

### **Preparing for the Future**

#### **21st Century fluencies**

leadership, ethics, altruistic service, environmental stewardship, global citizenship, digital citizenship, and personal responsibility.





The old paradigm of education is also wearing out, and parts of the new paradigm have been emerging in my lifetime. John Dewey (1966)

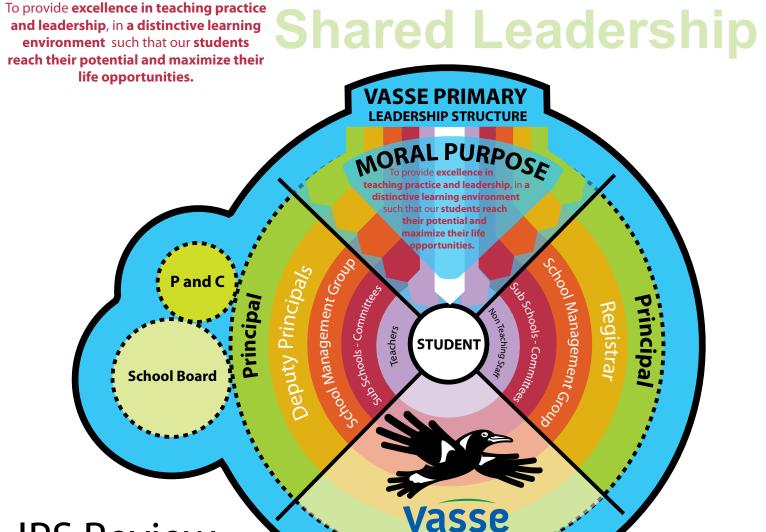
#### Changing paradigm of teaching

In the old paradigm of teaching, the teacher's knowledge is transferred to passive learners. The absolute, necessary, and sufficient requirement for teachers in this context is complete mastery of the content. The classic classroom is the teacher lecturing and students listening. The students are silent, passive, and in competition with each other.

The new paradigm of teaching is based on the theory and research that have clear applications to instruction. In the new paradigm of teaching, **knowledge is actively constructed**, **discovered**, **transformed**, **and extended by students**.

The teacher's effort is aimed at developing students' competencies and talents; education is a personal transaction among students and between teacher and students as they work together.

(Johnson, Johnson, & Holubec, 1998).



## **IPS** Review

#### Strategic

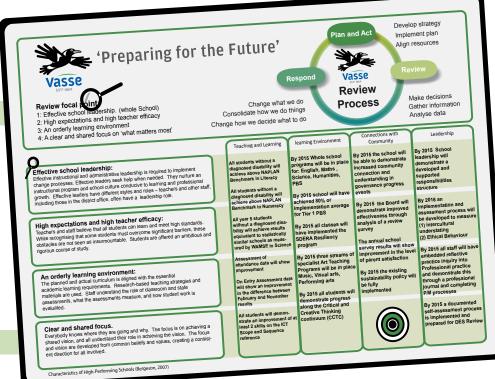
- Early Childhood Education
- Development of a Learners culture
- Community engagement
- Development of the Arts
- ICT hardware
  development

#### Operational

- Consistent whole school and classroom data collection and collation
- Whole school leadership development and function
- Appropriate Professional Development
- Timetabling for
  - Coaching
  - Moderation
  - Collaboration

#### Curriculum

- Critical and Creative Thinking
- ICT
- Early intervention
- AC Maths
- AC English



