"The Continuum," formerly know as the TIPC



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Critical Learner

Informed Learner

Digital-Age Literacy

Creativity &

Twenty-first Century *Students* rely on visual and information literacies that require them to find, navigate through, evaluate, and create information in multiple formats.

Teachers provide research opportunities for students to develop and employ digital literacies.

Critical Thinking & Problem Solving

Twenty-First Century *Students* utilize higher order thinking and reasoning to solve problems.

Teachers provides activities, experiences and feedback needed for students to develop higher-order thinking skills.

Communicative Learner

Creative Learner

Twenty-first Century Students develop original ideas and create relevant products by using inventive thinking, research, communication, and collaboration.

Teachers provide experiences that allow students to create unique ideas and products that have value beyond school.

Communication & Collaboration

Twenty-First Century *Students* apply knowledge to communicate and collaborate in order to reach a common goal or create a product.

Teachers structures a variety of communication methods to encourage substantive conversations and produce collaborative projects.

Relationships between DCSD Initiatives and The 21st Century Continuum

onomy	Digital Age Literacy	Communication & Collaboration	Critical Thinking & Problem Solving (existing ideas)	Creativity & Innovation (new ideas)
Blooms New Taxonomy	Understand & Remember	Apply	Analyze & Evaluate	Create & Produce
TIPC Revision May 2013	Digital Age Literacy	Communication & Collaboration	Inventive Thinking	Curiosity, creativity, and risk- taking
۲۸	Digital Age Literacy	Effective Communication	Inventive Thinking	High Productivity
DCSD 21 st Century Framework 2012	Literacy Standards	Interaction	Creation	Management
Assessment for Learning	Knowledge (content)	Performance (Skill)	Reasoning (Process)	Product (Product)
	Construction of Knowledge	Disciplined Inquiry	Construction of Knowledge	Value Beyond School
Authentic Intellectual Work	Prior and new, in-depth knowledge	Substantive conversation	Problem-solving	Utilitarian, aesthetic & personal value
	Informed Learner	Communicative Learner	Critical Learner	Creative Learner
DCSD Performance Character		Personal, civic, social responsibility	Critical, creative, innovative, reasonable thinking	Production of relevant, high quality products
Characteristics of Effective Instruction		Make Comments Online: www.goo.gl/AhqzhU (case-sensitive URL)		
Rtl				
PBL				
Collaborative Data Inquiry				

Twenty-first Century <u>Students</u> rely on visual and information literacies that require them to find, navigate through, evaluate, and create information in multiple formats. <u>Teachers</u> provide research opportunities for students to develop and employ digital literacies.

The Student

Entry (1)

- Acquires information using provided resources.
- Follows teacher direction to complete task
- Responds to teacher prompt.

Developing (2-3)

- Uses search techniques
- Determines accuracy of sources using tools with strategies provided by teacher.
- Responds with limited analysis of information sources.

Approaching (4-5)

- Constructs own questions to guide research
- Incorporates varied search techniques
- Assembles and prioritizes information
- Uses appropriate formatting and citing

Ideal/Target (6-7)

As might be required in college and/or career, student uses industry-standard tools to

- find, evaluate and justify sources
- assemble and synthesize information
- formulate and test research questions
- attribute intellectual property
- create new information and authentic tasks

Teacher Directed
Academic Tasks

Digital Age Literacy

High Productivity
Student-Centered
Authentic Value Beyond School

The Teacher

Entry (1)

- Provides resources
- Directs student use of preselected sources
- States topics and research questions

Developing (2-3)

- Models* search techniques and/or analysis of various sources
- Models* how to determine authority and accuracy of sources
- Provides limited student choice in sources

Approaching (4-5)

- Models* or reinforces investigative strategies
- Designs challenges to address an authentic task
- Guides students as they acquire, evaluate, and apply information

Ideal/Target (6-7)

To prepare students for college and/ or career success, the teacher

- Designs lessons requiring solutions to real-world questions, problems, or situations
- Facilitates and assesses authentic tasks that incorporate industrystandard resources
- Requires evidence of multicultural perspectives

*or has built upon previous instruction Page

Twenty-First Century <u>Students</u> apply knowledge to communicate and collaborate in order to reach a common goal or create a product.

