

**Audience + Scope.** As you move into the next stage of the project, start determining who the final audience of the project will/can be, and what the scope of the project will be.

Consider the following:

**A. Audience:**

- a. **How can I introduce the idea of an authentic audience to a classroom simulation?** (i.e. How can I make the simulation as authentic as possible by helping students “get into” their roles at a high level? How might students present their learning to the real-life professionals they will be playing?)

- b. **How is the selected audience authentic to what students will be creating?** (ex: If students are developing plans that pertain to Hawai'i emergency preparation, who else should know about and benefit from this new knowledge?)

**B. Scope:**

- a. **What scope of the final product do you want to work towards with your students?**
- i. **Individual scope:** Students individually produce a final product, *their Simulation Student Document*.
  - ii. **Group scope:** Students work in student teams to produce a final product, *their Group Simulation Document*.
  - iii. **Whole class scope:** Students work together towards a whole class product, such as a community event, *such as a group presentation about emergency preparation to professionals in the community*.
  - iv. **Combination of the above**