School Audit: Internal / External Actual to Ideal

## Shared Purpose **Preparing for the Future**



Belonging



Enthusiasm



Leadership



Excellence



**Connections** 



#### **Relationships**



Understanding



**Ownership** 



Sharing





#### Technology



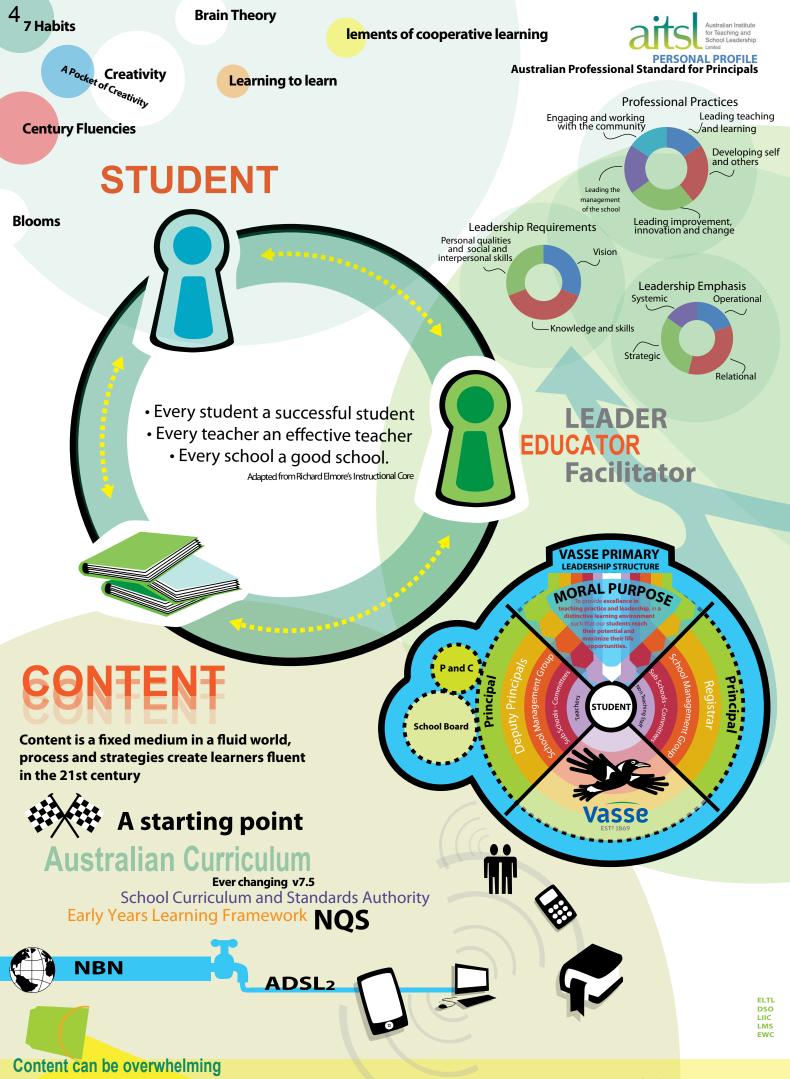




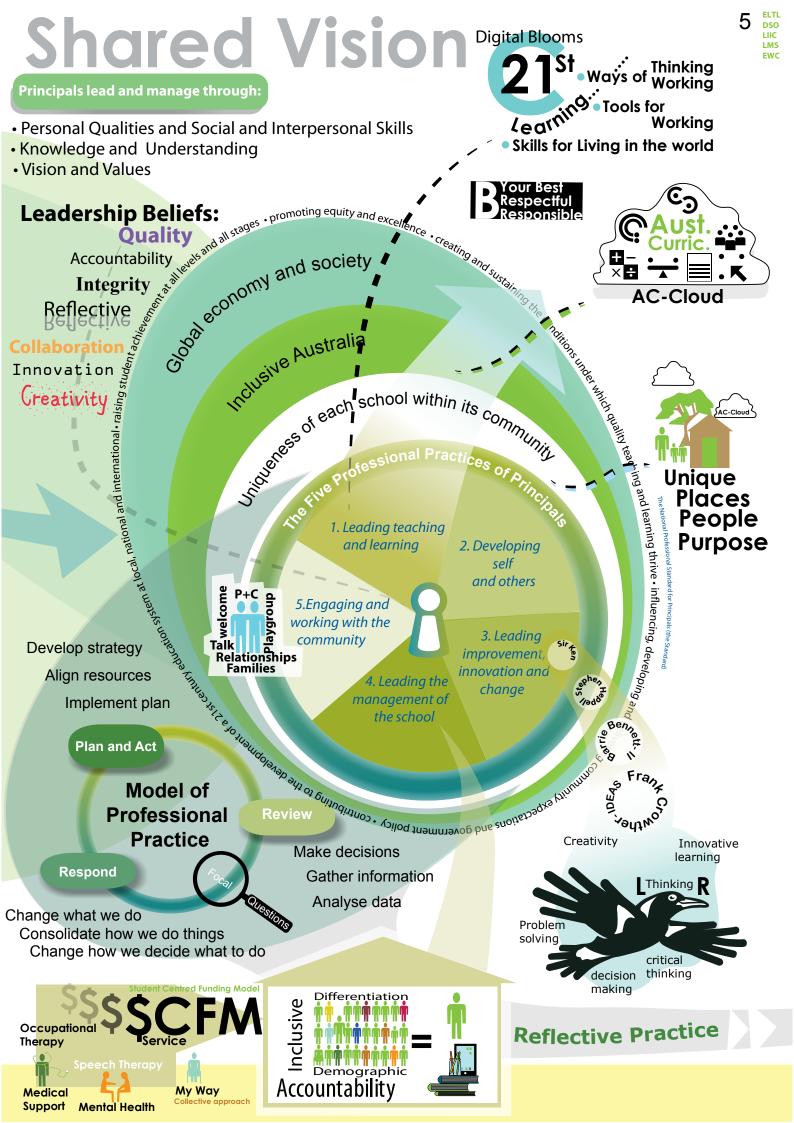


