

Making THE Learning Connection



Museums, Libraries, and 21st Century Skills

**What will learning look
like in the future?**



Question #1

What will the world be like twenty or so years from now when the children who visit your institution have left school and are out in the world?



Question #2

What skills will these children need to be successful in this world you have imagined twenty years from now?



Question #3

What were the conditions that made your high-performance learning experiences so powerful?



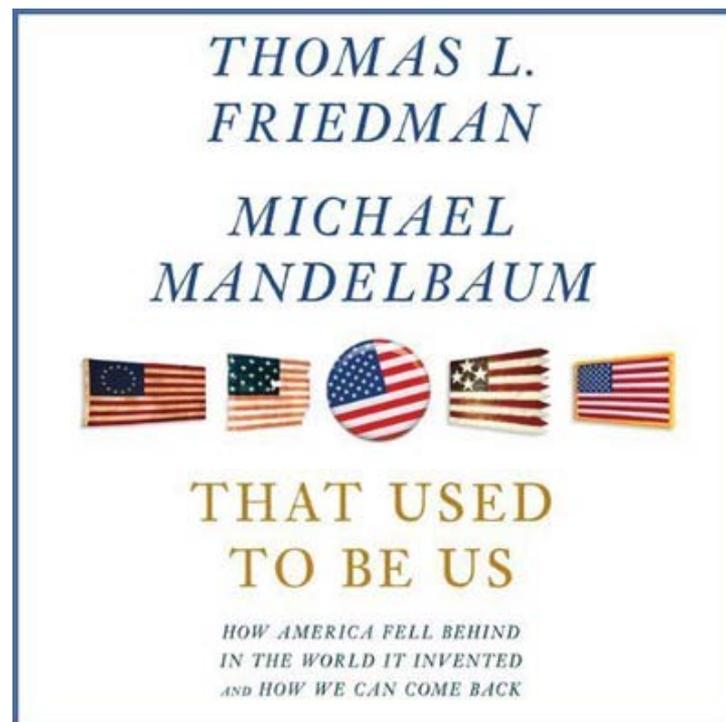
Question #4

What would learning be like if it were designed around your answers to the first three questions?



That Used to Be Us

- Globalization
- IT Revolution
- From “connected” to “hyper-connected”



The World is Flat -- Published 2005

- No mention of Facebook

“... ‘Twitter’ was still a sound, the ‘cloud’ was something in the sky, ‘3G’ was a parking space, ‘applications’ were what you sent to college, and ‘Skype’ was a typo.”



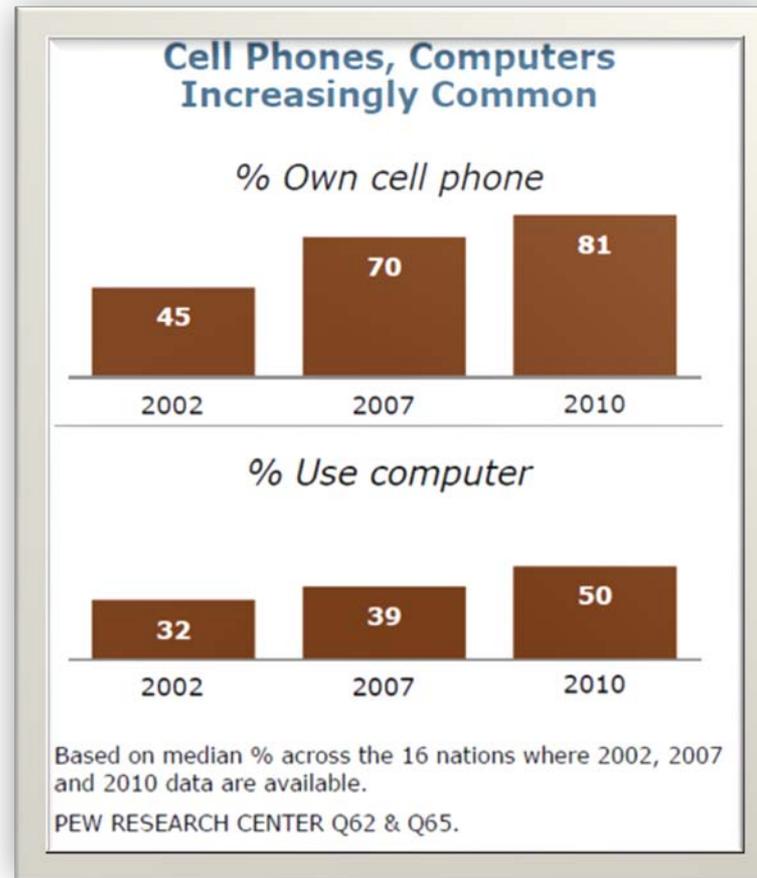


21st Century Societal Shifts

	20 th Century	21 st Century
Number Jobs / Lifetime	1-2 jobs	10-15 jobs
Job Requirement	Mastery of one field	Simultaneous mastery of many rapidly changing fields
Job competition	Local	Global
Work Model	Routine, hands-on, fact based	Non-routine, technical, creative, interactive
Education Model	Institution centered, formal degree attainment is primary goal	Learner centered, self-directed and lifelong knowledge, and skill acquisition are primary goals
Organizational Culture	Top down	Multi-directional (bottom-up, top down, side to side, etc.)

