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|  | **Design and Implementation** | **Teacher and Student Targets/Outcomes** |
| **Critical Thinking and Problem Solving** | * Incorporate problem-based learning into instruction
* Utilize open-ended questions and emphasizes higher order thinking skills
* Design instruction that includes authentic problem solving
* Facilitate and formally assesses authentic tasks
* Engage students in meaningful questioning, critical thinking, and problem solving
 | * Select the most appropriate tools to analyze and solve real-world problems
* Utilize technology to solve authentic problems
* Analyze and evaluate the validity of information and sources
* Set and reflect on goals to increase critical thinking and problem solving skills
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| **Communication** | * Model effective communication and appropriate use of digital tools
* Provide opportunities for students to make global connections
* Engage students in global communication
* Provide opportunities for students to demonstrate effective communication verbal and non-verbal
 | * Initiate communication in real and non-real time
* Communicate with learners of diverse cultural backgrounds
* Set and reflect on goals to increase communication skills
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| **Collaboration** | * Teach students how to collaborate
* Engage students in purposeful collaboration
* Monitor the effectiveness of student collaboration
 | * Use appropriate tools to facilitate collaboration
* Collaborate to solve real-world problems and create original works
* Set and reflect on goals to increase collaboration skills
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| **Accessing and Analyzing Information** | * Model strategies to access and analyze information
* Provide opportunities to acquire, evaluate, and apply information
 | * Construct questions to guide research
* Select appropriate tools to assemble, evaluate, and utilize information
* Use tools to powerfully display and interact with information
* Use information and resources to accomplish real-world tasks
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| **Creativity and Innovation** | * Model strategic risk-taking, creativity, and craftsmanship
* Provide opportunities for student to use creativity and innovative thinking
* Develop and facilitate a learning environment that is conducive to creativity and innovation
 | * Create innovative original work by applying critical thinking, research methods, and communication tools
* Choose strategic risks that support innovation
* Set and reflect on goals to increase creativity and innovation skills
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| **Lifeskills** | * Model personal accountability, self-direction, flexibility, adaptability, productivity, and responsibility
* Incorporate lifeskills deliberately, strategically, and broadly in the classroom
* Monitor and evaluate student application of lifeskills
 | * Demonstrate personal accountability, self-direction, flexibility, adaptability, productivity, and responsibility
* Set and reflect on goals to increase lifeskills
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| **Leadership** | * Model actions that promote responsibility toward others
* Provide opportunities for students to guide and lead others
* Monitor and evaluate student leadership skills
 | * Act responsibly with the interests of the larger community in mind
* Use interpersonal and problem-solving skills to influence and guide others toward a goal
* Leverage strengths of others to accomplish a common goal
* Inspire others to reach their very best via example and selflessness
* Demonstrate integrity and ethical behavior in using influence and power
* Set and reflect on goals to increase leadership capacity
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| **Technology** | * Create a rich learning environment that uses technology purposefully.
* Provide experiences to expand student use of various technologies
* Enable students to monitor their own learning using technology
* Monitor and evaluate student technology use
 | * Adapt to new technologies
* Choose an appropriate technology for a selected purpose
* Set and reflect on goals to increase the understanding and use of technology
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