



“See Sally blog. Blog, Sally, blog. Blog, blog, blog.”

Kappan, March 2011, p. 57

LEARNING *IN & FOR* THE 21ST CENTURY

C21L

Highly Effective School Librarians – Nov. 2011

Initiating Thoughts

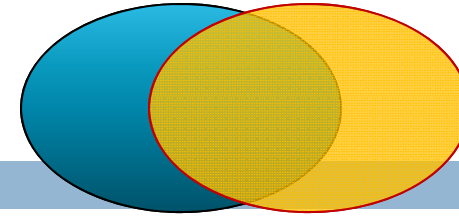
*“A library
should be like a coffee shop
that serves alcohol
and plays good music.”*



Stevan Kalmon Council on 21st
Century Learning



In & For



□ Hybrid concepts

- Learning *in* – using the tools, media, context, social/cultural patterns
- Learning *for* – seeking the knowledge & skills needed to thrive in the Information Age

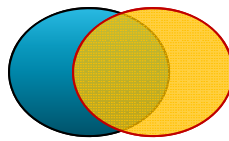
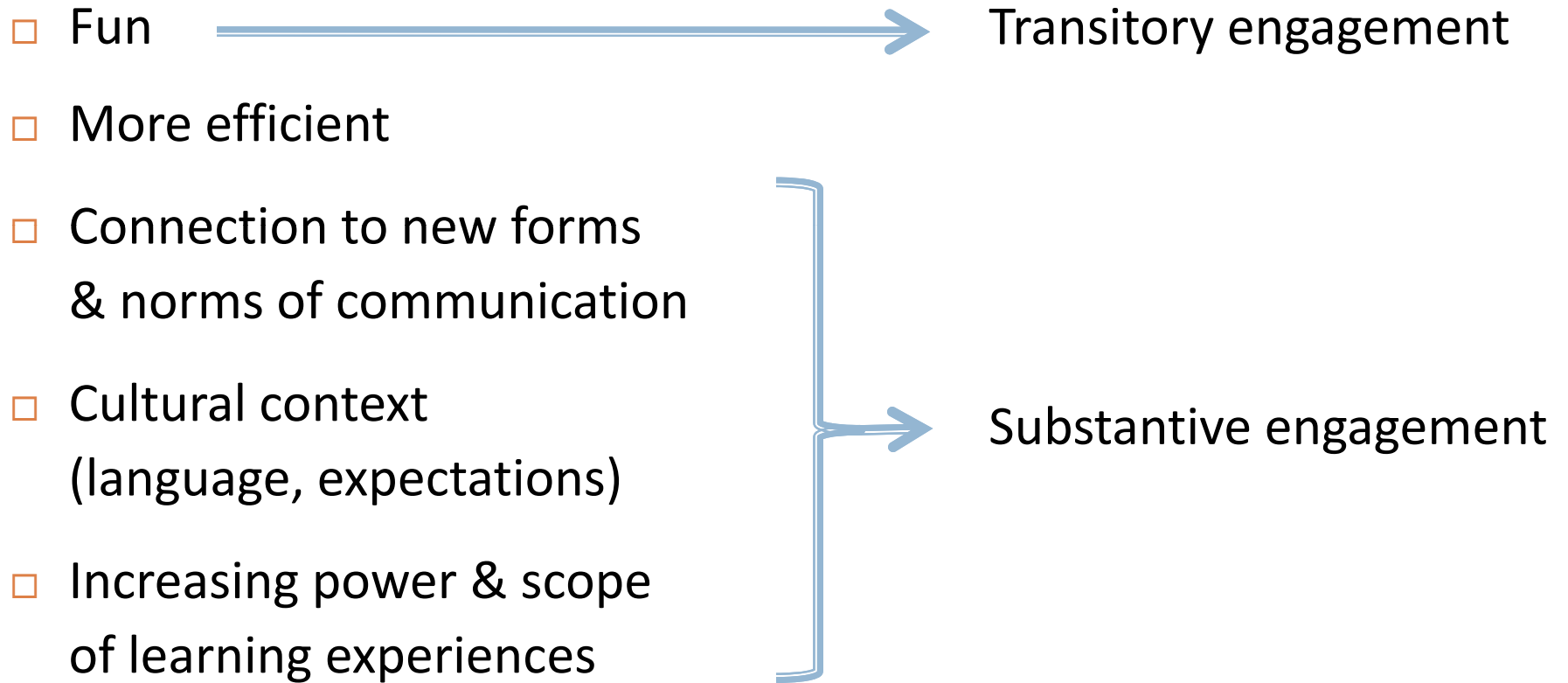
□ Examples

- Scenarios
- How get both?

