

21st Century Learning

Information Evening for Kaiwaka School
Community

04 November 2015

What was important when we were at school?

- Passing tests
- Getting to University
- Tidy work
- Understanding what the teacher was teaching you about
- Showing that you understand by presenting the information given
- Uniform
- Good manners and compliance
- Sport or music or drama or debating or
- Being prepared for work

21st Century Alphabet

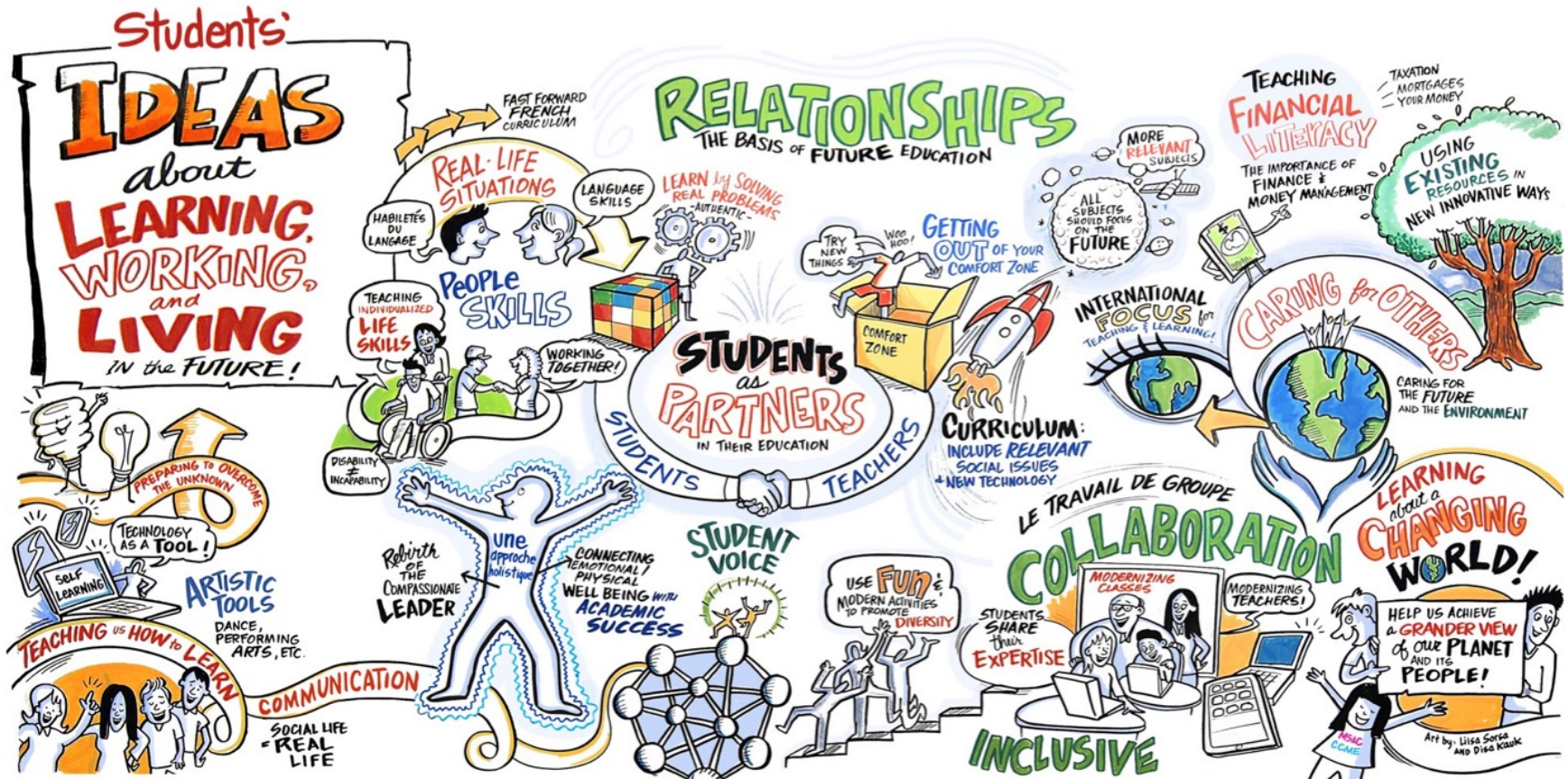


Needs for the 21st Century

