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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 |
| **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 |
| **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 |
| **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 |
| **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 |
| **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 |
| **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 |
| **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 |