

**PACE ACADEMY
RESEARCH PROJECT
CURRICULUM GUIDE
S.Y. 2020 - 2021
Second Semester**

Most Important Learning Competencies (Inquiries, Investigations, and Immersion)	Research Project Lessons
Prepares a plan and a focus on issues and ideas in their respective field	Lesson 2.1: Brainstorming for Research Topics
Formulates clearly the statement of research problem	Lesson 2.2: Identifying the Problem and Asking the Question
Selects, cites, and synthesizes related literature uses sources according to ethical standards (at least 4-6 local and international sources)	Lesson 2.3: Reading on Related Studies
Describes adequately research design (either quantitative or qualitative), data gathering instrument, sample, data collection and analysis procedures, prepares data gathering instrument	Lesson 2.4: Understanding Ways to Collect Data
Gathers and analyzes data with intellectual honesty using suitable techniques	Lesson 2.5: Finding the Answers to the Research Questions
Forms logical conclusions Makes recommendations based on conclusions Writes clear report	Lesson 2.6: Reporting Findings, Drawing Conclusions, and Making Recommendations
Presents written research report Revises written research report based on suggestions and recommendations of panelists Submits final written research report	Lesson 2.7: Sharing your Research

Time Allotment: One (1) synchronous session (40 minutes per session); Five (5) asynchronous sessions (40 minutes per session)

Promotion/Retention:

- Assessments will be categorized as the following with the corresponding weight:
 - Short Quizzes (20%)
 - Written Outputs (35%)
 - Product and Performance Tasks (45%)
- **Short Quizzes.** These include summative assessments after every lesson, group of related lessons, or chapter.
- **Written Outputs.** These include book/article reviews, essays, journals, letter writing, reaction/reflection papers, and written reports.
- **Product and Performance Tasks.** These include portfolios, campaigns, case studies, collages, compositions, literary analyses, multimedia productions, research projects, story/poem writing, debates, interviews, multimedia presentations, panel discussions, project making, role plays, speech delivery, and storytelling/reading.