Commitment

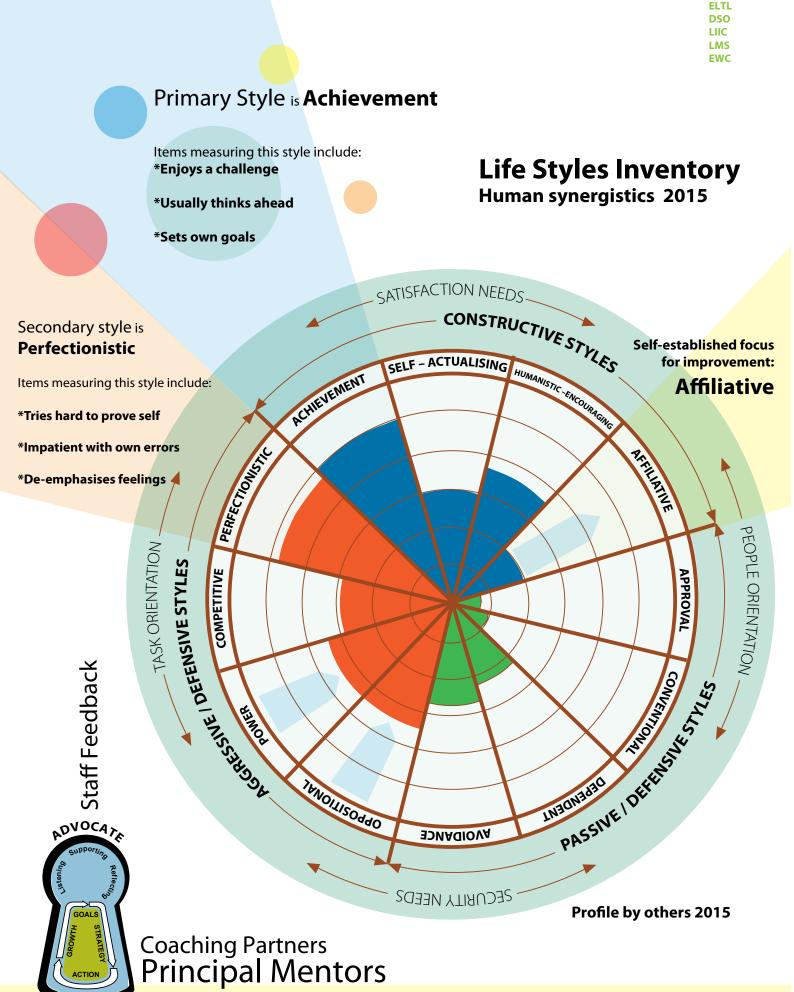




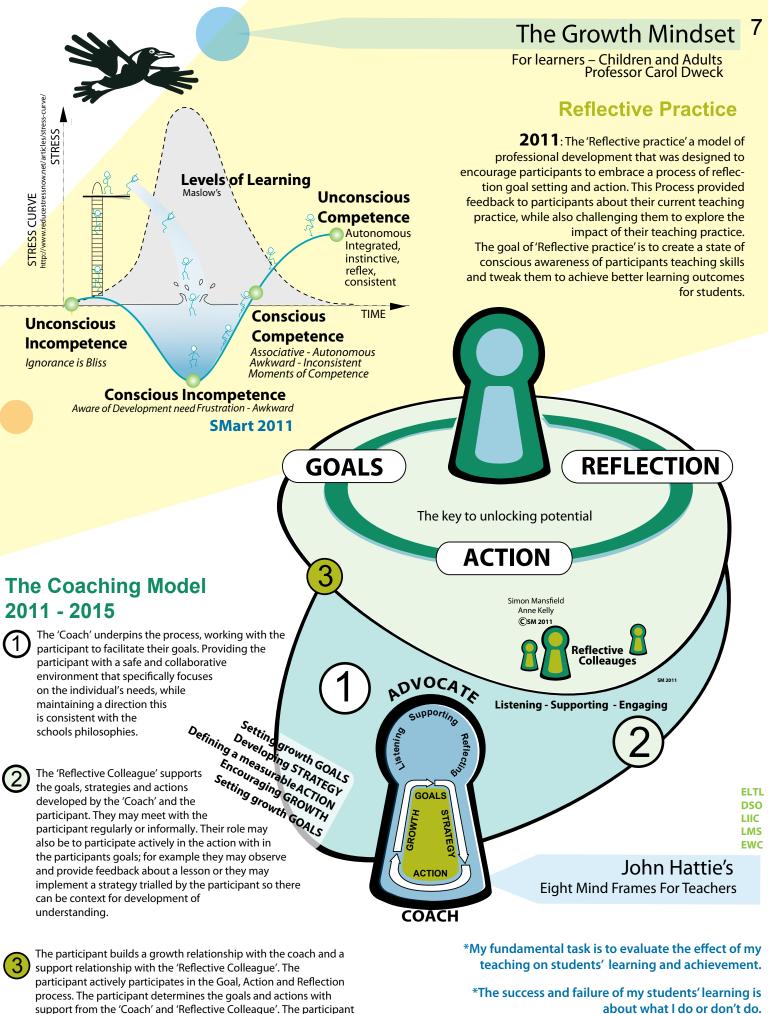
If you combine digital memory and analog devices, like books, humankind is able to store at least 295 exabytes of information. (Yes, that's a number with 20 zeroes in it.) That's 315 times the number of grains of sand in the world.