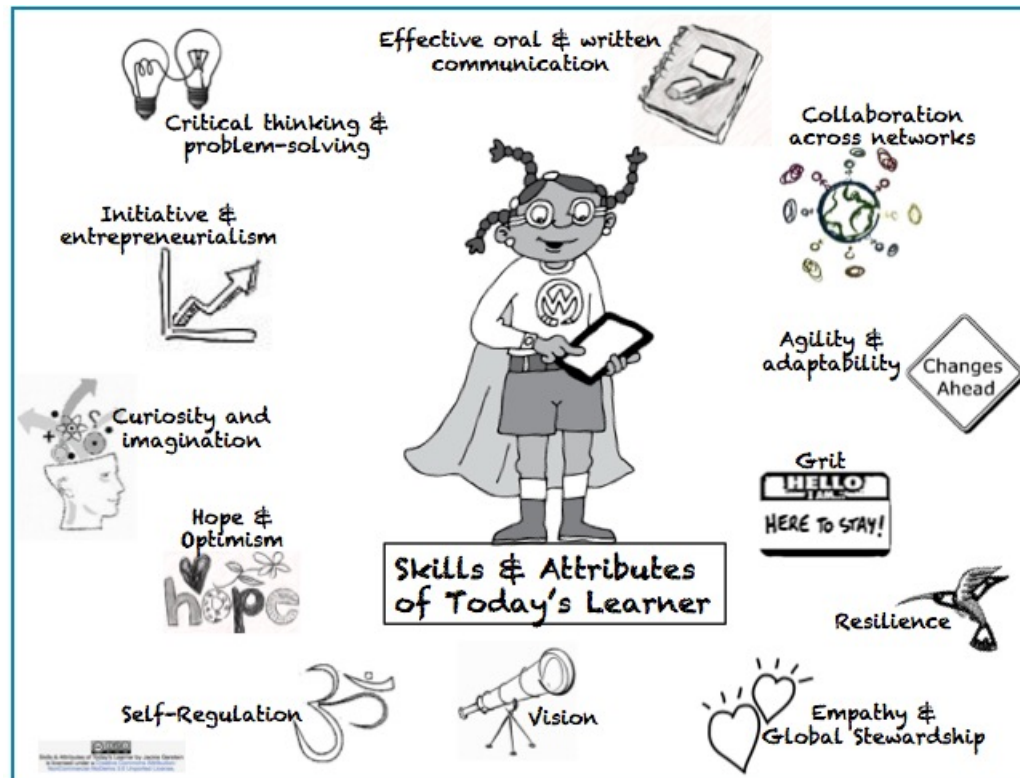
The 21st C Learner is . . .



What Do Kids Think?



Skills for Learning



A Tale of Two classrooms

Classroom A

Teacher knows everything.

Mistakes = ☹

Teacher Questions.

Kids listen.

Goal is good grades.

Memorize Facts.

Finish Pages.

One Size Fits All.

Rules enforced.

*good
for robots*

VENKPREO.COM

Classroom B

Teacher as learner.

Mistakes = Learning

Kids Question.

Kids think.

Goal is learning.

Solve Problems.

Create.

One Size Fits EACH.

Rules unnecessary.

