BrightBytes

21ST CENTURY

LEARNING

Nanuet Union Free School District

BrightBytes

21ST CENTURY LEARNING REPORT
NANUET UNION FREE SCHOOL DISTRICT

CLASSROOM
ACCESS
SKILLS
ENVIRONMENT

A research report from *Adobe Education* notes that, "In today's world, a proficient employee needs to be computer literate, visually literate, information literate, media literate, and digitally literate."

21st Century Learning requires organizations to meet the current requirements of our standardized tests while also striving to achieve the 4Cs: communication, collaboration, creativity, and critical thinking. The skills needed for success in college and career are becoming increasingly complex, and schools must rise to meet new demands.

New academic standards and accountability measures across the nation have broadened the classroom experiences required for proficiency. As expectations rise, students are struggling to keep up. This trend is evidenced by falling preliminary assessment scores across the nation. Traditional instruction may be to blame. In their recent investigation of 21st Century Learning, *National Academies Press* found that rote learning does not support the educational transfer necessary to tackle the complex problems demanded by intensified academic standards. Students must be exposed to unfamiliar problems and encouraged to design meaningful solutions. Technology is a tool for such problem solving. A national *Walden University* study reports that teachers who use technology frequently place the highest emphasis on problem solving.

In addition to meeting traditional academic standards, students must also be prepared to tackle the demands of a modern world and modern workforce. A research report from *Adobe Education* notes that, "In today's world, a proficient employee needs to be computer literate, visually literate, information literate, media literate, and digitally literate." According to a report from the *Partnership for 21st Century Skills*: "Many of the fastest-growing jobs and emerging industries rely on workers' creative capacity - the ability to think unconventionally, question the herd, imagine new scenarios, and produce astonishing work." Technology assists with this type of capability. *Pew* reports that 76% of Advanced Placement and National Writing Project teachers believe that digital tools such as the Internet, social media, and cell phones "encourage student creativity and personal expression." In addition, the National Writing Project reports that the creation and consumption of multimedia increases the likelihood of deeper learning and longer skill retention.

Technology is a key driver towards instruction that impacts student learning outcomes, both on standardized assessments and for 21st Century Learning skills. Students must have regular opportunities to engage in the 4Cs. In addition, they must have access to the instant feedback enabled by digital assessment and customized assistive technology. Being aware of the classroom setting and the typical learning experiences afforded to students in your organization is the first step towards the cultivation of 21st Century Learning.
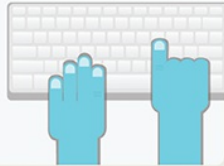
34%

of students are asked to collaborate online with classmates at least monthly
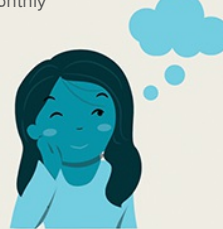
22%

of students are asked to write online at least monthly

47%

of students are asked to identify and solve authentic problems using technology at least monthly

29%

of teachers ask their students to complete online assessments at least monthly

68%

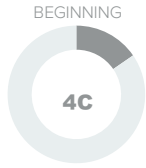of teachers spend less than 3 hours per year teaching digital citizenship

60%

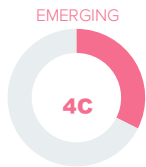of your teachers who use assistive technology use it with students at least monthly

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Contributing Factors

The factors that most contribute to the success of your organization include ...

TEACHER USE OF THE 4CS

BEGINNING

4C

Historical data will appear here once you have collected year-over-year data.

STUDENT USE OF THE 4CS

EMERGING

4C

Historical data will appear here once you have collected year-over-year data.

TEACHER DIGITAL CITIZENSHIP

PROFICIENT

Historical data will appear here once you have collected year-over-year data.

STUDENT DIGITAL CITIZENSHIP

EMERGING

Historical data will appear here once you have collected year-over-year data.

CASE™ Score Legend	● Beginning	● Emerging	● Proficient	● Advanced	● Exemplary
	800-899	900-999	1000-1099	1100-1199	1200-1300

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ASSESSMENT
EMERGING

Historical data will appear here once you have collected year-over-year data.

ASSISTIVE TECHNOLOGY
PROFICIENT

Historical data will appear here once you have collected year-over-year data.

CASE™ Score Legend

● Beginning	● Emerging	● Proficient	● Advanced	● Exemplary
800-899	900-999	1000-1099	1100-1199	1200-1300

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SCHOOL SCORECARD

Schools	Date Range	Student Use of the 4Cs	Teacher Use of the 4Cs	Assessment	Assistive Technology	Student Digital Citizenship	Teacher Digital Citizenship
A Macarthur Barr Middle School	Nov 30, 2014 - Present	● (Emerging)	● (Beginning)	● (Emerging)	● (Proficient)	● (Emerging)	● (Proficient)
Highview Elementary School	Nov 30, 2014 - Present	● (Beginning)	● (Beginning)	● (Emerging)	● (Emerging)	● (Emerging)	● (Emerging)
Nanuet Senior High School	Nov 30, 2014 - Present	● (Emerging)	● (Emerging)	● (Emerging)	● (Proficient)	● (Emerging)	● (Emerging)

CASE™ Score Legend

● Beginning	● Emerging	● Proficient	● Advanced	● Exemplary
800-899	900-999	1000-1099	1100-1199	1200-1300