If we teach today the way we were taught yesterday we aren't preparing students for today or tomorrow.



COACH



works to record their reflections of progress and uses these to determine future short and long term actions. "If you can't tell me why you are teaching the way you are and

can't back it up with research. May be there is a better way."

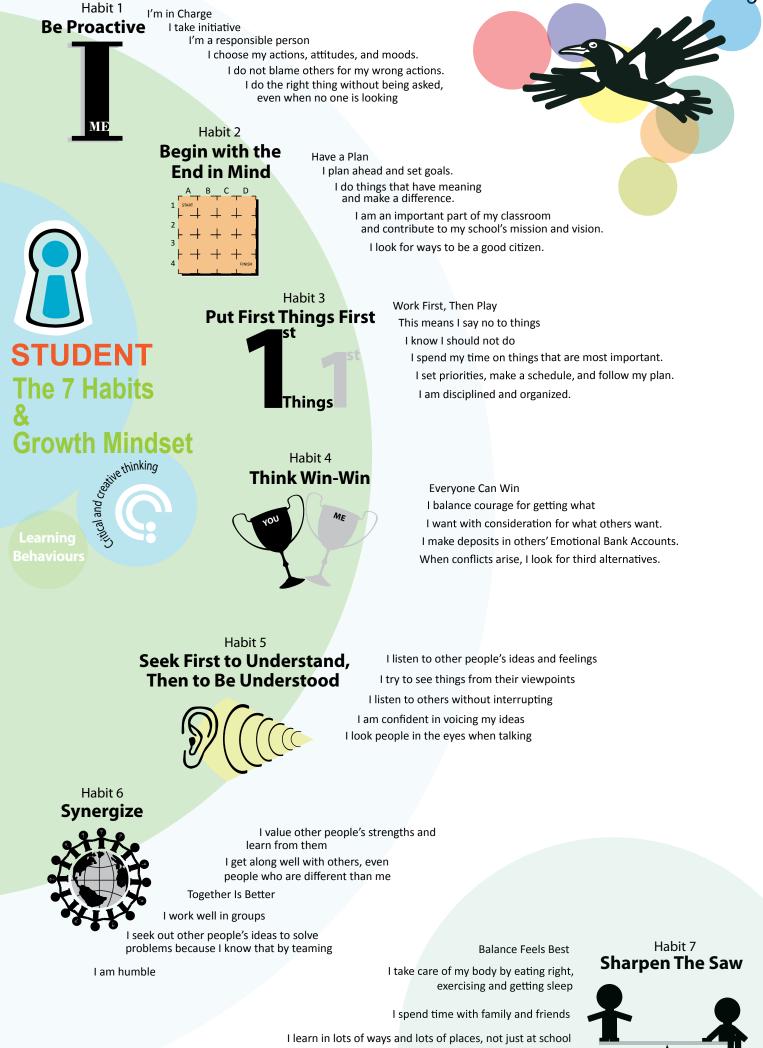
Adapted form a John Fleming statement

d d d dialogue not monologue. \*I enjoy the challenge and never retreat to "doing my best". \*It's my role to develop positive relationships in class and staffrooms. \*I inform all about the language of learning.

\*I want to talk more about learning than teaching.