Scenarios of learning *in* & *for* the 21st century

- Blogging about migration
- Math video
- Clicker ratings of leadership
- E-filing migratory animal reports
- MMORPG game design
- Word processing oral histories

Why Learning *In*?



- Learning *in* – using the tools, media, context, social/cultural patterns
- Learning *for* – seeking the knowledge & skills needed to thrive in the Information Age



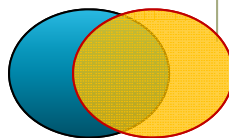
Why Learning *For*?

CDE – 21st Century Skills & Abilities

- Critical thinking & reasoning
- Information literacy
- Collaboration
- Self-direction
- Invention



Why these targets?



CDE – Postsecondary & Workforce Readiness

- Application of literacies
- Reasoning & argumentation
- Problem identification & solving
- Information management
- Human relations
- Analysis & interpretation



- *As the Future Catches You* (2001), by Juan Enriquez
- “Capturing the Value of ‘Generation Tech’ Employees,” by Marc Prensky, in *strategy+business enews* (6/30/04), www.strategy-business.com/press/enewsarticle/enews063004?pg=0
- “Creating Sustainable Learning Communities for the 21st Century,” by Stephanie Pace Marshall. In *The Organization of the Future* (1997), F. Hesselbein, et al., ed.

Recommended Reading

- *Disrupting Class: How disruptive innovation will change the way the world learns* (2008), by Clayton Christensen, et al.
- *Drive: The surprising truth about what motivates us*, by Daniel Pink (2009)
- “Framing Reform for the New Millennium: Leadership Capacity in Schools and Districts,” by Linda Lambert. In *Canadian Journal of Educational Administration and Policy* (April 12, 2000)
- *Grown Up Digital: How the net generation is changing your world* (2009), by Don Tapscott
- *Guided Inquiry: Learning in the 21st Century* (2007), by Leslie Maniotes, et al.
- *How People Learn: Brain, Mind, Experience and School* (2000), by National Research Council *Leadership and the New Science* (1999), by Margaret Wheatley
- *Inquiry as Stance*, by Marilyn Cochran-Smith and Susan Lytle (2009)
- *Map of Future Forces Affecting Education and 2020 Forecast: Creating the Future of Learning*, by The Knowledge Works Foundation and the Institute for the Future, www.kwfdn.org/map/
- *The Power to Transform* (2006), by Stephanie Pace Marshall
- “Preparing Students for Work in a Computer-Filled Economy”, by Frank Levy & Richard Murnane, in *Education Week* (9/1/04), www.edweek.org/ew/index.html
- *Social Impact Games: Entertaining Games with Non-Entertainment Goals*, www.socialimpactgames.com/
- *Standards for the 21st-Century Learner*, American Association of School Librarians (2007), http://www.ala.org/ala/mgrps/divs/aasl/guidelinesandstandards/learningstandards/AASL_Learning_Standards_2007.pdf
- “Taking McLuhan and ‘Medium Theory’ Seriously: Technological Change and the Evolution of Education”, by Joshua Meyrowitz. In *Technology and the Future of Schooling* (1996), Stephen Kerr, ed.
- “Teaching and Learning in the Educational Communities of the Future,” by Margaret Riel. In *Yearbook of the Association for Supervision and Curriculum Development* (1998), Chris Dede, ed.

Learning *For* Assessment

Targets

- Learner Role
- Goals
- Knowledge Focus
- Skills Focus

Assessments

- Purpose
- Type


Learning Experiences

- Information
- Instructional Focus
- Learner Participation

Environments

- Structures
- Time
- Tools
- Policies & Practices
- Culture & Communities

Learning *For* in the NCLB Classroom

- Classroom culture
 - Goal setting & progress monitoring
 - Norms & community development
- Assessment 
 - Assessment for learning
 - Peer & self-assessment
 - Exhibitions of learning
- 20% project
 - Inquiry quest
 - Contests (science fair; History Day)
 - Community experience



- Integrating with existing curriculum
 - “Flipping” the classroom
 - Information literacy
 - Collaboration
 - Reflection



From Schooling to Learning

From...

