

## Teachers, on which side do you fall?

<i><b>CULTURE-20</b></i>	X/O	<i><b>CULTURE-21</b></i>
Time based (this much time on this task)		Outcome based (do it until we accomplish the goal-arrive at the outcome)
Memorize discrete facts		Acquire knowledge that changes behavior and generates new questions
Know, apply, comprehend (Bloom)		Synthesize, evaluate, analyze (Bloom)
Text-Test driven		Question, curiosity and student research driven
Passive (I-teacher- tell you/show you...)		Active (you-student- figure it out and show me)
Teacher is center of attention and provider of information as the designated "expert"		Peers are a resource, focus is on a diverse team of learners; true "experts" are outside the classroom (internet, interview...)
Students have little control, freedom or choice (in learning and classroom structure)		Students have a high amount of freedom, voice and choice (in learning and in classroom structure)
Compartmentalized knowledge-isolated skills (out of context) or single subjects		Integrated and interdisciplinary; authentic/real world based; contextualized skill building
Grades-average of a series of tasks		Grades-based on mastery of outcomes/ targets
Allows for failure- D's and F's as grades		"If it isn't good, it isn't done"-failure is not an option
Teacher judged		Public audience (including peers and self)
Curriculum set by "others"		Student input into curriculum based on their interest, talents, experience and the real world around them
Print is primary focus of learning and assessment		Learning and assessment come from performances, projects, media and print
3R Literacy focus-Reading, Writing, Math		4C Literacy focus-Problem Solving, Collaboration, Communication, Critical thinking, Creativity/Innovation
Standardized tests influence curriculum content and structure		Standardized tests are used to diagnose and gauge individual student learning
Skills + Content (facts)= Test		Series of questioning and searching for answers builds a body of work reflecting the learning path, including changed behavior.
Competition encouraged		Collaboration required
Tools-books, paper, pencils (other writing tools)		Tools-students are encouraged to use all tools at their disposal and in as many ways as possible (Think Apollo 13 type of "tool using for problem solving" as well as technology tools.)

