

# 21<sup>st</sup> Century skills for global citizens

Intellectually disengaged from schooling;

Higher education costs are escalating in many countries

Students suddenly need skills to be able to **create value** rather than to follow instructions



## McKinsey “Education to Employment”

75 million young people  
are unemployed

39% of employers say a lack of skills  
is the main reason for entry level  
vacancies

# That which is easiest to teach and test is easiest to digitise in the workplace

*Employers want to recruit people who know how to learn,  
who can work well with others, who can communicate  
and solve problems*

Education and change in the  
Asia Pacific region:

**“there are powerful reasons to believe that  
what worked spectacularly between 1960 and  
2010 will not work between 2010 and 2060”.**

## Education systems' key responsibilities

To pass on received cultural identity and wisdom from one generation to the next

To prepare students for life and work once they finish education.

How do we educate our children to take their place in the economies of the 21<sup>st</sup> century, given that we can't anticipate what those economies will look like"?

# Deep Learning Skills

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[www.newpedagogies.info](http://www.newpedagogies.info)

Global Citizenship
Collaboration
Character
Communication
Creativity and imagination
Real World Problem Solving
Critical Thinking
Use of ICT for Learning



Global Citizenship	Global knowledge, sensitivity to and respect for other cultures, active involvement in addressing issues of human and environmental sustainability
Collaboration	Work in teams, learn from and contribute to the learning of others, social networking skills, empathy in working with diverse others
Character	Honesty, self-regulation and responsibility, hard work, perseverance, empathy for contributing to the safety and benefit of others, self-confidence, personal health and well-being, career and life skills
Communication	Communicate effectively orally, in writing and with a variety of digital tools; listening skills

Creativity and imagination	Economic and social entrepreneurialism, considering and pursuing novel ideas and leadership for action
Real World Problem Solving	Give students real experiences in creating and using new knowledge in the world beyond the classroom
Critical Thinking	Think critically to design and manage projects, solve problems, make effective decisions using a variety of digital tools and resources
Use of ICT for Learning	Technology allows us discover and master content knowledge and to enable the deep learning goals of creating and using new knowledge in the world

## ASEAN Deep Learning Policy Series

- Indonesia Myanmar Malaysia
- Thailand Vietnam

The approach:

- Start on great examples of good practice in these skills happening in classrooms in the ASEAN region and in the UK and to hear from people working on these skills
- Conversations on how to take this good practice to scale

Output of the Learning Series:

Report of case studies on these skills that will be a useful reference document for Ministries of Education across the region

[schoolsonline.britishcouncil.org](http://schoolsonline.britishcouncil.org)

## School search


Search Database:

Or search for a school you know

GO



Or use this list to select by country:

You can select more than one (and deselect) by holding down the <CTRL> or  key as you click.

Choose countries here 

NEXT

## Social Action Project Outcomes

Projects generally reflected students' interests and fell into three broad categories

- Education: especially literacy campaigns and student drop out
- Environment: especially anti-pollution campaigns
- Society: especially women's rights and student drop out projects

NGO and teacher evaluations showed that:

- students developed ICT skills (using internet)
- critical thinking skills
- had greater self esteem
- were more involved in school and the community

# ASEAN Deep Learning Policy Series- Philippines

## Objectives:

1. Update policy makers and practitioners on the latest policy and current practices on Deep Learning Skills in ASEAN and UK;
2. Provide platform for collaboration for policy makers and practitioners to encourage links and policy and practices sharing around Deep Learning Skills
3. Facilitate dialogue to produce a set of recommendation to encourage wider and scalable practices in embedding Deep Learning Skills in Philippines

# ASEAN Deep Learning Policy Series- Philippines

## Expected Outputs:

1. Awareness and better understanding of the concept and practices currently in place among policy makers and practitioners on Deep Learning Skills.
2. Links established among participants for wider sharing around practices in embedding Deep Learning Skills in schools in Philippines.
3. A set of recommendations to encourage wider and scalable application of Deep Learning Skills in the Philippines (particularly in the area of global citizenship, use of ICT in learning and collaboration).

# ASEAN Deep Learning Policy Series- Philippines

## Themes

1. **Global citizenship**
2. **Use of ICT for learning**
3. **Collaboration**



# Thank you