



Republic of Rwanda
Ministry of Education



RTB | RWANDA
TVET BOARD

SPEPL401

Project Based Learning

Apply Project-based Learning Approaches

Competence

RQF Level: 4

Credits: 8

Learning Hours:

80



Sector: ICT and Multimedia

Trade: Software Programming and Embedded Systems

Module Type: Specific Module

Curriculum: ICTSPE4002 TVET Certificate IV in Software Programming and Embedded Systems

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1200

Issue Date: August 2023

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|--|--|------------|-------------|-----------------------------|------------|-------------------|
| Purpose statement | This module aims to equip learners with knowledge and skills necessary, involving students working on a real-world problem or challenge over an extended period of time. Allows students to apply their knowledge and skills in a practical way, and to develop critical thinking, problem-solving, collaboration, communication skills and creativity. By the end of this module, learners will be able to identify the project, implement the project, evaluate Implemented project. | | | | | |
| Learning assumed to be in place | N/A | | | | | |
| Delivery modality | Training delivery | | 100% | Assessment | | Total 100% |
| | Theoretical content | | 30% | Formative assessment | 30% | 100% |
| | Practical work: | | 70% | | 70% | |
| | Group project and presentation | 30% | | | | |
| | Individual project /Work | 40% | | | | |
| | | | | Summative Assessment | | N/A |

Elements of Competence and Performance Criteria

| Elements of competency | Performance criteria |
|---------------------------------|--|
| 1. Identify the project | 1.1 The problem or question is properly identified based on project ideas perception. |
| | 1.2. SRS and feasibility study of the project is developed based on the project management process. |
| | 1.3. The problem is well broken down into smaller tasks-based on project management approaches |
| 2. Implement the project | 2.1. Project plan is properly created based on project management approaches. |
| | 2.2. Project team members, task allocation, communication channels, setting project management tools are properly organized in line with the project implementation process. |

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| | 2.3. Execute project, monitoring and control the project progress are properly performed based on the project management approaches. |
| 3. Evaluate Implemented project | 3.1. Evaluation criteria table is well cross checked based on the checklist requirements. |
| | 3.2. Implemented projects are effectively assessed based on the evaluation criteria checklist. |
| | 3.3. Pitching is appropriately evaluated based on the outlined project evaluation criteria. |

Intended Knowledge, Skills and Attitude

| Knowledge | Skills | Attitude |
|---|--|---|
| <ul style="list-style-type: none"> ✓ Identify the problem ✓ Communicate to the team member ✓ Describe the Software Requirements Specifications ✓ Explain the tasks to the team ✓ Identify the project management tools | <ul style="list-style-type: none"> ✓ Develop Software Requirements specifications ✓ Perform feasibility study of the project ✓ Break the project into small manageable task based. ✓ Establish the project plan ✓ Organize team ✓ Allocate tasks ✓ Select the right tools for project Management ✓ Set up the project Management tools ✓ Execute, monitor and control the project. ✓ Assess the evaluation criteria ✓ Evaluate the project pitching | <ul style="list-style-type: none"> ✓ Use creativity and innovation throughout the project development. ✓ Collaborate with team members to achieve the expected outcomes |

Course content

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| Learning outcomes | At the end of the module the learner will be able to: 1. Identify the project Plan 2. Implement the project 3. Evaluate implemented projects |
| Learning outcome 1: Identify the project Plan | Learning hours: 20 |

Indicative content

- **Problem identification**
 - Project ideation phase
 - Define the problem or opportunity
 - Problem statement
 - Objective
 - Scope
 - Gathering data to stakeholders
- **SRS and feasibility study**
 - Feasibility study
 - Develop SRS
- **Problem Breakdown**
 - Determine the scope of the project
 - Identify the major deliverables
 - Assign tasks to team members
 - Track progress and make adjustments as needed

Resources required for the learning outcome

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|-------------------------------------|---|
| Equipment | -White board, chalkboard, radio, projector, computer laptop |
| Materials | -Markers, pieces of chalk, markers, flipcharts, pen, pieces of paper |
| Tools | -Reference books, trainee manual |
| Facilitation techniques | -Brainstorming, Demonstration, group work, practical exercise, group discussion |
| Formative assessment methods /(CAT) | -Written assessment, Oral assessment |

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|--|--------------------------|
| Learning outcome 2: Implement the project | Learning hours:40 |
| Indicative content | |

- **Project plan**

- Create a project charter
- Create a project schedule
- Create a budget
- Identify risks
- Develop a contingency plan
- Estimate the time and resources needed for each task
- Break down the major deliverables into smaller tasks
- Create a work breakdown structure (WBS)

- **Project organization**

- Setting of project team members and Roles
- Allocating tasks to team members
- Identify communication channels
- Identify project management tools

- **Project execution**

- Communicating with stakeholders
- Managing changes
- Identify monitoring and controlling tools
- Working on the project

RESOURCES REQUIRED FOR THE LEARNING OUTCOME

| | |
|--------------------------------------|--|
| Equipment | <ul style="list-style-type: none"> • White board, chalkboard, radio, projector, computer laptop • |
| Materials | <ul style="list-style-type: none"> • Markers, pieces of chalk, markers, flipcharts, pen, pieces of paper |
| Tools | <ul style="list-style-type: none"> • Reference books, trainee manual |
| Facilitation techniques | <ul style="list-style-type: none"> • Brainstorming, Demonstration, group work, practical exercise, group discussion |
| Formative assessment methods / (CAT) | <ul style="list-style-type: none"> • Written assessment, • Oral assessment |

Learning outcome 3: Evaluate implemented a project.

Learning hours:20

Indicative content

- **Establishment of evaluation criteria**

- Review the Criteria Definition
- Check Consistency
- Verify Weightage and Importance
- Validate Scoring Methodology
- Review Calculation Logic
- Test Sample Data
- Involve Multiple Reviewers
- Address Any Discrepancies
- Document Cross-Checking Process
- Seek Feedback
- Continuous Improvement

- **Establishes evaluation criteria checklist.**

- Develop evaluation criteria checklist

- **Evaluation of the software project pitches**

- Context
- Evaluation Criteria
- Pre-Screening
- Assessing Value Proposition
- Market and Competitive Analysis
- Technical Feasibility

Resources required for the Learning outcome

| | |
|--------------------------------------|---|
| Equipment | <ul style="list-style-type: none"> • -White board, chalkboard, radio, projector, computer laptop • |
| Materials | <ul style="list-style-type: none"> • Markers, pieces of chalk, markers, flipcharts, pen, pieces of paper |
| Tools | <ul style="list-style-type: none"> • Reference books, trainee manual |
| Facilitation techniques | <ul style="list-style-type: none"> • Brainstorming, • Demonstration • Group work • Practical exercise • Group discussion |
| Formative assessment methods / (CAT) | <ul style="list-style-type: none"> • Written assessment • Oral assessment |

References:

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