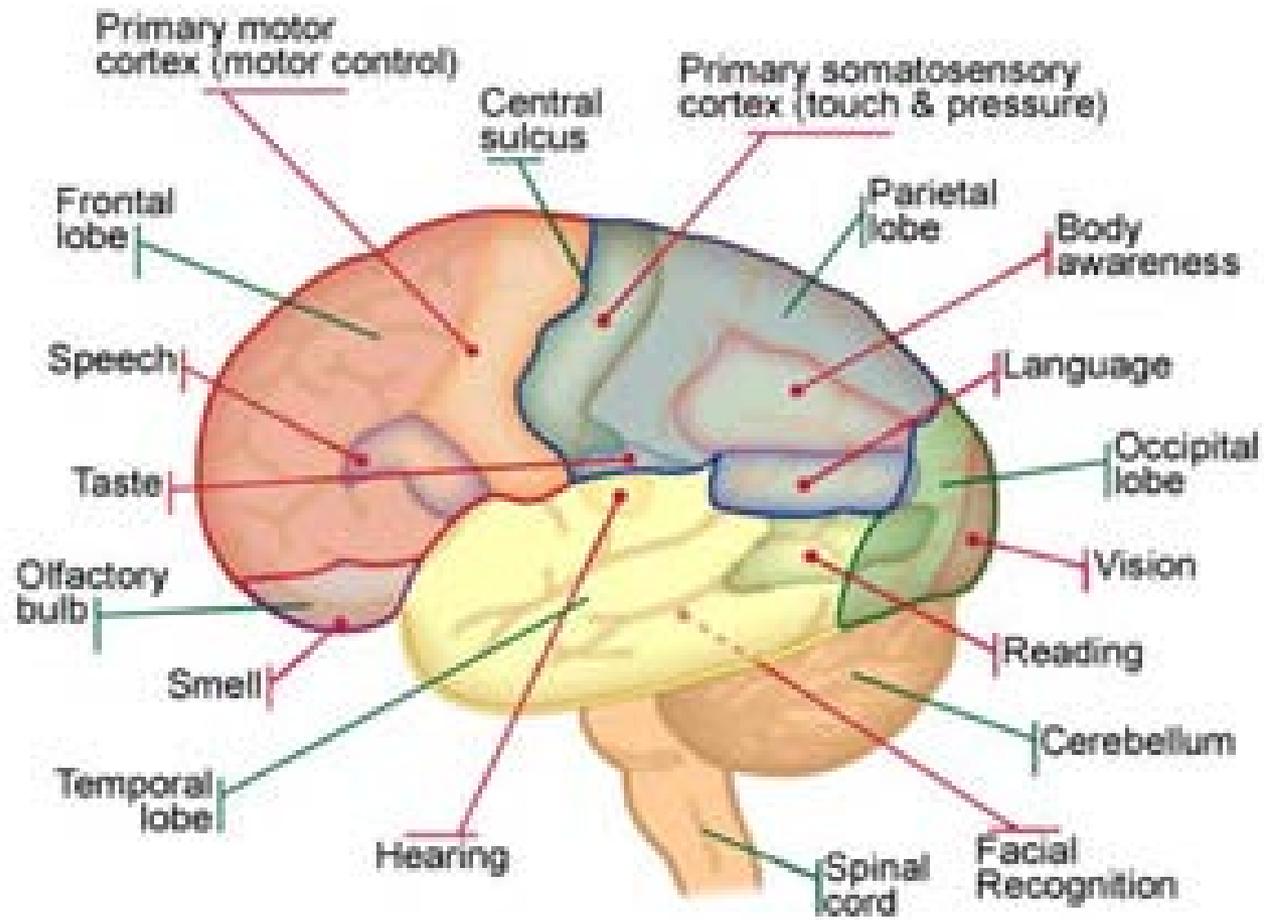


Increase in Mobile Technology

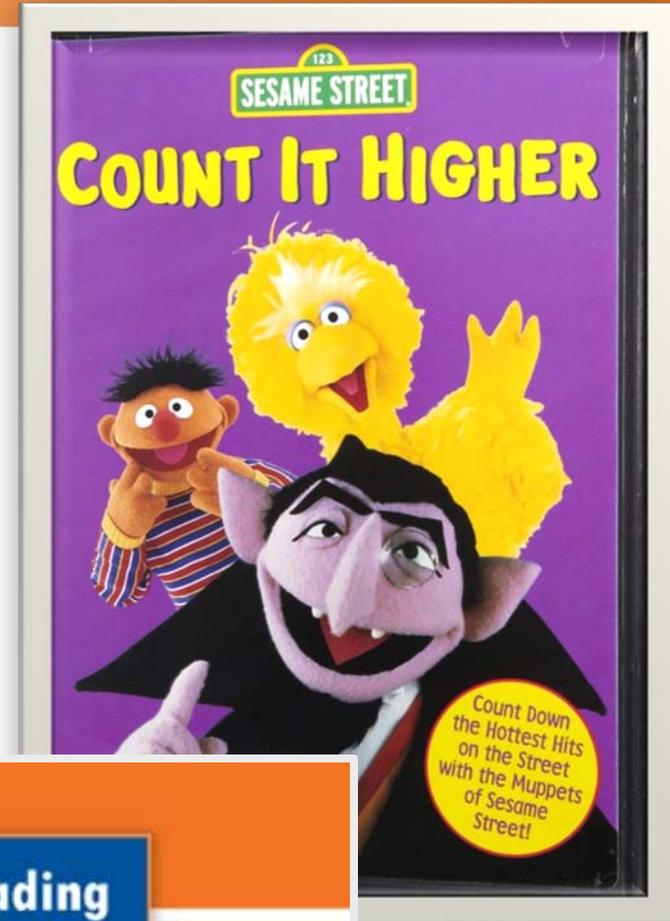


