GP Product Highlights

1. The product must be student-generated. You must design and develop the product. For example, you cannot purchase and assemble a model kit as a product. However, if you design a model, build it from raw materials, and use it to show application/synthesis of knowledge acquired from research, that would constitute an acceptable product.

2. The product is tangible evidence of the effort and time invested in the Graduation Project. You should be able to show that the product is an application, extension, and/or combination of the research and has practical applications.

3. The product should be tangible evidence that reflects applications of learning, critical thinking skills, problem-solving skills, and personal employability skills, such as responsibility, determination, and independence.

4. The product created should reflect a minimum of fifteen (15) hours of work.

5. The process of creating the product must be adequately documented with photographs, logs, letters, reflective journal entries, and other forms of documentation.

6. Avoid selecting/completing products that might require excessive expenses or something that can't happen. For example, if you want to volunteer somewhere and you don't have transportation that could be a problem. Many places require you to be over 18 as well so be sure you do your research! Successful completion of a product is not dependent upon the amount of money invested.

7. The product should be something from which you can grow and benefit. You can choose many different types of products that will reflect the information you acquired from your research.

- Physical product – build or make something; such as an outfit, a computer program, an engine or a model, etc.

- Written product – write a short novel, a short story, or a collection of poetry.

- Performance – perform a dance, a musical selection that you have written, a drama, etc. that pertains to your topic.

- Conduct a teaching or leadership experience – teach a middle school or elementary class a series of lessons or a skill. For example, teach a dance class or coach a little league team. Give a presentation to a class about your topic and give them a brief pre and post survey about your topic.

- Physical experience – learn to sky dive, run a marathon or go on a wilderness survival trip.

- Career-related project – complete a job-shadowing experience in a professional area that you wish to pursue, volunteer your time at a local office of some kind. Note: simplistic products (like job-shadowing without any application beyond the shadowing experience) are usually not challenging enough to meet the "completion" requirements of the Graduation Project and are unacceptable unless some measure of rigor is involved.