

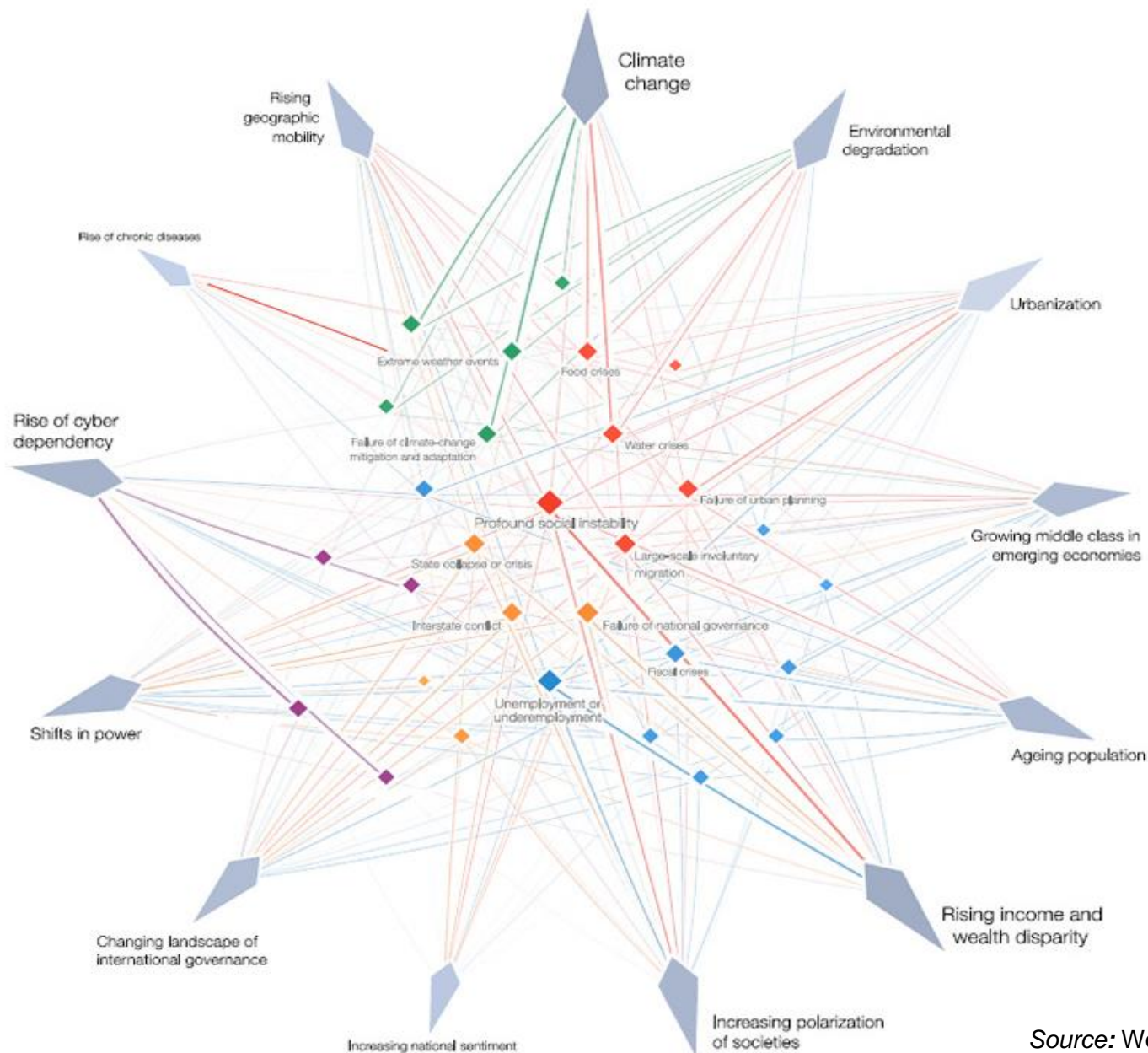
# 21st Century Competencies

Workshop on Curriculum Design, May 2<sup>nd</sup>, Brussels



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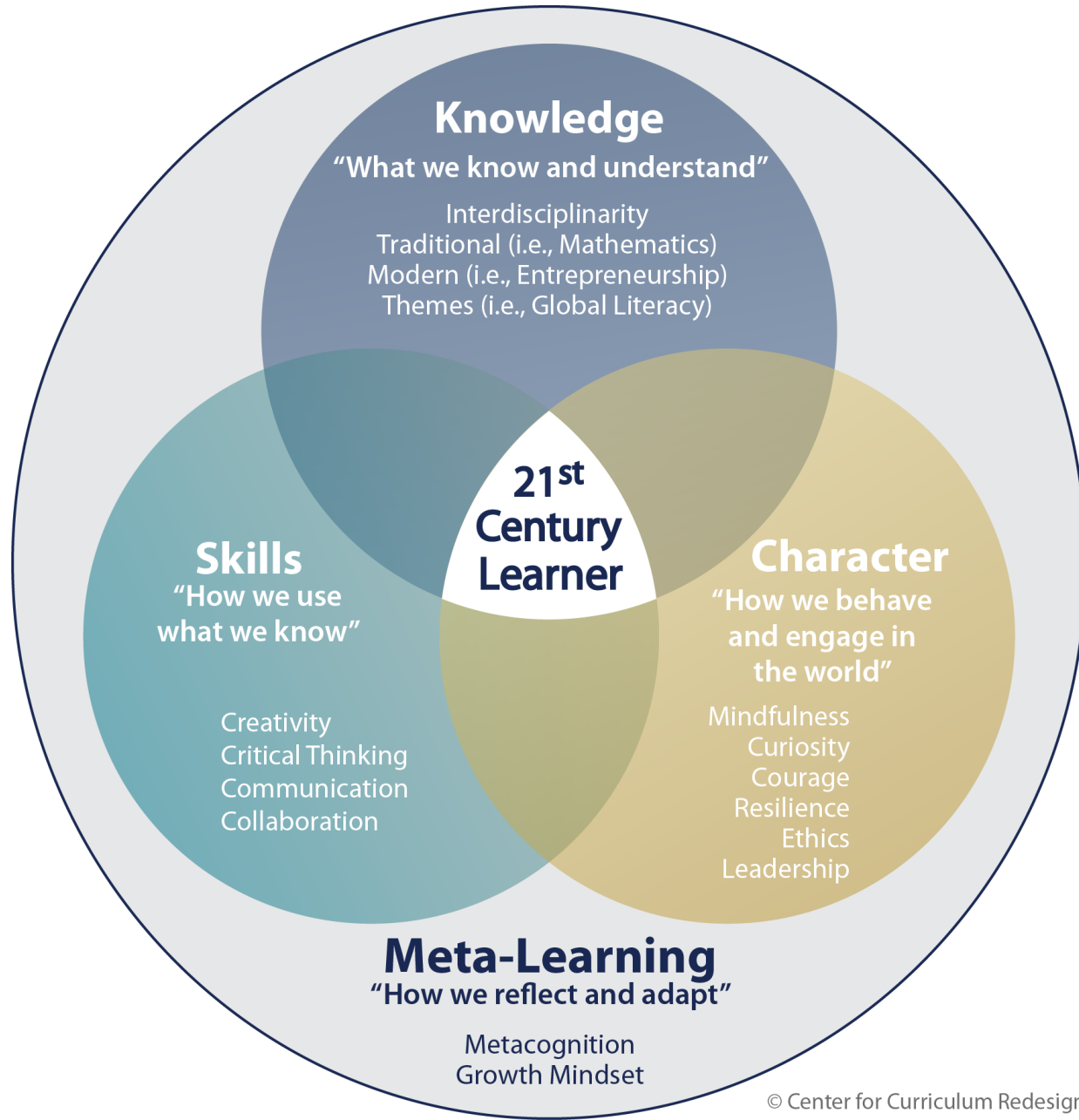
# Global Trends and Challenges



Source: World Economic Forum

# 21st century competency framework

- Synthesized 35 frameworks from around the world
- Basis for OECD Education 2030
- Comprehensive, Concise, Global, *Actionable*



