

THE PRODUCT

THE PRODUCT DEFINED

The physical product gives you the chance to explore your career cluster in greater depth than possible during the normal course of your busy senior year. Frequently, students begin knowing what they want to do for their Senior Experience Capstone, yet are unsure what to produce as a product. Your Mentor is an invaluable resource for feedback and ideas.

The product can be oriented around performance of a skill, the development of some physical product, or the study of a profession. Whatever the product, you must keep in mind that during your oral presentation, you will be required to illustrate your activities in some way. Products that have been built should be photographed at various stages of completion. Other fields of study must be illustrated in the same way. Problem-solving your way to a well-documented presentation is a vital part of putting together a dynamic speech.

The product is an appropriate and logical outgrowth/extension of the research paper. It demonstrates application of acquired knowledge from the research and maintains attention to the thesis and focus. The product shows evidence of inventiveness/creativity in its concept(s). The student-generated product demonstrates care and attention to detail in its design.

Northwest Rankin High School

GUIDELINES FOR THE PRODUCT

1. The product must be student-generated. It must be a showcase of the student's skills – not a parent's, friend's, or mentor's.
2. The product should show evidence of application and synthesis of the research paper.
3. The product should be tangible evidence that reflects the academic stretch/risk, which the student has experienced during completion of the Experience.
4. Students are not expected to spend a lot of money in order to complete the Experience. Expenditures will not enhance the evaluation of the Experience.
5. Research for the product should reflect one or more of four primary areas: personal experience, experiment, survey and/or interview.
6. The product can be community service oriented.
7. A group/community could benefit from the product.
8. There will be no pairing or sharing of products.
9. The Senior Experience Capstone Steering Committee must approve the product.
10. The product may include one or more of the following media:
 - Audio/visual aid - playing original music, sounds, etc.
 - Charts/graphs - visual graph of surveys, experiment results, etc.
 - Video of process – video steps to final product such as building a barn
 - How-to demonstration – step-by-step video of project/process such as grooming a pet
 - Visual product – showing the final creation of a dress or a painting, etc.
 - PowerPoint/I-Movies – physical record of an experiment or experience such as growing wheat
 - Work of fiction – collection of poems, stories, novel, interview, bibliography
 - Non-fiction work about an individual, historic writings, etc.
 - Other – as approved by the Faculty Advisory or Steering Committee.
11. All products must be completed and proof-of-project Journals are due to the Faculty Advisor on pre-determined date.
12. The product should be related to the student's chosen career cluster.