*great for
kids*

Comparing the Teaching

20th Century

Curriculum

Time-Slotted

One-size-Fits-All

Competitive

Classroom

Text-based

Summative Tests

Learning For School

21st Century

Projects

On-Demand

Personalized

Collaborative

Global Community

Web Based

Formal Evaluations

Learning For Life

Comparing the learning

Traditional Learner	21 st Century Learner
• Sit and get	• Move, experiment
• Learner as receptor	• Learner as initiator
• Expectations same for all	• Student navigates choices
• Product oriented	• Process & product oriented
• Teacher tells	• Student constructs meaning
• Paper/pencil driven	• Technology enhanced learning; multi media driven
• Explicit directions	• No limits
• Isolated learning; private	• Shared globally; collaborates
• Compliant	• Problem solver
• Answers are primary	• Questions are primary
• Closed system	• Open system
• Stayed the same	• Changes constantly
• Knows facts	• Inquirer
• There is a right way	• No right way
• Wait for results	• Immediate gratification

By Facebook/LikeToWrite

Old School VS. New School

20th Century

21st Century

Time-Based
Textbook-Driven
Passive Learning
Teacher-Centered
Fragmented Curriculum
Printed Assessments
Print
Isolation
Facts & Memorization



Outcome-Based
Research-Driven
Active Learning
Student-Centered
Integrated Curriculum
Multiple Forms of Assess.
Multimedia
Collaboration
Higher-Order Thinking

21st Century Schools, 2010

TEN SKILLS FOR THE FUTURE WORKFORCE



1 SENSE-MAKING

DEFINITION: *ability to determine the deeper meaning or significance of what is being expressed*



3 NOVEL & ADAPTIVE THINKING

DEFINITION: *proficiency at thinking and coming up with solutions and responses beyond that which is rote or rule-based*



5 COMPUTATIONAL THINKING

DEFINITION: *ability to translate vast amounts of data into abstract concepts and to understand data-based reasoning*



7 TRANSDISCIPLINARITY

DEFINITION: *literacy in and ability to understand concepts across multiple disciplines*



9 COGNITIVE LOAD MANAGEMENT

DEFINITION: *ability to discriminate and filter information for importance, and to understand how to maximize cognitive functioning using a variety of tools and techniques*



2 SOCIAL INTELLIGENCE

DEFINITION: *ability to connect to others in a deep and direct way, to sense and stimulate reactions and desired interactions*



4 CROSS-CULTURAL COMPETENCY

DEFINITION: *ability to operate in different cultural settings*



6 NEW-MEDIA LITERACY

DEFINITION: *ability to critically assess and develop content that uses new media forms, and to leverage these media for persuasive communication*