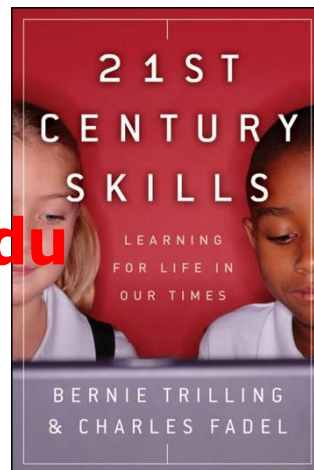
“Clear and actionable, first-of-its-kind organizing framework of competencies needed”

Andreas Schleicher,  
**OECD**

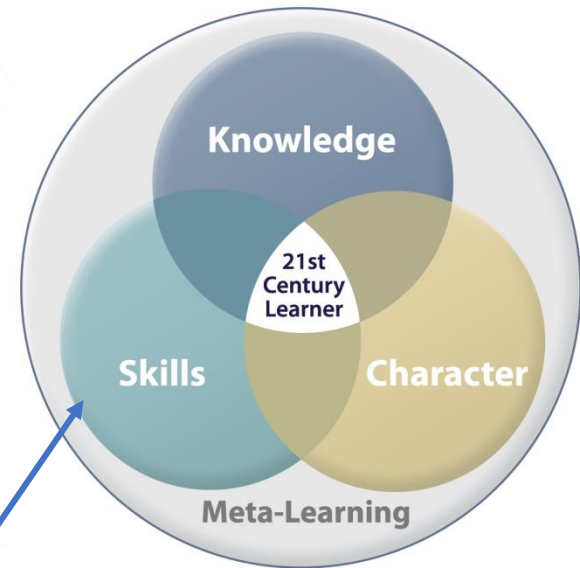
“Educators worldwide [need] to rapidly operationalize these dimensions”

Todd Rose,  
**Harvard University**

**Download:**  
**<http://bit.ly/4DEdu>**



From the authors\* of best-seller *21st Century Skills*  
CHARLES FADEL\*, MAYA BIALIK, AND BERNIE TRILLING\*



## FOUR-DIMENSIONAL EDUCATION

*THE COMPETENCIES LEARNERS NEED TO SUCCEED*

Prologue by **Andreas Schleicher, OECD**

“A very thoughtful treatment of the competencies our students need to thrive in today’s (and tomorrow’s) world. This book will help educators understand and navigate the critical choices we are facing.”

