

Fall 2008

Quality Learning
Every Day
In Every Classroom
For Every Child

Our Changing World

- Today's students will hold an estimated 10-14 different jobs by age 38.
- There are more than 600 million Internet devices on Earth.
- There are more than 91 million searches on Google each day.
- The amount of technical information doubles every 2 years. By 2010 it is predicted it will double every 72 hours.
- Social networking is exploding. Facebook has more than 60 million active users and adds 250,000 new users per day. More than half use Facebook daily.



We are currently preparing students for jobs and technologies that don't yet exist...in order to solve problems we don't even know are problems yet.

Karl Fisch

Classroom 10

Teaching and Learning in the 21st Century

Every organization has its own language to identify familiar procedures, tools or creations. Tahoma School District is no exception. Its language includes phrases such as:

- Outcomes and Indicators
- 21st Century Learning
- Habits of Mind

There is another term that soon will become familiar to students, teachers and parents: Classroom 10. At first glance, it looks and sounds like a rating scale or some kind of model classroom. What it really describes is how Tahoma School District is going to change the way in which students receive and

use information as part of their learning. Classroom 10 is intended to reflect the fast-changing 21st Century, which means it is flexible and relevant to the information age in which we live.

Classroom 10 is the result of research and discussion among school district and community representatives who came together two years ago to analyze and revise the district's guiding document, called the Tahoma Outcomes and Indicators (see box below). Classroom 10 is the vehicle that will help students achieve the goals outlined in the Outcomes and Indicators as they prepare for life beyond high school in the emerging

digital age.

As we analyze the needs of "Digital Kids" it becomes clear that the curriculum requirements to accomplish the district's education goals are far different from the traditional textbook-driven, content-bound curriculum that had characterized teaching and learning in the 20th Century. Students must acquire a body of thinking skills and Habits of Mind that form the basis of our district outcomes to become the type of educated individuals we believe are necessary for our information society. These thinking skills and Habits are the foundation for the process-based learning that we call Classroom 10.

To get a better idea of what Classroom 10 looks like, just turn the page.

Tahoma Outcomes and Indicators		
Self-Directed Learners	Collaborative Workers	Effective Communicators
<ul style="list-style-type: none"> •Set goals •Show persistence •Makes effective decisions •Evaluate work •Use time effectively •Strive for improvement 	<ul style="list-style-type: none"> •Contribute to shared vision •Demonstrate flexibility •Show empathy and respect •Listen actively •Are accountable •Build on other people's thinking 	<ul style="list-style-type: none"> • Communicate with clarity and precision •Deliver information effectively in multiple formats •Interact with globally diverse audience •Listen, interpret and evaluate
Community Contributors	Quality Producers	Complex Thinkers
<ul style="list-style-type: none"> •Consider global perspectives •Demonstrate personal, social and civic responsibility •Respect and value diversity •Enhance the environment •Engage in community service 	<ul style="list-style-type: none"> •Develop and/or utilize criteria •Aspire to exceed expectations •Skillfully use tools, resources and technology •Demonstrate accuracy and precision •Create aesthetically pleasing work 	<ul style="list-style-type: none"> •Imagine, create and innovate •Recognize and appreciate humor •Gather, filter and synthesize information •Access multiple problem solving strategies •Reflect on and apply past learning to new experiences •Generate questions to deepen understanding •Explore and take risks

Habits of Mind

- Thinking Flexibly
- Persisting
- Managing Impulsivity
- Apply Past Knowledge to New Situations
- Striving for Accuracy
- Questioning and Problem Posing
- Gather Data Through the Senses
- Metacognition
- Understanding and Empathy
- Thinking Interdependently
- Taking Responsible Risks
- Thinking and Communicating with Clarity and Precision
- Responding with Wonderment and Awe
- Finding Humor
- Remains Open to Continuous Learning



21st Century students prefer:

- ☺ Receiving information from multimedia sources
- ☺ Processing pictures, sounds, color and video before text
- ☺ Random access to hyper-linked multimedia information
- ☺ Networking with others
- ☺ “Just-in-time” learning
- ☺ Learning that is relevant, active, useful and fun
- ☺ Publishing their work for a wider audience than “just the teacher”

What you will see in Classroom 10

- Students know and can talk about what they are learning and why
- Learning is focused on key concepts and skills
- Habits of Mind are explicitly identified and taught to
- Projects and activities are linked to real world problems
- Teachers consistently use best instructional practices
- Students are highly engaged in learning
- Students get frequent feedback on their learning and see examples of quality work
- Students use technology in a variety of ways that enhance learning
- Students learn to work as effective members of a team
- Students have authentic audiences for their work
- Students are expected to stretch themselves to learn and achieve at high levels
- Units reflect a focus on the Tahoma District Outcomes and Indicators



Students use new technology tools to share their learning



Students collect data on the Cedar River to answer authentic, student generated, research questions.

Classroom 10 is the focus for teacher professional development



Great teaching is at the heart of successful learning. Great 21st Century teachers weave the District Outcomes and Indicators, Habits of Mind, and thinking skills into the learning on a daily basis. This is significantly different from teaching and learning that has a focus on “teach the facts, nothing but the facts.” This transformation requires new forms of teacher training, support, and collaboration that result in Classroom 10 instruction every day, in every classroom, for every child.

Employers value creativity, collaboration, innovation

Employers are also changing and confronting the realities of globalization. According to the New Commission on the Skills of the American Workforce:

A swiftly rising number of American workers at every skill level are in direct competition with workers in every corner of

the globe...The best employers the world over will be looking for the most competent, most creative, and most innovative people on the face of the Earth and will be willing to pay top dollar for their services. This will be true not just for top professionals but up and down the workforce.

The importance placed on creativity is matched by a need for effective communicators and collaborators. At least 70% of the new jobs in the US from 1998 to 2004 were “interaction intensive” relying on interactions between people involving judgment, insight, and collaboration.