- ❑ Summative institutional assessment
- ❑ Learner as consumer
- ❑ Broadcast, standardized learning
- ❑ Emphasis on content
- ❑ Hierarchical organization

To...

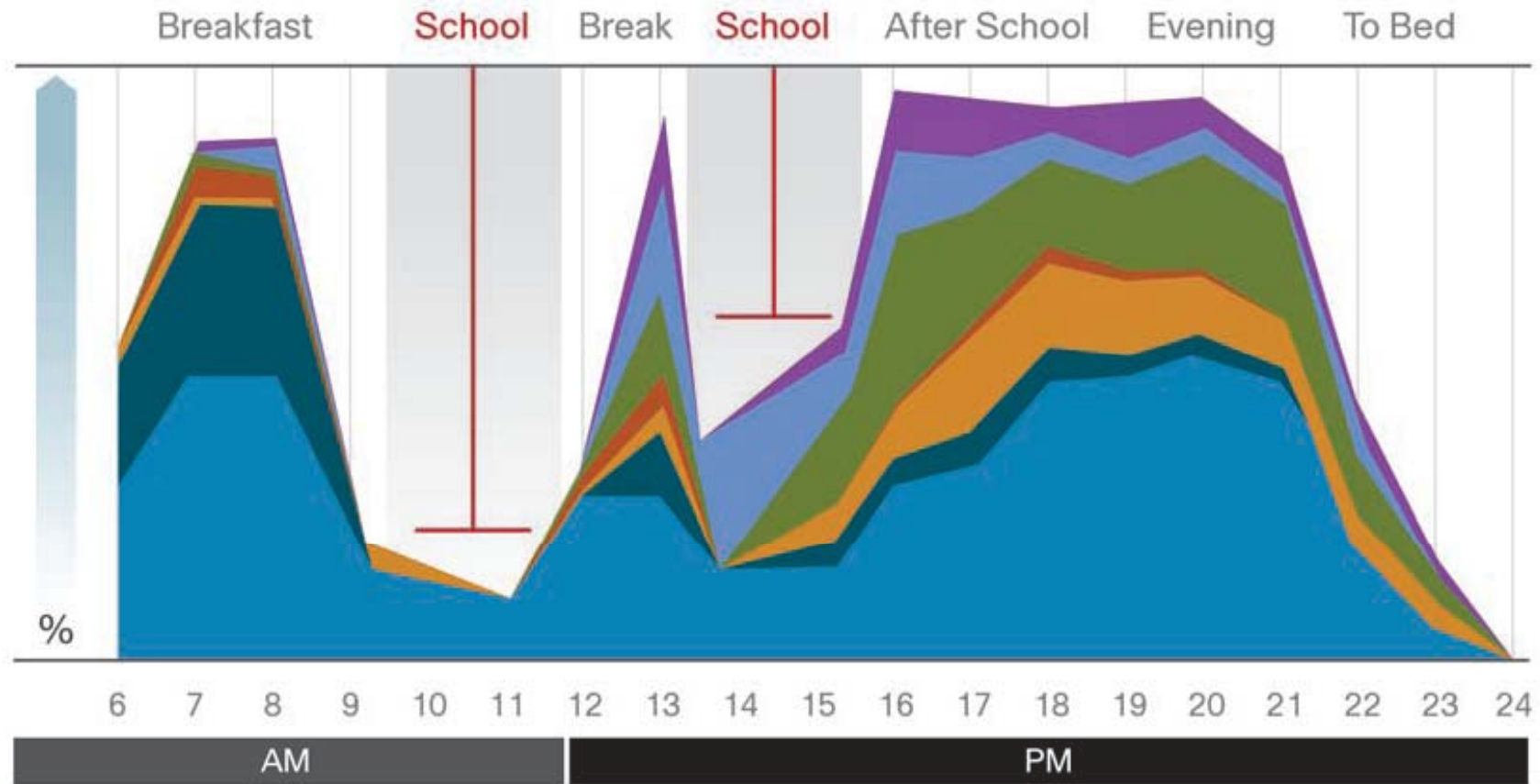
- ❑ Formative collegial assessment
- ❑ Learner as prosumer
- ❑ Interactive, personalized learning
- ❑ Emphasis on skills, habits
- ❑ Networked organization

“Learning is a natural process of pursuing personally meaningful goals,... a process of discovering and constructing meaning from information and experience.”

