

# AP Psychology Projects

## *Fractured Fairytale*

Create a group project (pairs or groups of 4) around using a traditional fairytale as the context but telling the tale from with a Psychological Perspective!

### **Fractured Fairytale Retell the Fairy Tale Project :**

1. Select a familiar story (different story for each group)
2. Retell the story, within the following guidelines:
  - a. at least 3 characters with psychological disorders or chronic problems
  - b. at least one character who is a mental health professional working from a specific perspective
  - c. at least 12 psychological terms or concepts used (cleverly)
3. Present your version of your story to the class as a film (7-12 min) be as creative
  - a. all members of your group must be obvious participants
  - b. while we are all looking to be entertained, the intellectual, course-related content must be present and PG-rated and in good taste.
4. Presentation must be accompanied by a handout (for me) which includes:
  - a. a story synopsis
  - b. for each disorder, a synopsis of symptoms and appropriate therapeutic methods
  - c. for the mental health professional, a description of his/her method
  - d. list of the psychological terms, concepts to be included
  - e. Works consulted page

Amazing Example [Here!](#)

# Soundtrack of Your Life

Music motivates us, calms us, inspires us, at times irritates us. You might think of it as the backdrop against which we live our lives. Songs can bring vivid memories of people, places, and events from our own past and serve to document our thoughts, feelings, and emotions at a given time or place.

## Part I: Brainstorm

Think about your life up until now. What major events have changed you, shaped your, influenced you, shook you? Create a list of events that made a difference in your life. Now brainstorm songs that might fit these events. **10 +/-2 songs**

## Part II: Relate It to Psychology

Using your "soundtrack" of the events in your life, look through your textbook and find **at least eight psychology concepts** that correspond with the songs and events you selected

## Part III: Produce It

Just like a music producer, try to create the sequence of your chosen songs Put some thought into the order of your songs and the complete package you are presenting. Project work: Find the lyrics. Make your playlist. Create a CD cover.

## Part IV: Reflect

Now that you have created the soundtrack to your life, write a reflective piece that explains why you chose each of the particular songs. **Photos are a pretty cool too!**

## Final Project Presentation:

You will present your songs and book to me.

You will turn in:

- 1) Your song list
- 2) A cool CD cover
- 3) Relevant song lyrics
- 4) Reflective pieces
- 5) A CD (extra Credit) Songs will be on CD for me to listen to in Mexico.

# From Ap Psych Class to a Career!

You (+1 or 2) will have time in class to research your career (what you think you want to do one day) and relate it to what we've studied in class this year. You will complete the form below and submit it when presenting. On the due date, you will present your findings to the class. Points will be awarded for this completed form as well as the presentation of these components to your class.

Your Name:	
Class Period:	
Career Title (What do you want to do?):	
What specific degree is required of someone in this occupation?	
Name a college or university that offers this specific degree:	

What are 5 specific skills one must possess to enter and succeed in this career? For each skill, describe a way that you work on this skill in high school or how you feel one would develop it more in college:

Specific Skill	How have you worked on this skill in high school or how will you develop it more in college?
1.	
2.	
3.	
4.	
5.	

What are 10 concepts (terms, theories, research findings) that you learned this year in AP Psychology that you would use in this career? Identify the term/theory/finding, describe it, and connect it to the career by filling in the chart below.

Term/Theory/Research Finding	Definition/Description of the Term/Theory/Research Finding	Application/Connection to your chosen career
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		

What are 5 responsibilities a person with this occupation would engage in on a regular basis?

1.
2.
3.
4.
5.

# "The Game Project"

- ◆ Working in groups of 2 ~ 4, you will create an original game incorporating your favorite psychological concepts.
- ◆ The main requirement is that your game be designed so that advancement or success in the game is dependent on knowledge of psychological concepts covered in the course.
- ◆ The game must be designed for 2, 3, or 4 players, and so that it takes approximately 15-30 minutes to play.
- ◆ Your games must also include clear, step-by-step instructions as well as all props needed to play (e.g., dice, cards, board, scoring sheets, etc.).
- ◆ You will turn in your game at the end of the semester, and on the last days of class we all will get an opportunity to play one another's games.
- ◆ You will **enjoy** the opportunity to review the material twice (without the pressure of a research paper) once while creating your own game, and once while playing other students' games.
- ◆ You are free to cover a broad range of information from across the course, or to focus on a more defined set of principles (ie; "Skinner Boxing," based on operant principles or Neuron Challenge," based on the brains physical make-up).
- ◆ Regardless of the approach, reward players who show mastery and the understanding of the material presented, not just luck.
- ◆ Effort and creativity will be **highly** rewarded; I will be more impressed with a game that starts from scratch than one that simply covers up a Monopoly board with psychology questions. Your game can be entirely unique or *modeled* after an existing game (e.g., Jeopardy, Trivial Pursuit)
- ◆ Presentation counts ~ neatness, quality of design, and visual impact will be judged.
- ◆ You will submit a proposal so I can judge the feasibility of the project and offer suggestions early on.