Name: Emily Blockhus

Zenith Project
**How do you ignite your passion and elevate your skills and experiences
to create your ultimate and most successful Freestyle project?**

The purpose of the Senior Zenith Project is to ignite your passion and elevate your skills and experiences to create your ultimate and most successful Freestyle project.

*All of our 21st Century goals apply to this project, however, for this Zenith Project, a significant goal in this project is for you to develop **Self Direction** - the ability to set goals related to learning, plan for the achievement of those goals, independently manage time and effort, and independently assess the quality of learning and any products that result from the learning experience.*

Zenith Project Description

1. What is your project? Why is this particular project a passion for you? Discuss the final media form as well as the content you envision.

   My Zenith Project is ….
   - A fully illustrated black-and-white 10-15 page comic. Similar to comics like Jeff Smith's BONE, TWD or Minna Sundberg's ARTD/SSSS.

2. How is this project a new challenge (a risk) for you? If you are in a group, define each of your roles and explain how each role will be a new challenge/risk for you. Also, how will you hold one another accountable for your roles? *Note: To encourage and reward you for your risk taking, your process will be worth more of your overall grade than the product.*

   This Zenith project is a new challenge for me/us …….
   - This is a challenge for me as I have never attempted to do a full comic before, as well as use programs such as illustrator or photoshop to create the comic. It will be a challenge to attempt to write and draw a comic that is engaging, creative and compelling.

Zenith Project Rubric for Name(s)
Final Grade_____

In May, self-assess and give yourself/yourselves a final grade (out of 100%)
by highlighting in yellow sections of your rubric that you accomplished (see Rubric Sample 2)
and based on what you highlighted, give yourself a Completed Project Grade % above in May.

*One of our 21st Century goals in this project is for you to develop Self Direction - **the ability to independently assess the quality of learning and any products that result from the learning experience.***

Rubric: How do you wish to be assessed? Make a rubric describing levels of quality for each of the eight 21st C. skills as they pertain to your specific project. You may keep it simple (borrowing the grid below) or describe it in more depth (like some of the writing rubrics you've seen in the past in English). Here is a link to the Freestyle 21st C. skills (remember you only need to satisfy at least one element of each category - not the entire description): http://www.freestyleacademy.rocks/21stCenturySkills.php

Prior to your Proposal Pitch to Staff on January 18, 19, 20, create YOUR OWN rubric for your own project in the template below. Describe what each level of quality would look like for your project. Be specific wherever possible, especially for the "Strongly satisfied it section":

21st C. Skill:	Didn't satisfy it	Somewhat satisfied it	Strongly satisfied it
Visual Literacy	Comic's panels and imagery are confusing to the audience. Website's navigation and organization is confusing and hard to use.	Imagery is appropriately used in comic to effectively communicate the underlying ideas and themes. However, the organization of the comic leaves room for improvement. Website's navigation, content and effects all or mostly work adequately though	The imagery and organization of panels in the comic effectively lead the eye and present the underlying themes of the story. Navigation of website is intuitive and easy to use, organization of content is neat.

		there may be some confusion.	
Tech Literacy	Inefficient use of programs. And or inability to understand and effectively use programs to create finished product.	Programs used effectively to create a finished product, though student lacked the knowledge to use them to the full extent.	Technology used to full potential and effectively to create finished piece. Student has adequate understanding of equipment. Website efficiently and effectively showcases the project.
Creativity	Comic lacks creativity in character design, style or storyline.	Comic shows potential for greater creativity in storyline and character design.	Comic has creative storytelling and a compelling story told through sequential images and dialogue.
Self Direction	No evidence of planning, no deadlines, failed to fulfill project.	Some plans and deadlines were created, but not all were met.	Plans and deadlines met, project finished on time and on track.
High Productivity	I have learned next to nothing about the comic creation process, I have not finished my project.	My understanding of the comic creation process has been expanded upon, however some things still puzzle me.	Highly advances my personal understanding of the process of creating a comic.
Teaming and Collaboration	Little to no communication with or consultation of peers about project. There was no effort to seek help if there was an issue for feedback.	Artist consulted a small focus group on various elements, such as the character arcs or the believability of their characters, in their comic many	Artist frequently consulted others for feedback on elements of their comic, or whenever something went wrong for help. The

		times over the course of the project. However, they may not have utilized the focus group as much as they should've, failing to consult them on some aspects of the project.	focus group was consulted regularly on many aspects of the project to create a comic that satisfied the artist's vision.
Social and Civic Responsibility	Artist fails to manage and utilize technology in ways that promote public good, protection of the environment or democratic ideals.	Artist clearly shows that they are able to use technology in a way that promotes some though not all ideals.	Artist demonstrates the ability to manage technology and govern its use in a way that promotes public good, protection of society, the environment and democratic ideals in their comic.
Risk Taking	When something went wrong or didn't work(storyline, tech, etc), the problem remained unsolved.	When something went wrong, there was an inability to accept the failure or grow from it and adapt to the situation.	Artist demonstrated willingness to problem solve and worked around any issues that arose with the technology or plotline.
Optional: Add a category of your choice from https://goo.gl/Fr0oj1 and/or http://goo.gl/jBIep0			

