

## Defining 21st Century Literacy

Presented by Peter Pappas  
President, Edteck

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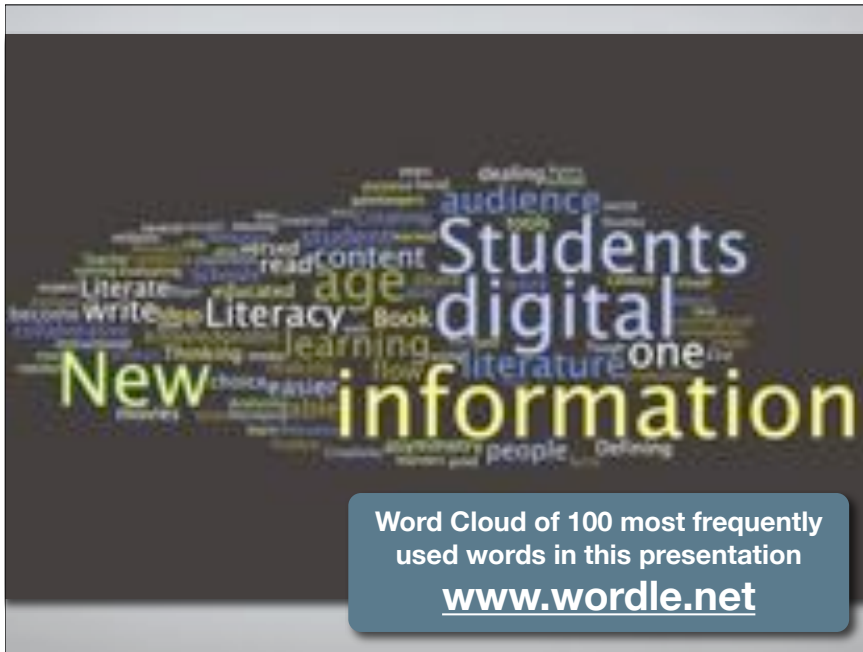
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### Contact: Peter Pappas

- web: [www.peterpappas.com](http://www.peterpappas.com)
- blog: [peterpappas.blogs.com](http://peterpappas.blogs.com)
- email: [peter@edteck.com](mailto:peter@edteck.com)
- twitter: edteck

### Defining 21st Century Literacy: Key Ideas

- Digital age has **changed** the way we **interact** with **information** (& each other).
- **Literacy** has been **redefined**.
- These changes **dramatically alter** the landscape of **teaching and learning**.



**Literacy** ~ Ability to read, spell and to communicate through **written language**.

**Literate** ~ knowledgeable and educated in a field

Book publishing - first of mass media  
***information gatekeepers***

- Newspapers
- Recordings
- Films
- Radio
- Television

asymmetry  
of mass media

Easier to  
read a  
book than  
write one

These **information gatekeepers** broadcast a **one-way flow** of information to a **mass audience**

This information flow was tied to an industrial mode of production

A few **skilled/creative** people to **innovate** and **manage**.

Large numbers of **workers** **literate enough** to follow **routine procedures**.

## Characteristics of print information

It is a thing.  
It has a logical place where it can be found.  
Managing information is managing categories.

Schools developed as information centers.  
Teachers functioned as “decentralized gatekeepers.”

Teachers “*knew*” the information.

Students “*got*” it from teachers and “*learned*” it.

From an American high school student:

~ High School Student quoted in Wiggins and McTighe  
*Understanding by Design*

“I could memorize very easily, and became valedictorian.

But I was embarrassed that I understood much less than some other students who cared less about grades.

I felt that my brain was a way station for material going in one ear and (after the test) out the other.”

Time Magazine  
1994

“The internet will never go mainstream, because it’s not designed for doing commerce.”

20 years of the digital age

- **Memory:** cheaper
- **Hardware:** smaller
- **Networked:** Fiber optic and wireless
- **Web Platform:** Adopted as the standard

When  
information is  
digitized it  
becomes  
*Fluid*

There is no bottom  
or **top** on the  
internet

new  
“digital  
age”

- **User-friendly** production
- Fosters a **bottom-up** information flow.
- We can be **creators** as well as consumers **of content**.

new  
“digital  
age”

- **Personal:**  
You can gather information, content, and entertainment.
- **Collaborative:**  
Created new digital communities - **linking you to people** who share your interests.

