

It's a Wellventure!

A Wellbeing Inquiry



The **BIG** Question:

How can we improve our wellbeing?

Learning Intention

To be able to use your inquiry skills to investigate a Wellbeing topic of your choice. You will present your inquiry project by creating a 'Choose Your Own Adventure' game using Scratch.

Success Criteria

- Develop **thick** and thin questions
- Research the questions to help you answer the BIG question
- Present the inquiry project research using **SCRATCH**

Inquiry Project Timeline

Weeks 1 and 2		✓
Brainstorm and choose a wellbeing topic		
Brainstorm and choose thick and thin questions based on your chosen topic to research		
Weeks 3 and 4		✓
Complete the Project Plan Proposal		
Use the research templates to record your information		
Fill out the Learning Log at the end of lessons your teacher asks you to		
Use SCRATCH to make your 'Choose Your Own Adventure' game		

Please note these are just guide topics, however
you can choose your own wellbeing topic.

- Caring for my body
- Friendships
- Games
- Happiness
- Fitness
- Being safe
- Making a difference
- Pets
- Eating
- Practising hobbies and interests
- Growth Mindset
- Empathy



- Teamwork
- Religion and spirituality
- Conflict
- Bullying
- Goal setting
- Talents
- Facing challenges
- Practising Mindfulness
- Personal identity
- Trust

Thin Questions vs. Thick Questions

The title of your passion project is going to be in question form, in a THICK-QUESTION format.

Thin Questions

- *Can be answered very easily
- *Usually can be answered with one word
- *There is not much discussion needed to answer a thin question
- *The answer can be easily found-It is "Googleable"
- *Answers are on the surface

Examples of Thin Questions

- Ex. Who is the main character?
Ex. Where does the setting take place?

Thin Questions start with:

- Who...
- What...
- Where...
- When...

Rough Idea of Your Thick Question

Thick Questions

- *Harder to answer
- *Needs evidence to help answer the question
- *There might be many answers
- *Answers have depth
- *Need background knowledge to help answer the question
- *Answers might be open-ended-
- "Non-Googleable"

Question Starters for THICK Questions

- What is the impact...
- What is the influence...
- What is the relationship...
- What if...
- What would happen...
- What could happen...
- What is the result...
- How can you use...
- What is the cause...
- What is the effect...
- How can you change or modify...
- What could be done to improve...
- Why... How...

Project Plan Proposal

My topic is...

--

The main question I am trying to answer is...

Two more questions I will answer are...

I already know this about my topic...

Health Inquiry Research

I am collecting research about my question:

Sources	
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Notes to answer my question:

Questions I now have:

Health Inquiry Research

I am collecting research about my question:

Sources	
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Notes to answer my question:

Questions I now have:

Health Inquiry Research

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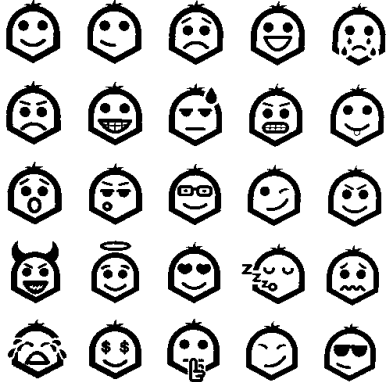
Sources	
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Notes to answer my question:

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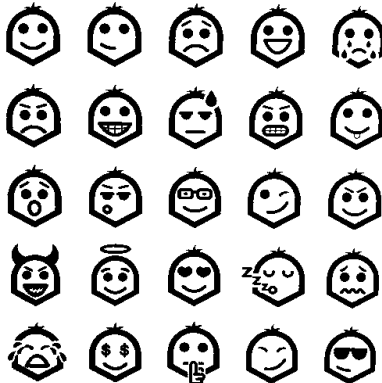
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Lesson and Learning Reflection

<p>How I spent my time today...</p>	
<p>My plan for next lesson...</p>	
<p>How do I feel about my learning today?</p> <p>Circle the Emoji and describe.</p>	 <p>A 5x5 grid of 25 different emoji faces for selection. The emojis include various expressions such as smiling, sad, surprised, angry, and neutral, as well as specific characters like a devil, a angel, a person with glasses, a person with a halo, a person with a dollar sign, a person with a tongue sticking out, a person with a hand to their mouth, a person with a zzz symbol, and a person with sunglasses.</p>
<p>A new question about my wellbeing topic I am wondering about is...</p>	

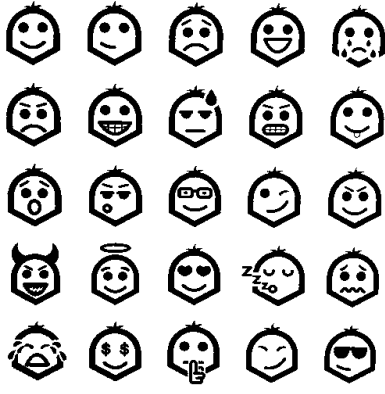
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<p>A new question about my wellbeing topic I am wondering about is...</p>	

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Term 2 2020

Name: _____

Scratch Grade:

Overall Grade:

Area for Improvement	Criteria	Evidence of Exceeding Standards
	<p style="text-align: center;">Questions</p> <p>Students pose a range of thoughtful thick and thin questions to clarify and interpret information.</p>	
	<p style="text-align: center;">Research Booklet</p> <p>Students identify, clarify and prioritise relevant information to answer each question in detail.</p>	
	<p style="text-align: center;">Scratch</p> <p>Students program and code an animation using Scratch.</p>	
	<p style="text-align: center;">Final Reflection</p> <p>Students clearly summarise and explain the information they located in order to answer the BIG question.</p>	