

Scenarios on Learning *In* and *For* the 21st Century (Elementary & Middle School)

1. Label each scenario below “In” or “For” to identify whether each scenario describes learning that is predominantly *In* the 21st century (using 21st century tools, media, and cultural processes) or predominantly *For* the 21st century (aimed at knowledge/skills that are essential for this era).
2. As a group, agree on labels (and supporting reasons) for the scenarios. Also consider how you would improve each scenario regarding both *In* and *For*.

Learning Scenarios	<i>In</i> or <i>For</i> ?	Reasons for Label Selected	How would you address both <i>In</i> and <i>For</i> to make each scenario more dynamic?
	Indiv'l / Group		
Exploration Blog — Fifth grade students blog about 17 th century exploration of the North American continent by Europeans.	/		
Math Video — Sixth grade math students demonstrate their understanding of fractions, decimals, and percentages by creating animated videos.	/		
Clicker Leadership Ratings — Seventh graders use “clickers” to rate the leadership qualities of famous people they have been studying in a unit on leadership and personal power.	/		
Animal Migration eReports — Fourth grade students e-file weekly reports on local migratory animal sightings to a national study of migration patterns.	/		
Game Design — A team of eighth grade language arts students create an MMORPG* game design for their “20% Project”.	/		
Oral History Podcasts -- Third graders create podcasts of “oral history” narratives based on family traditions.	/		

*MMORPG: Massively Multi-Player Online Role-Playing Games

** 20% Project: Based on Google’s practice of requiring employees to spend 20% of their work time pursuing a personal interest.