Define, Discover, Dream, Design, Deliver the Solution Fluency goods, Debrief and foster ownership, by getting involved in the evaluation of the problem NUCESISHUNIS VILLAGE, Appraise, Compose, Design, Pionose, Design, Pionose, Contrast, Critic, Creative Fluency MALYSIS Analyse Sign Creative Fluency Successful learner, confident Uiscriminate, Justin and creative individual, and active and informed citizen Ask good questions, Access and Understanding acquire. Analyse and authenticate and Positive interdependence JDENT nowledge arrange, Apply, Assess ANALYSIS APPLICATION COMPREHIENSION Face-to. the show we have the show of t Literacy iace. Promotive or president pre inderstanding • Ailideanuoson quona he and countries in the state of the · Ethica/ eroup processing ealive thinking **Citical and** Social Skills Quality Integrity Creativity Innovation esi of section Propagate to compare of the particle of the par Reflective Collaboration Accountability Collaboration 21st Century Fluency Fluency Social interaction online The 21st Century Fluencies General Capabilities Australian Curriculum

Ian Jukes 21st Century Fluencies Bloom's Taxonomy Benjamin Bloom 1956 . Johnson and Johnson 5 elements of cooperative learning (Johnson et al., 2006)



I find meaningful ways to help others

nelp others

Five Things You Can Do to Become More Creative

#### **1. Pattern Recognition** and Critical Thinking

Creative people see connections others overlook. To develop this trait, start questioning everything. Challenge authority, test common sense.

## 2. Curiosity and Exploration

Creative people are insatiable when it comes to taking in wonder. They find the world infinitely fascinating and thirst to know more. Want wonder? Start tinkering. Take a toaster apart. See if you can find Saturn in the sky. Look around and start investigating anything that piques your interest. You'll find the process addictive.

## 3. Decisiveness and Completion

People who get creative work done do two things. They make decisions and they keep making them until they get the job done. It takes courage to make a creative call. Make decisions and live with the consequences. The more you make, the more decisive you will become.

# A POCKET OF CREATIVITY 2013

**Understanding Creativity** 

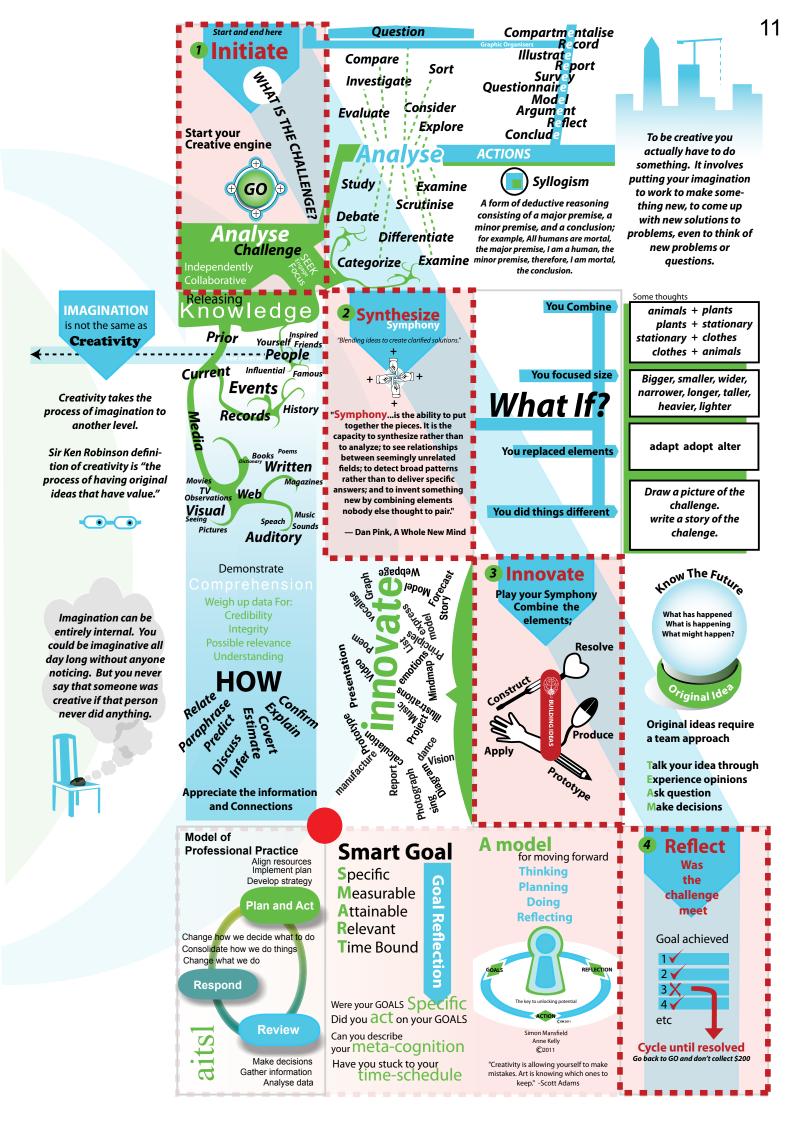


How creative people come to the optimism that drives them differs greatly. But overall, it comes from a sense of purpose. If you have a passion, you have a purpose. If you have a purpose, you will find ways to innovate, invent, and create. And even when you don't succeed, you will believe you will succeed in the end. Peter Lloyd

#### 4. Persistence and Persistence

Persistence is what persistence does. There's no other way to rise to the level of persistence required to crack the toughest problemsolving challenges except to keep on keeping on. Start with little problems and don't give up till you solve them. You will build endurance and a list of creative successes as you go.

