

Defining a Tangible Product

The Tangible Product is something you create as a result of new knowledge and/or skills gained during the Community Learning Experience. The Tangible Product must be a challenge for you to create. Typically, it can be held or touched. In some cases, the Tangible Product may be an event such as a recital, an art show, or a demonstration held out in the community.

Tangible Product Clarifications

The Tangible Product must be something that has value beyond Grad Challenge. Visual aids produced for use in your Grad Challenge presentation are not considered Tangible Products. For example, producing a brochure that is distributed to schools or DVD that is used in training is acceptable, while producing a poster to use only for your presentation is not.

The Tangible Product **cannot** be:

- simply an extension of something you have already accomplished or experienced.
- a log; a journal; a scrapbook; or a collection of photos that simply records or illustrates what you did during your Community Learning Experience hours.

A **brochure or pamphlet** can be your Tangible Product only if:

- it is created at the request of an organization, agency, or business with which you are working
- it is a clear extension of your learning
- it is given to an organization, agency, or business for future use

The brochure must be carefully prepared on a computer with no handwritten text. A final copy, not one with pasted-on pieces, must be incorporated into the Presentation. This needs to be accompanied by a clear plan for distribution to demonstrate its effectiveness. Discuss this with your Advisor and describe its purpose thoroughly in your Letter of Intent.

Choosing a Tangible Product

To decide on a Tangible Product, first research the subject area you plan to explore. Typically, the Tangible Product will be the direct result of Community Learning Experience. If a Tangible Product is not immediately apparent to you, talk with your Community Consultant and CVU Advisor. If during the course of your Grad Challenge project you find that the Tangible Product requires too much time or, the opposite, you think of something to produce that would have more value, you may change your *GC Contract* options up to the *Mid-Year Report* due date in December.

Contract Choices for a Tangible Product

The three contract options are listed below with expanded definitions.

Option A *The Tangible Product is **optional**.* You may choose to create or *not* to create a Tangible Product based on your project.

Option B *The Tangible Product represents significant learning.* The product illustrates new learning and skills gained from both the Community Learning Experience and research

process. Usually you only spend some of your hours creating this product or it is a component of a larger product.

Option C *The Tangible Product is an ambitious product critiqued by the Community Consultant.* Producing this Tangible Product is the focus of your Grad Challenge project. **You will spend the majority of your hours creating this product under the close supervision and instruction of your Community Consultant.**

- Your Community Consultant will need to verify that the Tangible Product represents significant learning for the subject area that you have chosen to explore. This is done on the original *GC Contract*.
- Your Community Consultant will also need to give you a professional critique of your work on the *Tangible Product Critique Form* that you give to your Advisor at the end of the project.
- You are required to participate in the Tangible Product Fair, an opportunity for others to see and be inspired by your work.

Examples of Tangible Products

Option B - "Product represents significant learning and supports presentation"

Subject Area	Community Learning Experience	Paper Focus	Tangible Product
Maple Sugaring	Local syrup maker	Maple syrup: process & econ.	Maple syrup products
Alternative Sentencing	Court Diversion Board	Effects of sentencing	Sentencing plans
Sports Journalism	Intern at Shelburne News	Sports Reporting	Sports articles for newspaper
Recreational Trail Design	Town of Williston	Trail design & issues	Topographic map w/ trails

Option C - "Product focused on ambitious product critiqued by Community Consultant"

Subject Area	Community Learning Experience	Paper Focus	Tangible Product
Low Income Housing	Local Habitat for Humanity	Low income housing issues	Built a house
Raising Sheep		Techniques for raising sheep	Two sheep raised from birth
Maritime Conservation	Internship w/ local shepherd	Maritime conservation techniques	Restored maritime artifact
Making a Horror Film	Lake Champlain Maritime	Making a film	Horror Film
Guitar	Burlington Technical Center A private workshop	The use of different woods in guitar construction	Guitar

Examples of Brochures and Pamphlets and Web Pages

- ❖ You are working with the American Cancer Society learning about smoking prevention. They want a brochure "created by a teen for teens" to distribute through the Spectrum Teen Program.
- ❖ You are working at the Vermont Respite House and they asked you to create a pamphlet on family resources. They want to distribute these to families using their services.
- ❖ Vermont Respite House asked you to create a pamphlet to be handed to out-of-town families that describes the resources that are available in the area.
- ❖ You are working for United Way and are helping to create a teen-focused web page for volunteer options in Chittenden County.

- ❖ You spend time working in an equestrian program with children with disabilities. You are asked to make a marketing plan complete with poster to distribute to area high schools to recruit volunteers for the summer camp.