



Two Days. Ten Sessions. **Real Learning.**

New Instructional Design for New Instructional Technology

July 17 & 18, 2014

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**Beaming 21st-century Ideas
into Workplace Training**

Paula Cancro, The College of Westchester

Beaming 21st Century Ideas into Workplace Training

The eLearning Guild Online Forum – July 2014

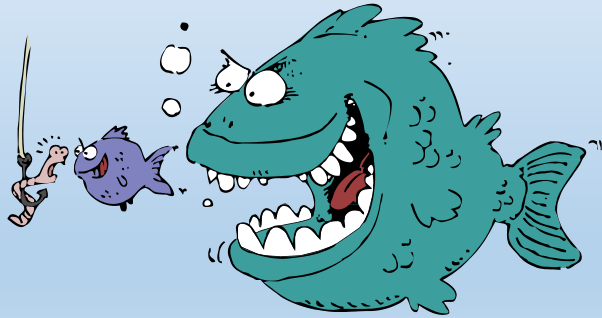
Paula Cancro
The College of Westchester
pcancro@cw.edu

Objectives

- The focus of the 21st-century skills framework and how it relates to training efforts
- The value of virtual collaboration as part of a course
- Ideas for having learners create their own learning
- Practical examples you can use in hybrid and online classes

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Your thoughts on skills needed?



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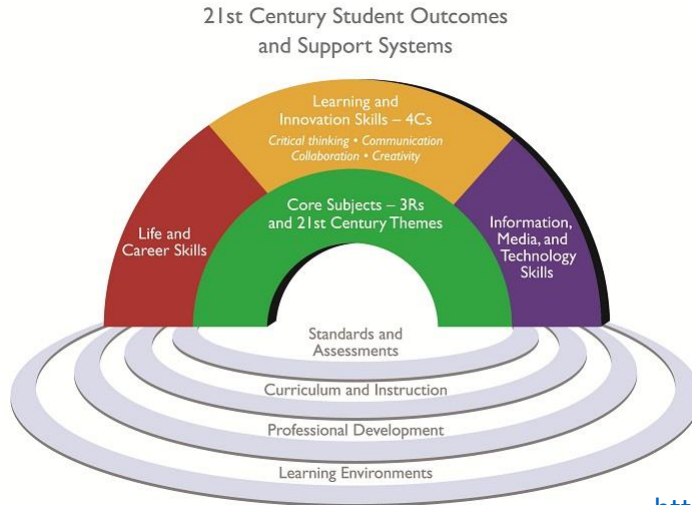
The AMA 2012 Critical Skills Survey

- Critical thinking and problem solving
- Effective communication
- Collaboration and team building
- Creativity and innovation



AMA Critical Skills Survey – 2012 www.amanet.org

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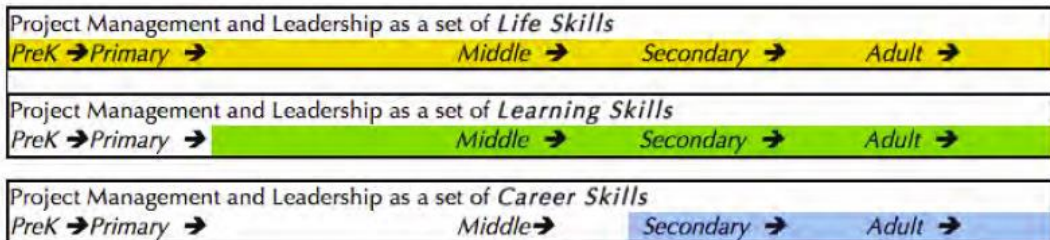


<http://www.p21.org>

Partnership for 21st Century Skills: Framework for 21st Century Learning

Project Management and Leadership Pathways

Project Management and Leadership Pathways



Six Dimensions of 21st Century Learning

- Collaboration
- Knowledge construction
- Self-regulation
- Real-world problem solving and innovation
- Use of ICT (technology) for learning
- Skilled communication

ITLresearch
Innovative Teaching and Learning



Microsoft Partners in Learning

Attribute to Microsoft Corporation

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K-12...but what about now???

The P21 advocates and supports the integration of 21st Century Skills into K-12 education so that students will be well prepared for learning, work, citizenship, and life in the 21st century.

The Partnership for 21st Century Skills includes members who represent K-12 education. Since Partnership introduced this vision in 2002, many other advocates of young people and American workers, including youth development and after-school groups, library and media specialists, educational technology experts, and adult education and workforce development professionals, have found that it can be used as a guiding framework for their work.

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If they have a degree.....

Today's employers are expecting practical skills, not just theory -- proof of an ability to learn, but also a proven ability to execute.

