

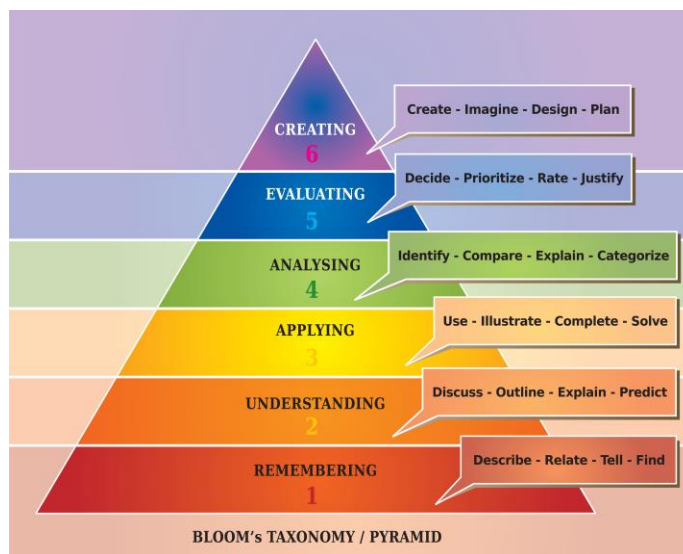
TEACHER'S CORNER – NOVEMBER 2016

EDUCATION TRENDS AND ISSUES IN THE WORLD TODAY

Teaching is a dynamic profession. It changes year to year depending on the classes we teach and the students we have. However, the world of education has remained largely the same for the last one hundred years. Our classrooms are still teacher-centered. In the teacher-centered classroom, the role of the teacher is to deliver information to students and test the students on their ability to remember and understand that information. The students are passive learners who understand and remember information, but do not analyze, apply, evaluate, or create information.

Many educators are beginning to argue that this approach to teaching is now outdated. They argue schools need to change to meet the increasingly technology-based and globalized world in which our students will live and work in the future. This globalized world requires students do more than understand and remember facts. It requires them to apply, analyze, evaluate, and create new ideas and products.

Some educators argue that our current classroom approach only serves the most basic learning: understanding and remembering. In Bloom's Taxonomy, the skills of understanding and remembering are the foundation of learning. However, above these skills are the more active forms of learning: applying, analyzing, evaluating, and creating.



*Bloom's Taxonomy of Learning:
How do we assist students develop the top four skills?
Photo: Artellia/Shutterstock*

It is these higher order skills that are shaping current educational trends. Educators are asking how we can better integrate the higher order skills of Bloom's Taxonomy into our classroom. This will better prepare our students for a world where information is everywhere, and what we do with that information will decide our future success in our careers.

In this month's Teacher's Corner, we will explore four educational approaches that are working toward a more complete use of Bloom's Taxonomy in the classroom. These approaches are designed to provide students more opportunities to apply, analyze, evaluate, and create in the classroom. The educational trends we will explore are:

Trend 1 – 21st Century Skills

Trend 2 – Bring Your Own Device (BYOD)

Trend 3 – Digital Game Based Learning (DGBL)

Trend 4 – Makerspaces

The goal for each trend in this month's Teacher's Corner is to provide a basic overview of these educational trends and provide resources to help you learn more, week-by-week. With this, teachers will be able to discover the trend that best fits their classroom context and implement these ideas over time. Each of these trends uses the *iterative design* approach. In iterative design, changes are made, tested, and evaluated in the real world. As teachers, this means trying out new ideas in class, seeing how well they worked, and then making changes to improve our idea. The more improvements we make, the better the activity becomes. If we want our students to be creative in the classroom, we must serve as an example, so check out this month's Teacher's Corner for ideas on how to apply, analyze, evaluate, and create the classroom of the future.