American Psychological Association, quoted in *The Power to Transform*, p.39



Media Use: Which & When



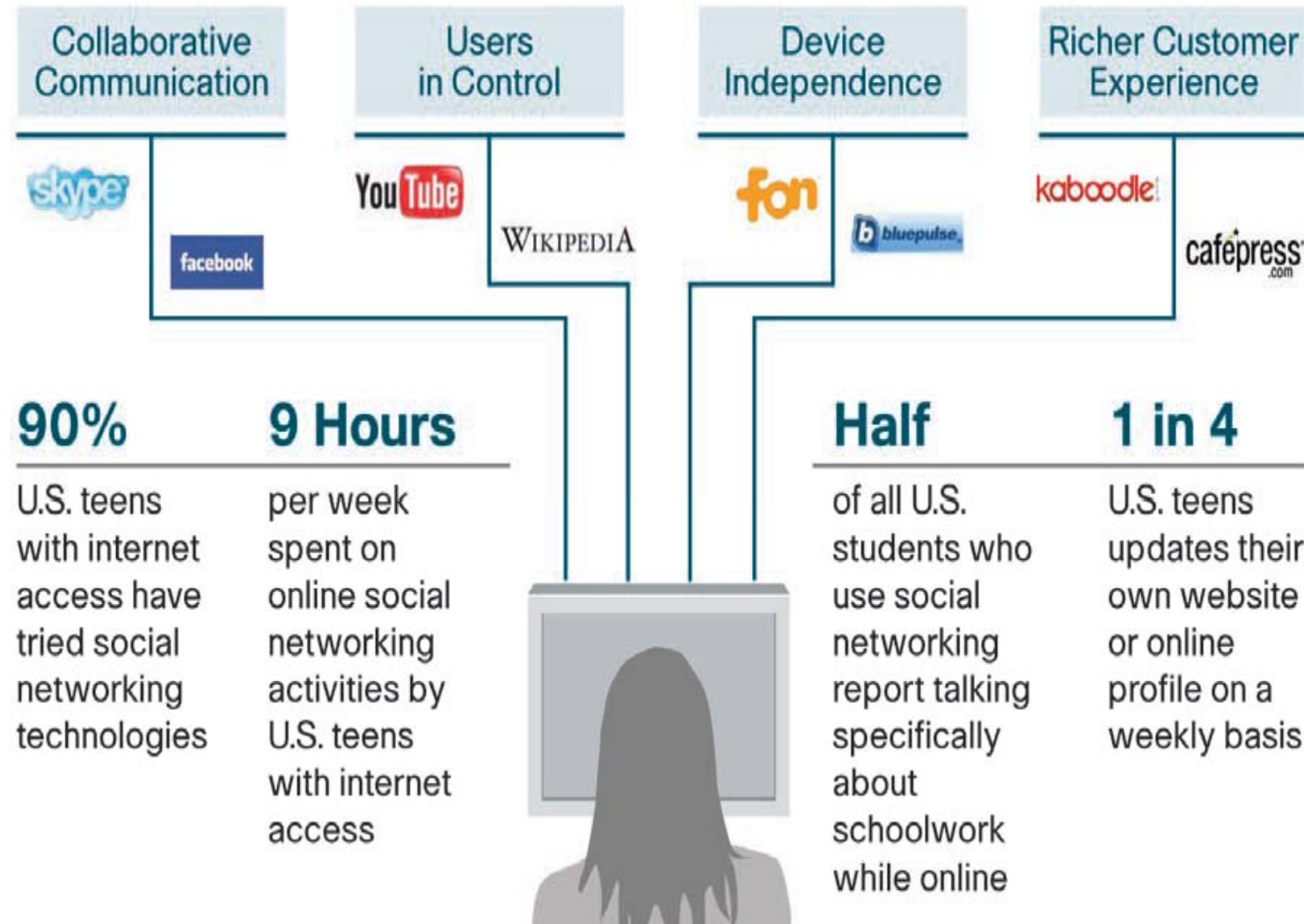
- Games
- Cell Phone or MSN
- Internet or MSN
- Newspapers
- Magazines
- Radio
- TV