-**Carol Dweck, Stanford University**

# Integrated curriculum development

## CCR Framework Matrix - DISCIPLINES

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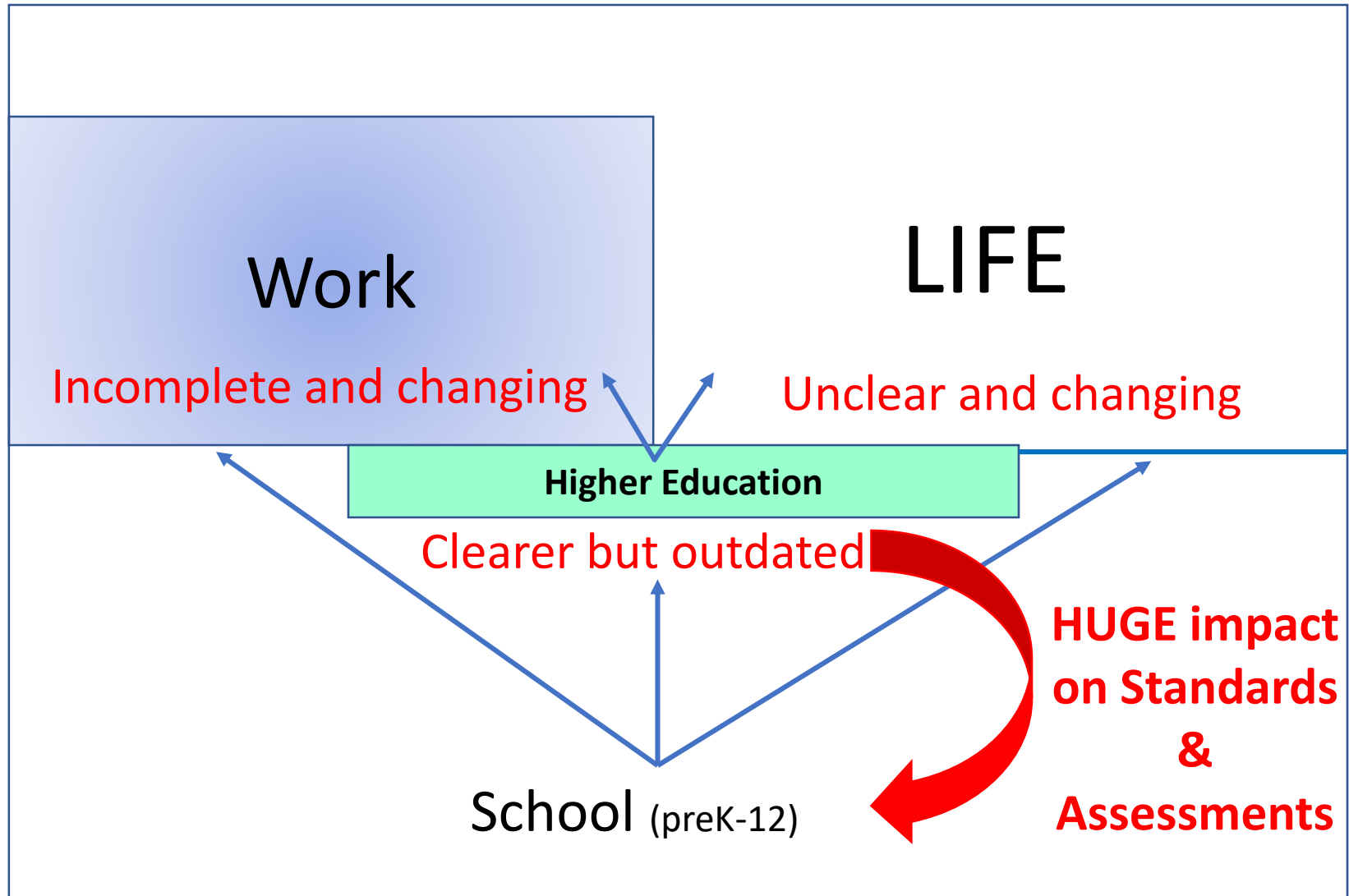
	Contribution not expected
x	Some contribution
X	Large contribution

### Competencies

Disciplines	Skills				Character						Meta-Learning	
	Creativity	Critical thinking	Communication	Collaboration	Mindfulness	Curiosity	Courage	Resilience	Ethics	Leadership	Growth Mindset	Metacognition
Mathematics	x	X	x	x		x		X			X	x
Science	X	X	X	X	x	X	x	X	X		X	X
Language – domestic	X	X	X		X	x		x	x		x	X
Languages - foreign			X			x		X			X	X
Social Studies (History, geography, civics, economics, etc.)		X	x	X	X	x → X		x	X	x		X
Arts - Visual (drawing, painting, photography, etc.)	X	X	X	x	X	X	x	X	x		X	X
Arts - Performing (Dance, drama/theater/acting, music, etc.)	X	X	X	X	X	X	X	X	x	X	X	X
<b>Modern disciplines</b>												
Technology & Engineering, including: Computer science, in particular: Coding; Robotics & Artificial Intelligence; Bioengineering, in particular: Genome editing; Synthetic Biology; Advanced manufacturing including design, 3-D printing; etc.	X	X	x	X		X		X	X	x	X	X
Media, including: Journalism (digital); Cinema	X	X	X	x	x	X	x	x	X	x		x
Entrepreneurship & business	X	X	X	X		X	X	X	X	X	X	X
Personal finance		X			x			x	X			x
Wellness: Physical, Mental			x	x	X		X	X	x	X	X	X
Social systems (psychology, sociology, anthropology, etc.)		X	x	x	X	x	x	x	X	x	x	x

