DL₄21 - DEEPER LEARNING FOR THE 21ST CENTURY

POWHATAN COUNTYPUBLIC SCHOOLS

Instructional Framework

Inspiring · Empowering · Innovating

TEACHER ACTION					
	Teacher Directed		Teacher Supported		Teacher Facilitated
•	Provides a classroom environment in which students can share ideas freely	•	Facilitates peer collaboration opportunities Models how to provide and receive constructive	•	Highlights effective collaborative work in an effort to model positive communication and
•	Creates an environment that encourages: asking questions, taking intellectual risks, and divergent thinking by asking open-ended questions	•	feedback Presents opportunities to communicate in a variety of ways	•	collaboration techniques Encourages and provides time and opportunities for self and group reflection
•	Facilitates discussions related to multiple solutions that potentially solve problems	•	Scaffolds lessons to develop questioning skills Models conflict resolution strategies	•	Facilitates real-world tasks in order to foster a global perspective
•	Selects tools students must use to create media and demonstrates the appropriate use of technology Establishes group rules, expectations, and proce-	•	Allows for productive struggle Asks open-ended questions	•	Creates learning opportunities for students to make inferences Incorporates problem/project-based learning
	dures (assigns roles) Models and teaches brainstorming techniques and	•	Incorporates student-choice opportunities and provides a menu of choices	•	Engages and assesses student creativity and innovation in an empowered learning environment
•	how to ask grade-level appropriate questions Provides guided practice opportunities		Provides specific, timely feedback Models instructional risk taking, creativity, and craftsmanship	•	Provides opportunities and discussions to allow for new ideas, alternative methods of thinking, or
•	Helps students define creativity and innovation through multi-modal learning activities	•	Designs opportunities to synthesize, research, communicate/collaborate, and/or apply critical thinking	•	ways to solve a problem Allows student choice
•	Fosters exploration of creativity through exposure to authentic artifacts	•	skills to address an authentic task Includes connections between subject matter,	•	Facilitates digital fluency through research practices
•	Promotes digital fluency by directing research practices • Provides topic and questions to be researched		contemporary issues, and/or new ideas in class assignments		Facilitates and provides opportunity for student-led inquiry and research
	 Provides direct instruction on search techniques 	•	 Promotes digital fluency by modeling research practices Guides student choice of topics and questions to be researched 	•	Facilitates digital fluency through ethical use & interpretation of sources • Challenges students to reflect on ethical use
	 Provides print and digital resources for research and information Promotes digital fluency by directing ethical use & 		Provides a choice of a various online sourcesModels strategies to guide student inquiry and	•	and interpretation of information Facilitates digital fluency through design & sharing of content
	interpretation of sources ◆ Directs student use of print and digital		investigation, and to analyze various information sources Promotes digital fluency by modeling ethical use and		 Empowers student choice for creating original media
	 resources Models ethical/legal use of technology, digital information, and media 		 interpretation of sources Provides feedback to students regarding their ethical use of technology, digital information, and media 		 Advocates for outlets for students to publish or present for an authentic or real-world audience

STUDENT ACTION

Student Participant/Teacher Directed (Teacher-directed elements:, teaching the skills/the how)

Actively participates in teacher directed

- Actively participates in teacher-directed discussion by asking/answering questions and sharing ideas
- Listens and responds respectfully to diverse perspectives
- Brainstorms to generate thinking
- Defines a problem & explains thinking
- Identifies significant questions
- Creates products following teacher directions
- Completes a guided assignment
- Acquires information using provided resources
- Uses teacher-provided digital tools effectively and efficiently to build and communicate knowledge
- Develops digital fluency by researching using keyword searches effectively
- Develops digital fluency by modeling ethical use when documenting sources
- Develops digital fluency by identifying criteria of online citizenship and digital identity

Student Choice / Teacher Supported

(Scaffolding, building capacity, some freedom/choice)

- Actively participates in discussions by asking/ answering open-ended questions and sharing ideas
- Selects appropriate tools for communication and collaboration
- Values peers contributions through oral, written, or nonverbal feedback by offering open constructive criticism
- Problem solves collaboratively by making necessary compromises to accomplish a common goal
- Creates potential solutions and new ideas by applying knowledge in new and unfamiliar ways
- Creates original work with a personal connection within the assignment parameters
- Recognizes and uses a variety of credible sources and
- can identify existing biasTakes calculated risks during instruction, learns from
- mistakes, and refines work/thinkingUses appropriate types of reasoning (inductive,
- deductive, etc.) for the situation
- Questions, summarizes, and makes predictions using provided digital tools/resources
- Formulates questions to guide research
- Develops digital research skills
 - Critically evaluates and chooses sources, media, and information appropriate for the task
 - Manipulates technologies to explore and navigate information successfully
- Develops skills in ethical use & interpretation of digital materials
 - Practices responsible online citizenship and promotes ethical practice in the online
- Develops digital skills in design & content communication
 - Builds and communicates knowledge using familiar digital tools

Student Centered / Teacher Facilitated

(Learner-centered, active engagement, student voice & choice)

- Actively participates in student led discussions by initiating questions, developing ideas, and supporting an opinion with evidence
- Takes risks that support innovation and communicates ideas thoroughly in intriguing and innovative ways
- Incorporates the contributions and perspectives of others
- Utilizes technology tools appropriately to enhance the collaborative experience
- Reflects on individual role in collaborative experiences and encourages participation of all members of the group
- Engages in self and peer reflection of the creative/innovation process and product and sets goals for the future
- Completes a culminating learning product that solves authentic, real-world problems and shares outcomes with audiences beyond the classroom
- Utilizes problem solving skills through iterations and testing solutions
- Evaluates inferences, analyzes information, and draws conclusions based on information interpretation
- Asks questions that require self-directed research to build upon an idea
- Brainstorms and suggests multiple solutions/prototypes to potentially solve problems (past or present) that extend assignment parameters
- Develops digital research skills
 - Uses information and resources to build knowledge and pursue personal learning
- Develops skills in ethical use & interpretation of digital materials
 - Demonstrates an understanding of how media messages shape individuals, culture, and society
- Applies a fundamental understanding of the ethical/legal issues surrounding the access and use of information
- Cultivates and manages their digital identity and reputation, and recognizes the permanence of their actions in the digital world
- Develops digital skills in design & content communication
 - Manipulates and integrates digital elements to create original media