeed or fail with no impact on the course grade

Supporting a 20time Program

1. Creative scheduling/programming opportunities for students' projects

- a. Wellness Wednesday
- 2. Fundraising support
 - a. 20time Fair
- 3. Advocating and cheerleading
 - a. To parents and other stakeholders
- 4. Demonstrating interest and encouragement
 - a. Meeting with students
 - b. Talking with them about their projects
- 5. Expecting and accepting imperfection!