Here are some examples:
Rubric Sample 1 (What a rubric looks like in January)
Rubric Sample 2 (What a rubric looks like in early May when you self-assess - highlights in yellow indicate the level of achievement actually accomplished)

Zenith Project Calendar

One of our 21st Century goals in this project is for you to develop Self Direction - **the ability to independently manage time and effort.**

To that end, Staff will expected your revised calendar to have more dates added below describing what you will have completed by dates YOU set for yourself. A few examples are below.

January 18-20: Meet with Staff for Proposal Pitch in Staff Room - have this document filled out, spell checked, and shared with zenith@freestyleacademy.rocks so everyone can view it on a projection screen during your Proposal Pitch.

January 23: Download the document as a PDF and submit it to Mr. Florendo's Drop Box in a folder labeled "Zenith Document in here". He will share with all Staff.

February 10: I will have an outline of the story, characters, etc detailed.

February 17: I will have a finished script. I will have consulted focus group on my 'final' script, overall storyline, characters and made appropriate edits.

February ??: I will have a rough storyboard and or thumbnails laid out. I will have also sketched out a beginning design for the website layout.

February 19: I will have begun paneling and figuring out layout of the pages.

February 25: I will have sketched out the general imagery on all pages. I will have a finalized design for the website layout.

February 28: REQUIRED Progress check-in with Mr. T or Mr. F. Did you accomplish all that you said you would accomplish according to your calendar dates listed for February? After your check-in meeting, [fill out this form](#).

March 15: I will have lined all pages.

March 25: I will have shaded all pages.

March 28: REQUIRED Progress check-in with Mr. T or Mr. F. Did you accomplish all that you said you would accomplish according to your calendar dates listed for March? After your check-in meeting, [fill out this form](#).

April 12: I will have begun setting up the webpage for my zenith project. I.e typing up a summary and introduction of the project, set up my process shots, etc.

April 25: I will have added added anything else that is needed.

April 27: REQUIRED - We will all take time to celebrate everyone's Zenith Project with each other including the Juniors. Each project will be assigned a random sharing order to follow. So that we can better prepare for our Zenith Celebration, ONE person from your group needs to **complete this survey**. You design how you want to share your project with everyone.

April 28: ZENITH PROJECT COMPLETED!!!! Woooohooooo! Progress check-in with Mr. T or Mr. F. Did you accomplish all that you said you would accomplish according to your calendar dates listed for April? After your check-in meeting, [fill out this form](#).

April 28: REQUIRED - In your Rubric above, highlight in yellow sections of your rubric that you accomplished (see [Rubric Sample 2](#)) and based on what you highlighted, give yourself a Completed Project Grade % above your Rubric. When done, you will download this document AGAIN as a PDF and submit it to Mr. Florendo's Drop Box in a folder labeled "Zenith FINAL GRADE Document in here".

May 1, 2, 3: REQUIRED - Celebrate all Zenith Projects with Juniors in the Film Room! Have your presentation visuals shared with zenith@freestyleacademy.rocks for more efficient access. Don't be the slacker who doesn't properly shared what you need to share and celebrate your complete Zenith Project.

May 5: REQUIRED - Submit your Zenith Project Written Reflection to Mr. Greco.

Here's how all of the above translates to your grade for Semester 2 in all 3 of your classes:

Zenith: Effectiveness of Proposal Pitch	Zenith: Submit Revised Proposal, Rubric & Calendar as PDF to Mr. F's dropbox	Zenith: Progress in February	Zenith: Progress in March	Zenith: Progress in April	Zenith: Quality of Revised Proposal, Revised Rubric, & Revised Calendar	Zenith: Completed Project Quality	Zenith: Written Reflection	Prep Work Total (out of the max 30%)	Production Total (out of the max 70%)
1/18/2017	1/23/2017	2/28/2017	3/31/2017	4/28/2017	1/23/2017	4/28/2017	5/5/2017		
Prep Work	Prep Work	Prep Work	Prep Work	Prep Work	Production	Production	Production		
3%	1%	7%	7%	7%	5%	15%	10%	25%	30%