Higher education institutions need to actively work with industry leaders and business partners to understand the skills gaps. Together they can then shape and continually tune curricula to meet both accreditation requirements and business needs. This type of collaboration will lead to workforce-relevant academic programs and help close the skills gap.

http://www.huffingtonpost.com/julian-l-alssid/a-new-gallup-survey-says-b_4862669.html

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Can We Fix The Skills Gap?

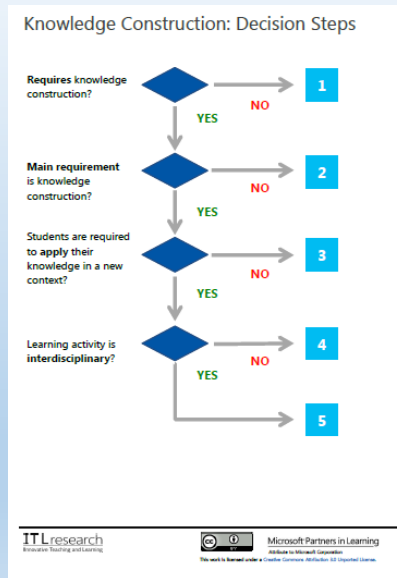
Exacerbating this problem is the fact that we now live in a world in which half of today's jobs didn't exist 25 years ago

We're talking less about K-12 education and more about K-Gray education, kindergarten to retirement.

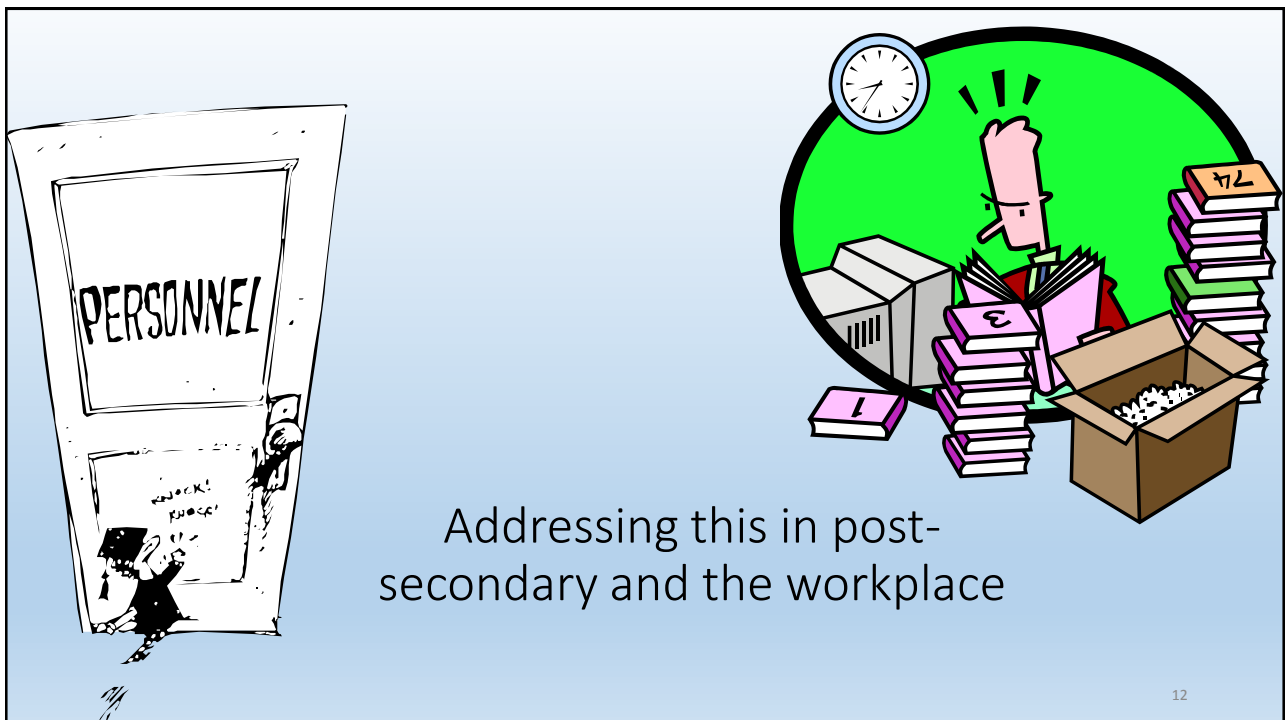
Guest post by Dennis Yang, president and COO of Udemy -
<http://www.forbes.com/sites/groupthink/2013/08/02/can-we-fix-the-skills-gap/>

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An element of 21st Century Design