DSO LIIC LMS EWC



In 2016 Vasse Primary school is looking to further prioritise the development of critical and creative thinking (Australian Curriculum General Capability) amongst staff and



Artist-in-Residence grants program

students. This project will endeavour to provide opportunities for staff and students to develop their own creative thought and critical thinking process in a range of Australian curriculum areas. The project will consist of creating a knowledge base amongst students around their ability to resolve create ideas using a variety of technological experiences.

The focus will be specifically looking at the development of the idea that 'creativity is a cognitive experience that is restrained only by an individual's ability to physically express it, and it occurs whenever and wherever an expressive challenge arises, not just in the art room.'

The project proposes to use a local ceramic artist to develop the use of 3D modelling/ scanning and printing (creating) technologies in workshops, team activities and individualised experiences. The ceramic artist will work with the schools art team to develop a process to electronically create

items that students have conceptualised and then print them in a ceramic medium. The

process will give opportunities to and enhance the ability of students who may not ordinarily have the inclination or the physical ability to express their creative ideas. The project will also allow us to create a creative space / lab for students to create, share and immerse themselves in problem solving and critical thinking activities in their own time or through structured lessons.



## Connectio Learn

Err

Embrace



Collaborate

If children feel safe, they can take risks, ask question, make mistakes, learn to trust, share their feelings and grow.

Adapted from Alifie Khon Punished by Reward





**Persevere** 

ELTL DSO LIIC LMS EWC

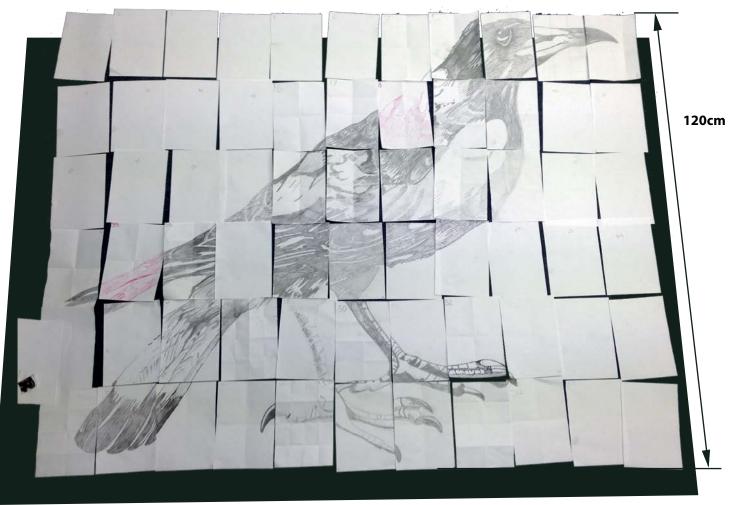


Experience

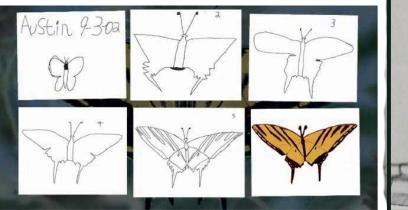
Wonder

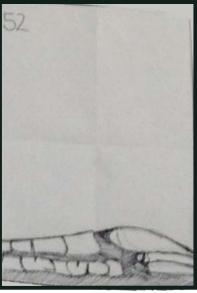
When the student is ready, the master appears. ~Buddhist **Proverb** 

