

CEPNET RESEARCH PROCESS - template

What do we want to find out?

SDG chosen	
Research Question	

Research Method Data Collection Tools	
Analysis of Data	
Artefact created	
Evaluation/conclusions	
Recommendations	

The Research Process - HANDOUT

1. Research Question

Select your SDG. Brainstorm questions you have about this topic. What questions do you have that can be answered with your research?

2. Research Method/Data Collection Tools

Explore the topic. What do you know already and what do you want to know? Narrow the topic so you can focus your research. Formulate a few research questions.

Create a plan of attack. Identify the sources that you think will provide you with the best information. This includes print and online sources.

3. Analysis of Data

Gather your information. Take accurate notes. Paraphrase, do not copy. Keep your research questions in mind and do not take notes on information that is not directly related. Keep track of your sources.

Evaluate the information and check it for accuracy. Think critically about the information.

4. Artefact Created/Conclusions/Recommendations

Put it all together. Complete some type of project to showcase your information.

We can research in many different ways

1. Write a quiz

There are a number of websites where you can easily create your own quizzes. Once students have completed their research, they can use a quiz as a learning tool. Check their knowledge before reviewing the material with a group of student peers, then check their understanding after through the use of the same quiz. [Kahoot.com](https://www.kahoot.com), for example, makes it an interactive class experience where each student gets on to their own mobile device and taps what they think the answer to a multiple-choice question is. Points are awarded as students try to reach the top of the class leaderboard!

2. Make a collage

Students can gather information and use images to share what they've learned. This may be a combination of text and images to help provide clarity. Students can use a free online [collage maker](#) or cut images out of magazines. Not only is this a creative project for them to find and organize the right visuals, but they can share it with their classmates to educate one another. Visuals help facilitate learning for students.

3. Talking wax museum

Students research important characters from history and then dress up as them to create a 'talking wax museum'. Invite other classes or parents to come in and talk to your student actors to ask them about the people they each represent. This activity can be difficult for shy children, but they can opt to write down facts about themselves for people to read instead. A technological twist would be to have the students each record themselves answering different questions as their characters, then play the answers for your wax museum visitors.

4. Photo scavenger hunt

Photo scavenger hunts are written beforehand as a series of items to take photos of. They can use their own phones or have groups with rented cameras. This could take place in a museum, on a nature walk, or in the classroom. Items to be found can be listed straightforward if there are a large number of them, or written as hints that students have to decipher. For example, in a museum, you can list the scientific name of a species and students will have to read each placard to find the correct animal.

5. Turn research into art

Instead of just a boring PowerPoint, turn research presentations into show and tell. Let students create whatever they want to represent their research subject. This could be a clay sculpture, a finger painting, a digital drawing, a poem, or song. While presenting their art, they must explain all that they learned about the subject. This becomes especially important when some students create abstract art that doesn't directly teach anything about what they learned.

6. Design a magazine

If there is a lot of information to compile about different subjects, you could look at a longer form or presentation like a magazine. It should be visually attractive and interesting to read. If you decide your class should [create a magazine](#), use online design tools to make it easy. You can have each member of your class design a page or divide them into groups each with their own magazine to create.

7. Record an interview

Some class concepts aren't as much factual as they are points for discussion. This is a perfect opportunity for students to interview each other to discuss their thoughts on a matter. Or this could be a useful strategy when discussing past world events or inventions. Students can interview their parents or grandparents to learn more about history. This can be done with video or just their phone's microphone. With parent permission, you can even turn this series of interviews into a podcast on [Anchor.fm](#) or a playlist on [YouTube](#) for distribution to class members and further review.

How to get Started

BEGIN



YOUR MOTIVATION

Think about 2-3 things you would like to change, and of people you may want to involve.

REVIEW

Scan through the list of Research Methods, and match them with your motivation to change things..



THE TOOLS

CHOOSE



DISCUSS YOUR CHOICE

Identify 1-2 methods you find most appealing. Discuss them with your Coordinator, to fully appreciate what they entail

GO!



TAKE THE FIRST STEP

Use the step-by-step guide to get started. Give yourself a timeline, and periodically review progress with your Coordinator.

RECORD

Remember to record every step you take, and to write down lots of information. This will make it easier to create the final report, in whichever format you have chosen, and to track back your work, if needed.

RECORD AND REPORT



PUBLISH

PUBLISH YOUR WORK - CONGRATULATIONS: YOU ARE NOW A PUBLISHED AUTHOR!