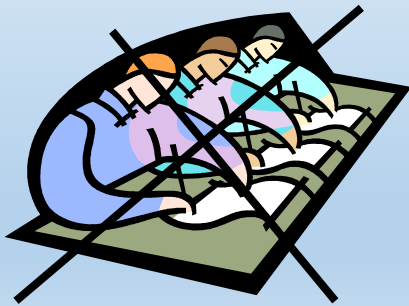
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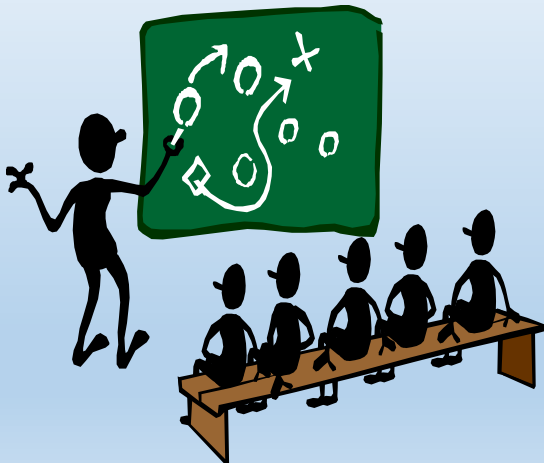
Some methods

- Project-based Learning
- CBE – Competency Based Education
- The Flipped Classroom



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What I did then



What I would do now/future



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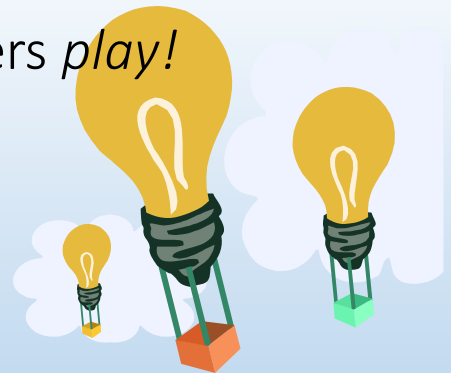
Addressing these in classes – wherever/however...

- Critical thinking and problem solving
 - Effective communication
 - Collaboration and team building
 - Creativity and innovation
- Collaboration
 - Knowledge construction
 - Self-regulation
 - Real-world problem solving and innovation
 - Use of ICT (technology) for learning
 - Skilled communication

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Activity Ideas – let your Learners *play!*

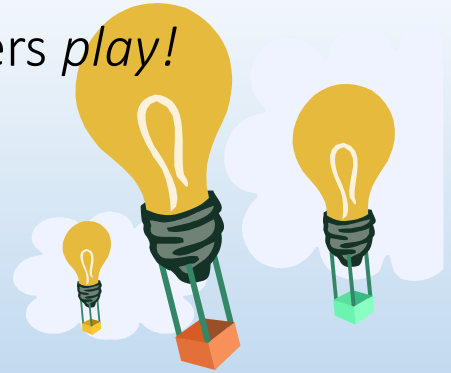
- Virtual Meetings
 - WebEx – Freebie for 3
 - Anymeeting – up to 200
 - Google Hangouts – virtual
- What else?



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Activity Ideas – let your Learners *play!*

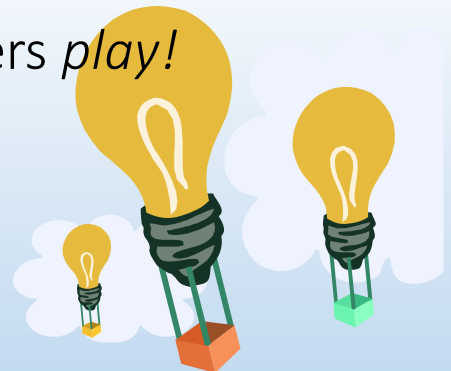
- Collaboration and Communications
 - Google Drive/Apps
 - OneDrive/Apps
- What else?



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Activity Ideas – let your Learners *play!*

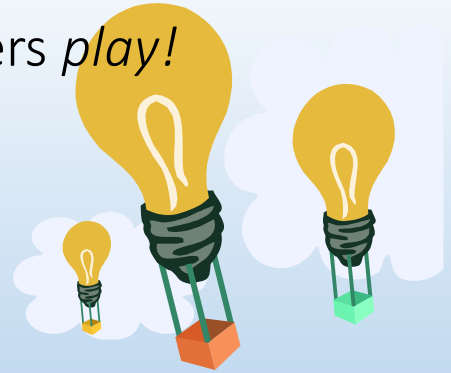
- Software training – Flipped
 - Knowledge intake, then bring work to class
- What else?



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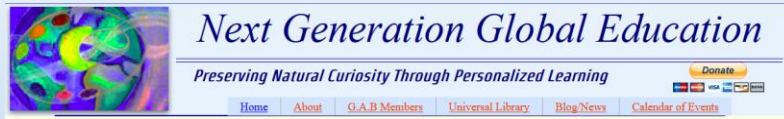
Activity Ideas – let your Learners *play!*

- Don't lose the knowledge
 - Curating resources, e.g Scoopit, Diigo
- What else?



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Global and Innovation



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And finally...



Paula Cancro

pcancro@cw.edu

Twitter/LinkedIn: pcancrocw



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