Note: Competencies will also need development outside the school

# Systemic inertia in education reform



# Mechanisms of systemic inertia

University  
entrance  
requirements

Limits of  
assessment

Politics

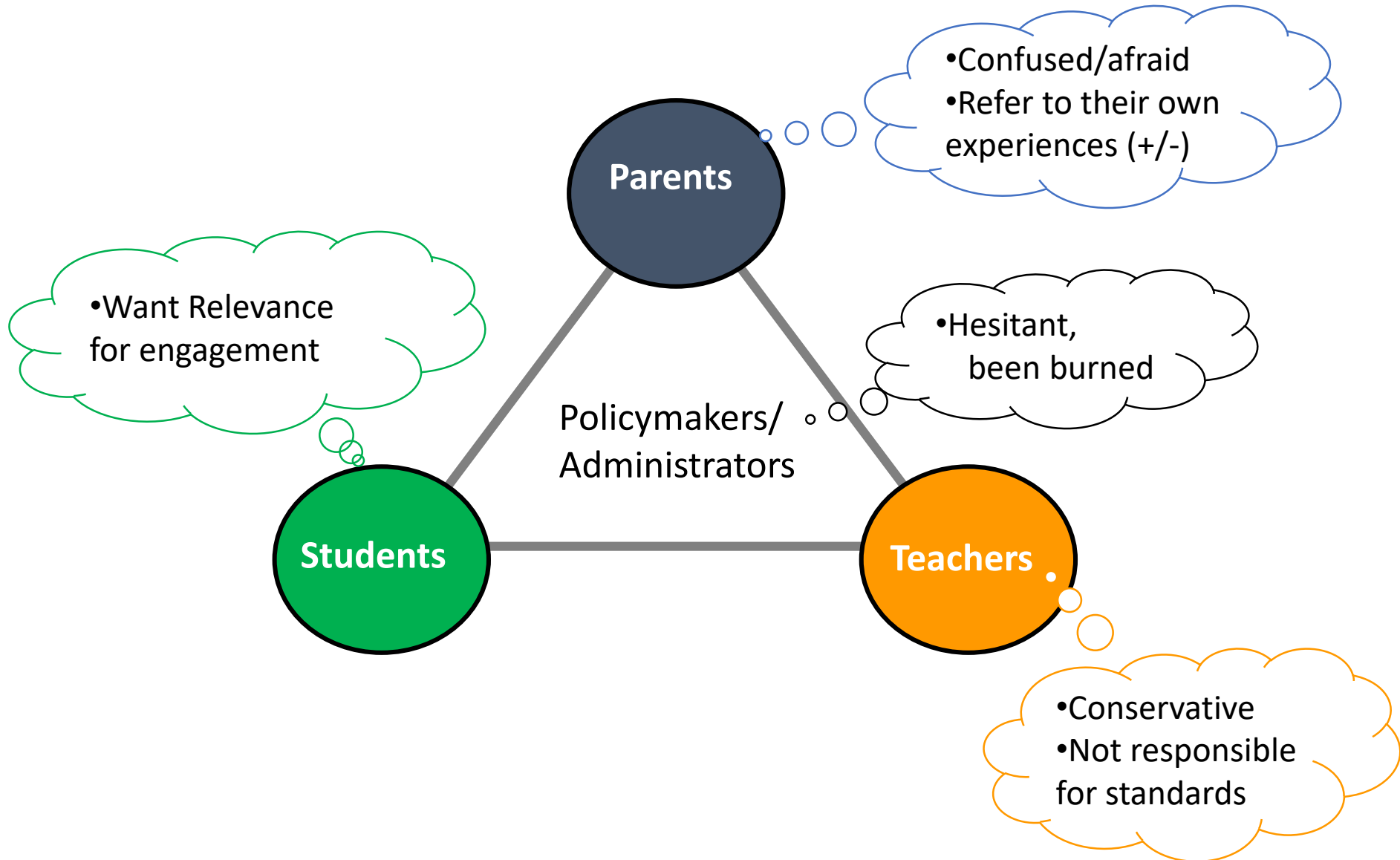
Parents

Experts

Teachers

→ Difficult  
progress

# Everyone is getting frustrated







# University Entrance Requirements & Assessments



“...great responsibility follows inseparably from great power.” French National Convention of 1793



Let's shape education for the  
future we want!



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