The Student provides a variety of communication methods to encourage substantive conversations and produce collaborative projects.

Entry (1)

- Responds to teacher prompt, to teacher-only audience
- Works independently or in unintentional pairs

Developing (2-3)

- Follows teacher-defined instructions to communicate with peers
- Works in student-nominated groups
- Responds to academic task with limited audience

Approaching (4-5)

- Uses collaboration to complete authentic task
- Works in purposely designed roles
- Seeks audience beyond the classroom

Ideal/Target (6-7)

- Facilitates and formatively as sesses authentic tasks where students are consistently engaged in meaningful communication and purposeful collaboration using industry standards resources that prepare them for college and careers.
- Facilitates a classroom environment in which students generate their own questions surrounding complex, authentic issues similar to those found in college and careers that may require students to ask question to support divergent thinking, elaboration, or to speculate or test new knowledge through inventive questions.
- Emulates collaborative environments found in college and careers in which students use industrystandard resources to form questions, solve problems, and collaborate within and beyond the classroom.

Teacher Directed Academic Tasks

Communication & Collaboration

High Productivity
Student-Centered
Authentic Value Beyond School

The Teacher

Entry (1)

- Provides information & expectations with limited student interaction
- Promotes recall and/or student comprehension

(Does not promote collaboration)

Developing (2-3)

- Uses or builds upon direct instruction
- Asks evaluative questions and elicits student questions
- Provides grouping opportunities

Approaching (4-5)

- Models communication methods addressing authentic tasks
- Supports student collaboration with critical questions
- Designs collaborative challenges with definitive individual roles

- Facilitates student-generated, critical questioning
- Emulates career and/or college environment for problem-solving
- Formatively and summatively assesses authentic task or project

Twenty-First Century <u>Students</u> utilize higher order thinking and reasoning to solve problems. <u>Teachers</u> provides activities, experiences and feedback needed for students to develop higher-order thinking skills.

The Student



Entry (1)

- Respond to, but do not justify their answers to teacherinitiated questions.
- Work on class assignments through recollection of knowledge.
- Work from a single or imposed perspective in academic tasks.

Developing (2-3)

- Elaborates on prompt requiring critical thinking or problemsolving
- Applies digital tools to elaboration
- Recognizes limited perspectives in academic task

Approaching (4-5)

- Regulates learning by discerning effective and ineffective strategies
- Engages in higher-order thinking to complete an openended, authentic task
- Considers multiple perspectives while completing complex, authentic tasks*

Ideal/Target (6-7)

- Engages in metacognitive and reflective activities
- Selects appropriate, industrystandard tools and resources to solve authentic tasks
- Considers how authentic problems can be solved in various ways given multiple perspectives

Teacher Directed Academic Tasks

Critical Thinking & Problem Solving

High Productivity
Student-Centered
Authentic Value Beyond School

The Teacher

Entry (1)

- Directs student thought processes and responses.
- Provides class assignments that emphasize recall and comprehension.

Example Link:

Developing (2-3)

- Applies (or has applied) direct instruction to limited critical thinking and problem-solving strategies
- Designs lessons requiring critical thinking or problem-solving to complete

OR

- Directly instructs critical thinking and/or problem-solving
- Requires students to use critical thinking or problem-solving to complete task

Approaching (4-5)

- Models critical thinking and/or problem-solving strategies in authentic context
- Designs challenging lessons requiring solution of authentic task
- Facilitates additional critical questioning to further student progress

- Designs authentic lessons requiring use of industry-standard tools needed for college or career
- Creates learning environment necessitating conceptual thought and/or the synthesis of multiple concepts
- Facilitates and formatively assesses students' ability to draw conclusions and solve problems

Twenty-first Century <u>Students</u> develop original ideas and create relevant products by using inventive thinking, research, communication, and collaboration. <u>Teachers</u> provide experiences that allow students to create unique ideas and products that have value beyond school.