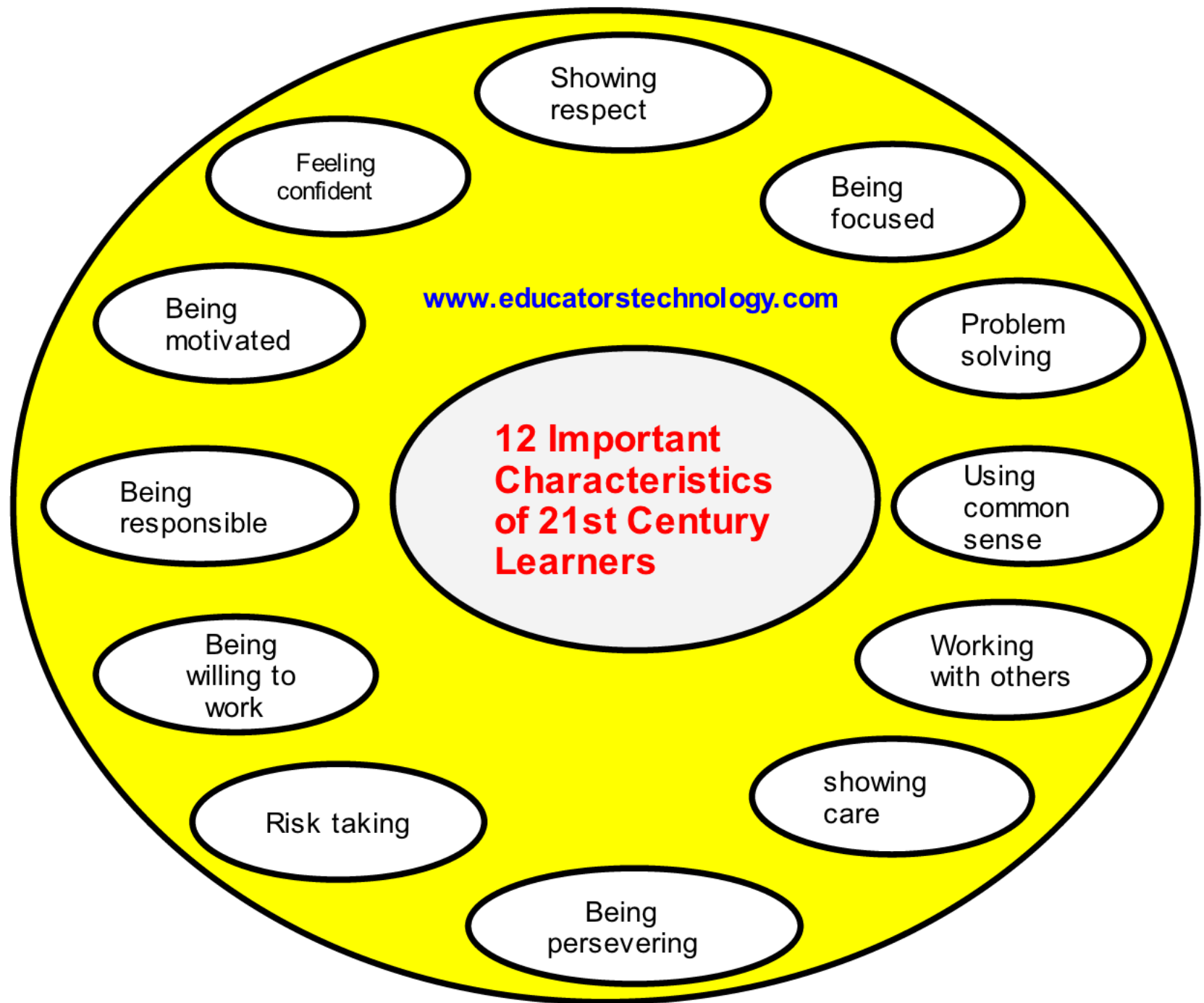
8 DESIGN MINDSET

DEFINITION: *ability to represent and develop tasks and work processes for desired outcomes*



10 VIRTUAL COLLABORATION

DEFINITION: *ability to work productively, drive engagement, and demonstrate presence as a member of a virtual team.*



Be a LEADER...

A boss...

- knows everything
- tells people what to do
- criticizes
- takes fast and gives orders
- demands respect
- rules with threats, not law
- depends on hearsay
- says "I"
- places blame on others
- commands
- pushes people
- uses people

A leader...

- admits mistakes
- shows how to do things
- gives advice
- gives direction
- earns and deserves respect
- shows human kindness
- investigates
- says "We"
- faces problems collaboratively
- asks
- inspires people
- develops people

...not a boss

The differences between a **BOSS** and a **Leader**



Drives employees
Depends on authority
Inspires fear
Says "I"
Places blame for the
breakdown
Knows how it's done
Uses people
Takes credit
Commands
Says "Go"



Coaches employees
Depends on goodwill
Generates enthusiasm
Says "We"
Fixes the breakdown
Shows how it's done
Develops people
Gives credit
Asks
Says "Let's go"

So What's Changed and What Hasn't?

What was important when we went to school?

- Passing tests
- Getting to University
- Tidy work
- Understanding what the teacher was teaching you about
- Showing that you understand by presenting the information given
- Uniform
- Good manners and compliance
- Sport or music or drama or debating or
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What is important now?

- Achieving goals
- Having useful skills
- Quality work
- Discovering and testing the new
- Work appealingly presented
- Knowing what questions to ask
- ?
- Social skills and resilience
- ... and languages, Internet, social media,
- Being prepared to work