#### Building a team, defining a school

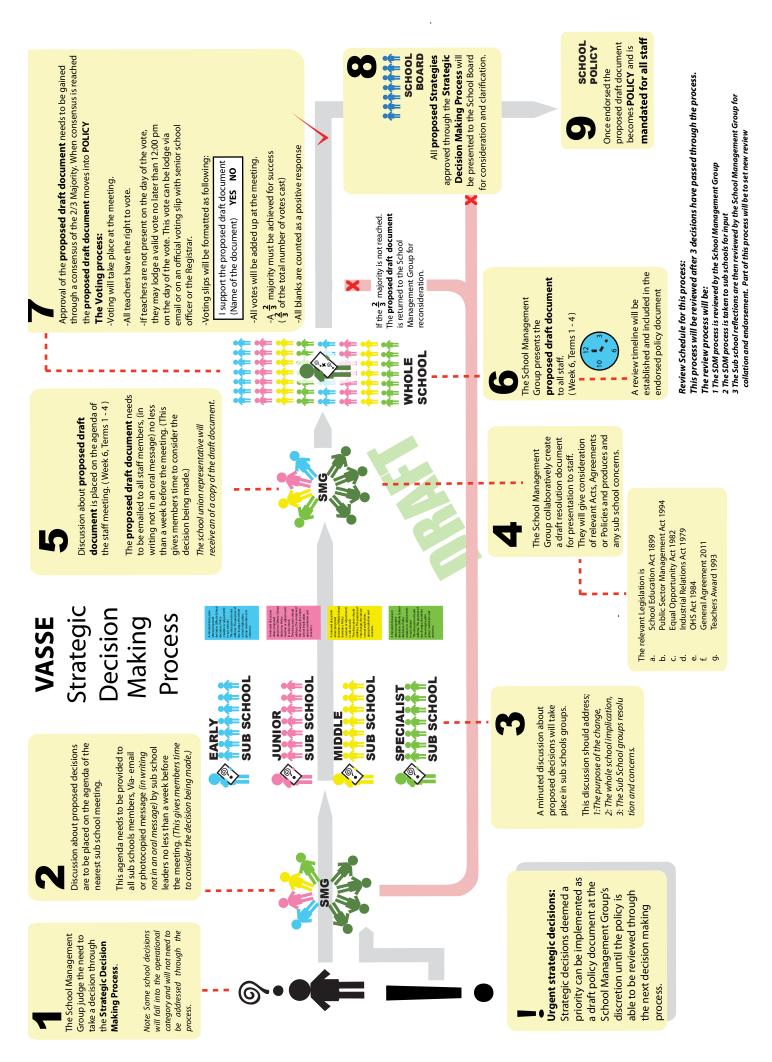


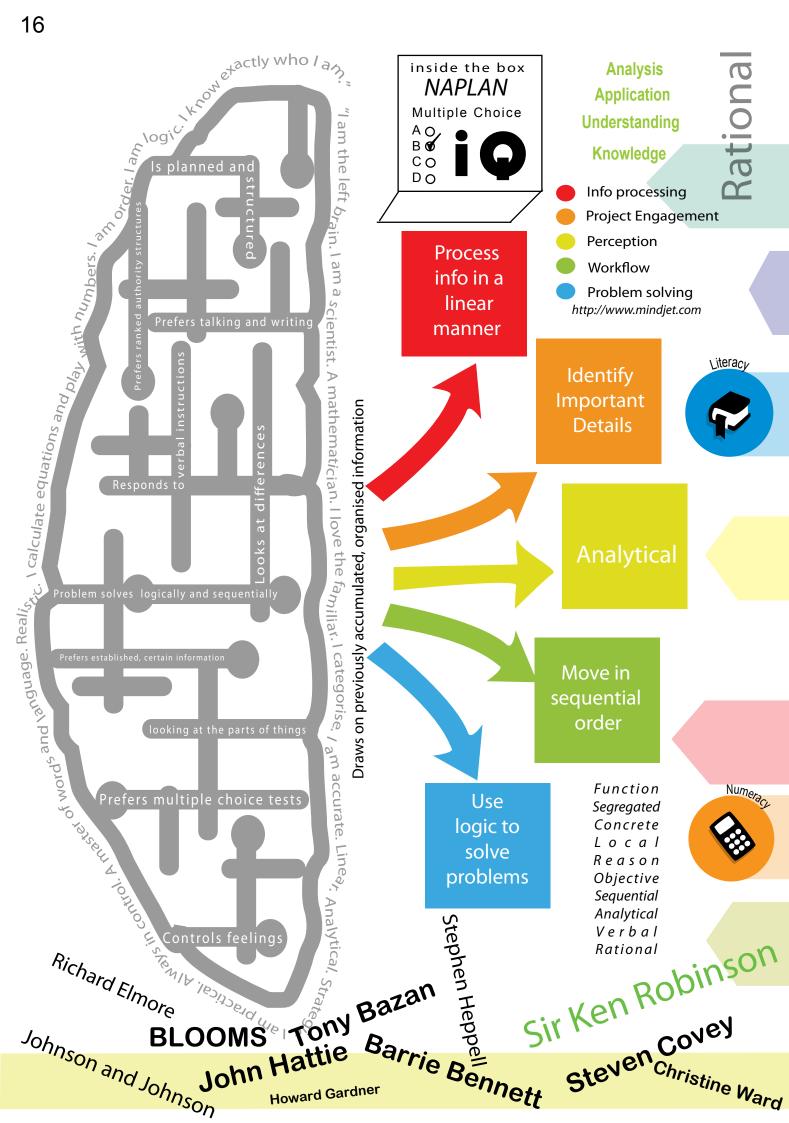
Austin's Butterfly: Building Excellence in Student Work Models, Critique, and Descriptive Feedback