The Student



Entry (1)

- Responds to teacher direction to complete class assignments.
- Work on standard products following teacher direction.
- Work on assignments with predictable outcomes and little or no apparent risk.

Developing (2-3)

- Question, summarize and make predictions on existing knowledge using provided resources in an academic setting.
- Work on class assignments that blend limited aspects of personal choice to generate new ideas and products in an academic setting.
- Work on standard products that may have multiple, but known solutions requiring students to generate new ideas or test existing perception within confined limits of risk.

Approaching (4-5)

- Synthesize existing and self-generated knowledge to create new ideas and products in an authentic context using industry-standard tools.
- Analyze trends and make predictions that inspire news olutions to authentic problems or tasks.
- Work on complex, authentic problems that require students to take risks in an environment supportive of experimentation and possible failure.

Ideal/Target (6-7)

- Collaborate effectively within and beyond the classroom to create substantive, innovative ideas and products as a response to authentic tasks that require the use of industry-standard tools and resource in order to prepare for college and careers.
- Apply critical thinking and research methods using industry-standard tools and resources to create meaningful, original, and potentially innovative responses to authentic problems or tasks that prepare them for college and careers.
- Work on open-ended, complex, and sometimes chaotic problems or situations drawn from the real world that require students to use industrystandard tools and to choose strategic risks that support innovation in order to prepare them for college and careers.

Teacher Directed
Academic Tasks

Creativity & Innovation

High Productivity
Student-Centered
Authentic Value Beyond School

The Teacher

Entry (1)

- Directs a learning environment with limited options for student choice or creativity.
- Provides class assignments that emphasize student response over process.
- Provides assignments with limited or known outcomes requiring little or no risk taking.

Developing (2-3)

- DIRECTLY IN STRUCTS TO ACCOMMODATE A LIMITED RANGE OF LEARNING STYLES, INTERESTS, AND ABILITIES THAT SUPPORT SOME STUDENT CHOICE OF CREATIVITY.
- INCLUDES CONNECTIONS BETWEEN SUBJECT MATTER AND CONTEMPORARY ISSUES AND/OR NEW IDEAS IN ACADEMIC ASSIGNMENTS.
- PROVIDES SO ME OP PORTUNITIES FOR STUDENT TO TAKE LIMITED RISK WITHIN WELL-DEFINED ACADEMIC ACTIVITIES.

Approaching (4-5)

- Differentiates instruction
- Designs opportunities for synthesis of research to complete an authentic task
- Models risk-taking, creativity, and craftsmanship with a variety of resources

- Creates an environment whereby students use industry-standard tools to create and innovate authentic products
- Designs learning opportunities affording creative thinking in order to solve the challenges of ambiguity and/or complexity
- Designs opportunities where students feel free to engage in risk-taking and original thinking as might be expected in college and/or a career



Concept of expanded document

Entry (1)

- Provides resources for research and information acquisition
- Directs student use of limited/pre-selected information sources.
- States topics and questions to be researched.

Developing (2-3)

- Directly instructs or builds on past instruction on search techniques and/or analysis of various information sources.
- Directly instructs or builds on past instruction on how to determine the authority and accuracy of sources.
- Provides limited flexibility for student choice in terms of research or information access.

Approaching (4-5)

- Models or reinforces evidence-based or industry-accepted strategies to guide student investigation and analysis of information sources.
- Designs challenges that promote synthesis of varied, valid resources used to address an authentic task.
- Supports students as they acquire, evaluate, and apply information from various relevant information sources.

- Facilitates and assesses authentic tasks where students are consistently conducting or using research and incorporating digitalage literacies that prepare them for using data, information, and/ or resources necessary for success in college or careers.
- Designs authentic tasks that incorporate industry-standard resources, information, and technologies that prepare students for success in college or careers.
- Supports students as they use digital-age literacies to formulate solutions to real-world questions, problems, or situations that prepare them for success in college or careers.