From Equipping Every Learner for the 21st Century, Cisco (2008)

<http://www.cisco.com/web/about/citizenship/socio-economic/docs/GlobalEdWP.pdf>



Making Connections

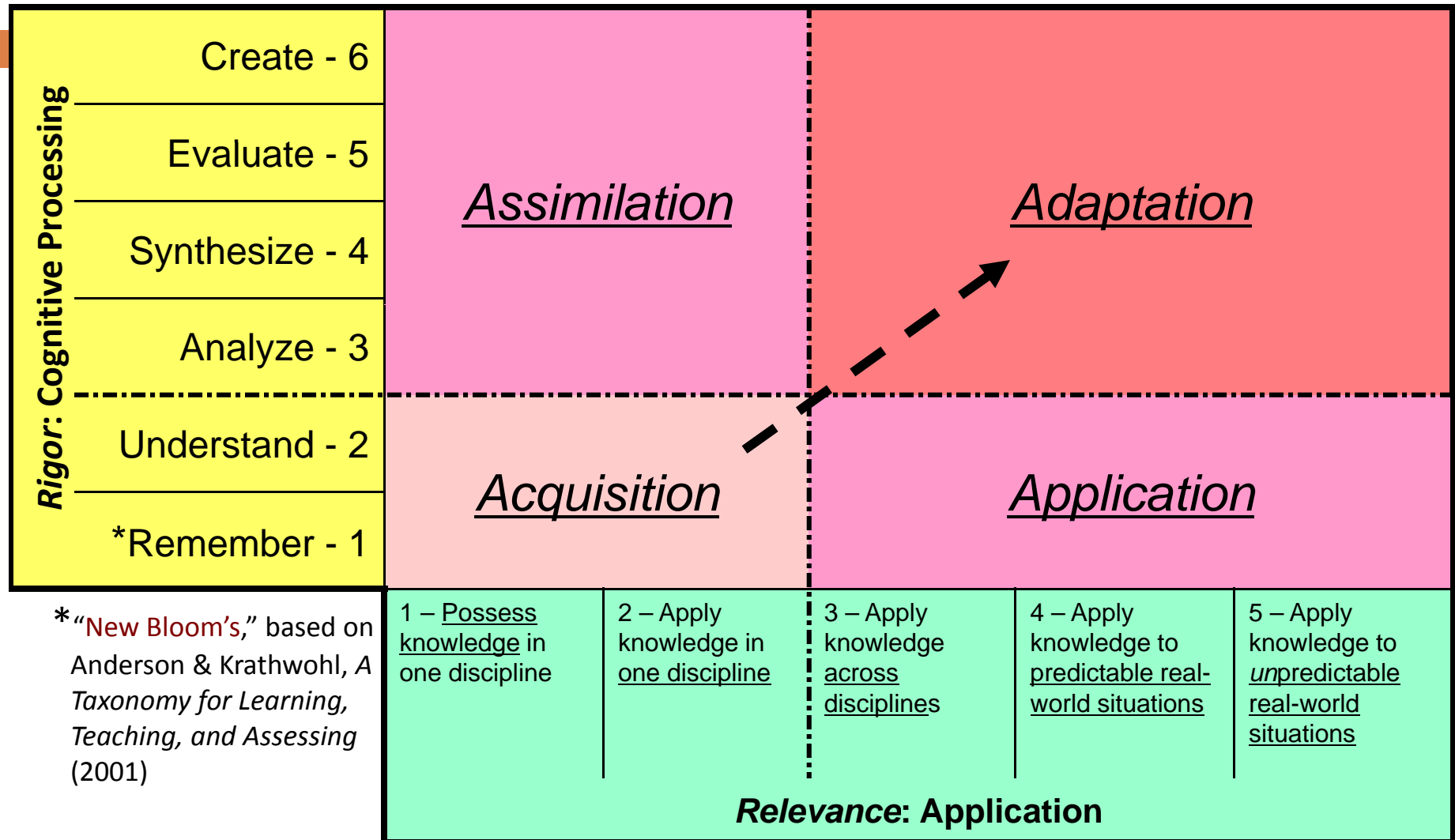


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Rigor & Relevance



Adapted from "Rigor/Relevance Framework," by Willard Daggett, www.leadered.com/rigor.html (accessed 7-13-08)