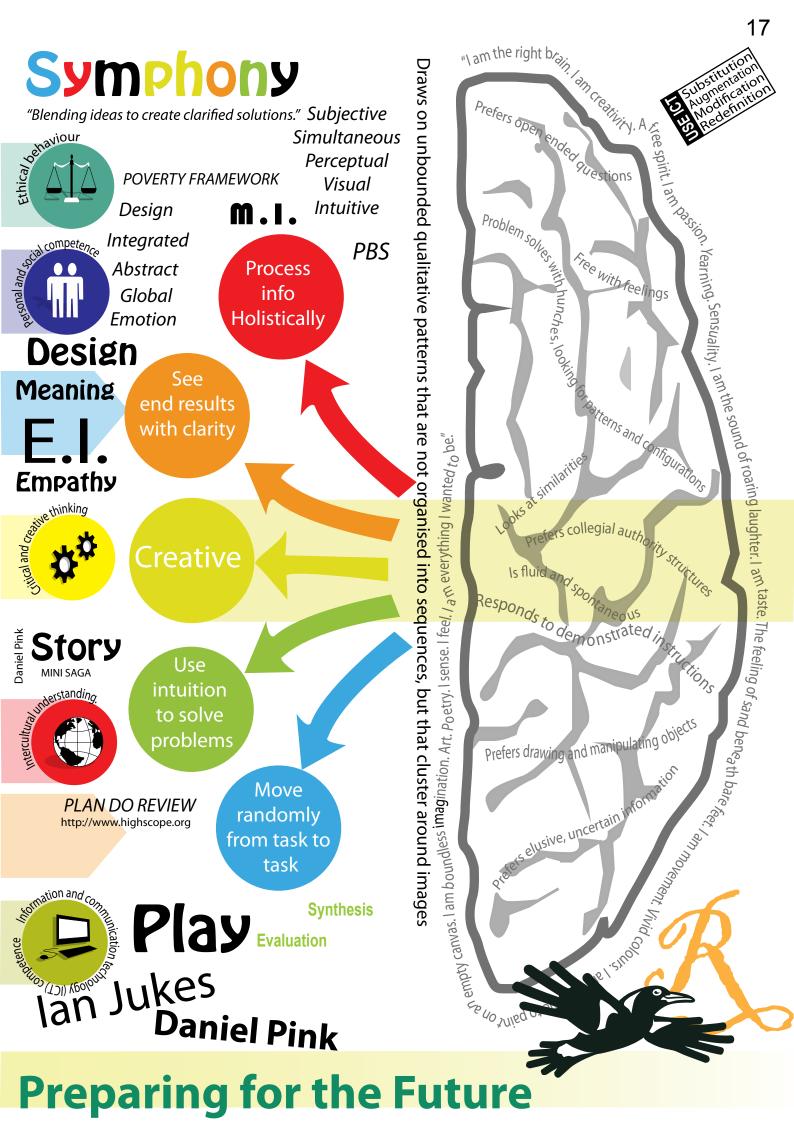


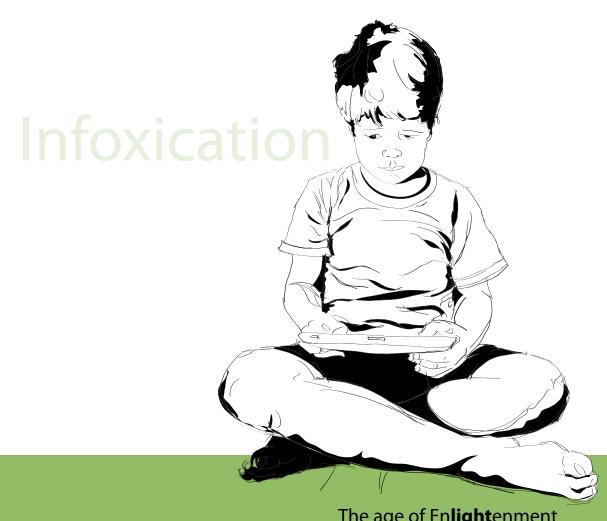


**Learning Intention - Success Criteria** 









The age of Enlightenment Simon Mansfield 2015