**Information is  
everywhere.  
It's not "what" you  
know, it's what you  
can do with it.**

## The Digital Age's Impact on: Bloom's Taxonomy of Thinking Skills

- **Creating** - generating new ideas
- **Evaluating** - justifying a decision or choice
- **Analyzing** - breaking into component parts
- **Applying** - using information in a new setting
- **Understanding** - explaining idea or concept
- **Remembering** - recalling information

**Digital age  
"devalues"  
lower order  
skills.**

### **Bloom's Lower - Order Skills**

- **Applying** - using information in a new setting
- **Understanding** - explaining idea or concept
- **Remembering** - recalling information

**Digital age  
gives students  
access to  
information  
and higher  
order thinking  
tools.**

### **Bloom's Higher-Order Skills**

- **Creating** - generating new ideas
- **Evaluating** - justifying a decision or choice
- **Analyzing** - breaking into component parts

## ***Tough Choices or Tough Times***

### ***Report on Employability in 21st Century***

**“Creativity, innovation, and flexibility** will not be the special province of an elite. It will be **demanded of virtually everyone** who is making a decent living.”

**How has the digital age redefined literacy?**

**Literacy** in the 21st century will mean the ability to:  
**find** information,  
**decode** it,  
**critically evaluate** it,  
**organize** it into personal digital libraries,  
and find meaningful ways to **share** it with others.

~ David Warlick

## ***Literacy is ... finding information***



***“Search is highly personal and empowering.  
It’s the antithesis of being told or taught.”  
~ Eric Schmidt, Google CEO***

*Literacy is ... decoding it,  
critically evaluating it*



*Literacy is ...organizing it into  
personal digital libraries*



*Literacy is ... finding meaningful ways  
to share it with others*




**Social Networking  
Sites**




**What happens to  
schools when life's  
become an  
open book test?**





New technologies  
have put **students**  
**in charge of** the  
**information**  
they access, store,  
analyze  
and share.



Impact of new technology on  
students:

- They **won't be** a  
**passive audience.**
- Can't **broadcast**  
at them.
- They **expect**  
**control** and  
**functionality.**



the old  
communications  
model ...  
***Monologue***



the **NEW**  
communications  
model

***...Dialogue***

Students are using  
new digital media to  
share their  
creativity with the  
world

What can schools  
do to support  
learning in the  
digital age?

*Align instruction with new  
information literacy skills*

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Monitor the information flow and  
and thinking in the classroom

- How is **information flowing** through the class?
- What level of **thinking skills** are students using?
- How do students **share** what they've learned?
  - Who is the **audience**?
  - What is the **purpose**?

# Digital age motivates students with choices

#1 factor for improving  
student motivation is  
**choice.**

Not whether the student  
does the assignment, but  
how they engage in the  
work.

~Doug Reeves

## Traditional Writing is *Assigned*

Students are asked to  
write only on the  
**teacher's topics.**

Student **writes**  
**for the teacher.**

**Teacher grades**  
their writing.

## Writing Assigned with *Choice*

**Students** can  
**develop topics** that  
matter to them.

**Audience and purpose**  
for writing  
is identified.

**Students** are asked  
to **reflect on**  
**their growth.**

# My workshops will focus on *three* *instructional* *strategies*

- **Defining:**  
negotiating meaning
- **Summarizing:**  
synthesis and  
judgment
- **Comparing:**  
assessing similarities  
and differences

Move teacher from dispensing information  
*to instructional designer*

- **Rigor** - analyzing, evaluating, creating
- **Relevance** - students select their strategy
- **Reflection** - student evaluates their progress

**Product that asks students  
to communicate their thinking**

## What skills will the 21st century workplace require?

- Literacy
- Numeracy
- Self-discipline

### Creativity and adaptability

they must be **flexible**  
**independent learners**

Our students will also need marketable “soft skills”

- Problem-solving
- Collaboration
- Communicating
- Networking

Our goal – **students** who will be able to **function** in an **unpredictable world**.

**Learn to research, think, problem-solve and write like a**

**- scientist, engineer, coach, artist, historian, writer, mathematician, musician ....**