<http://www.tomorrow.org/speakup/>

Advances in Learning Science

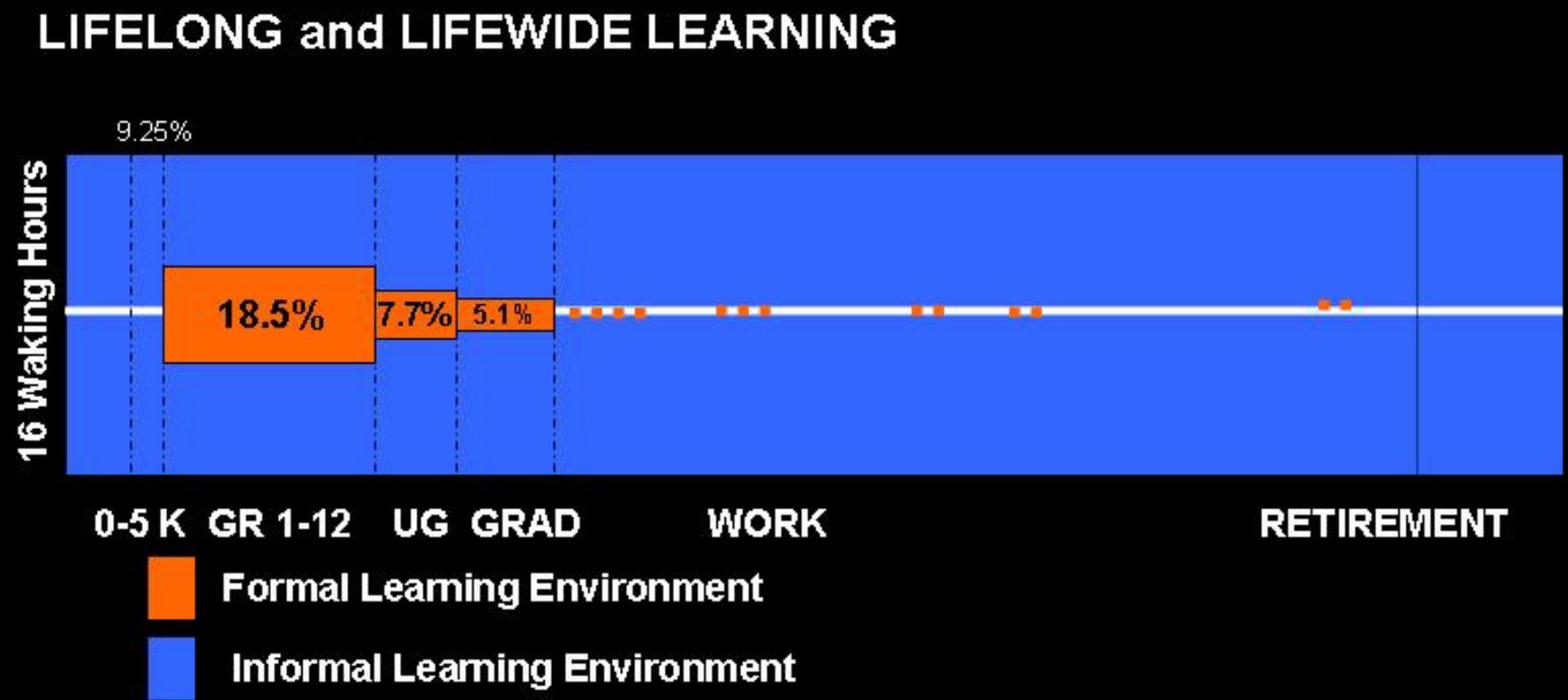


New Research About Early Learning



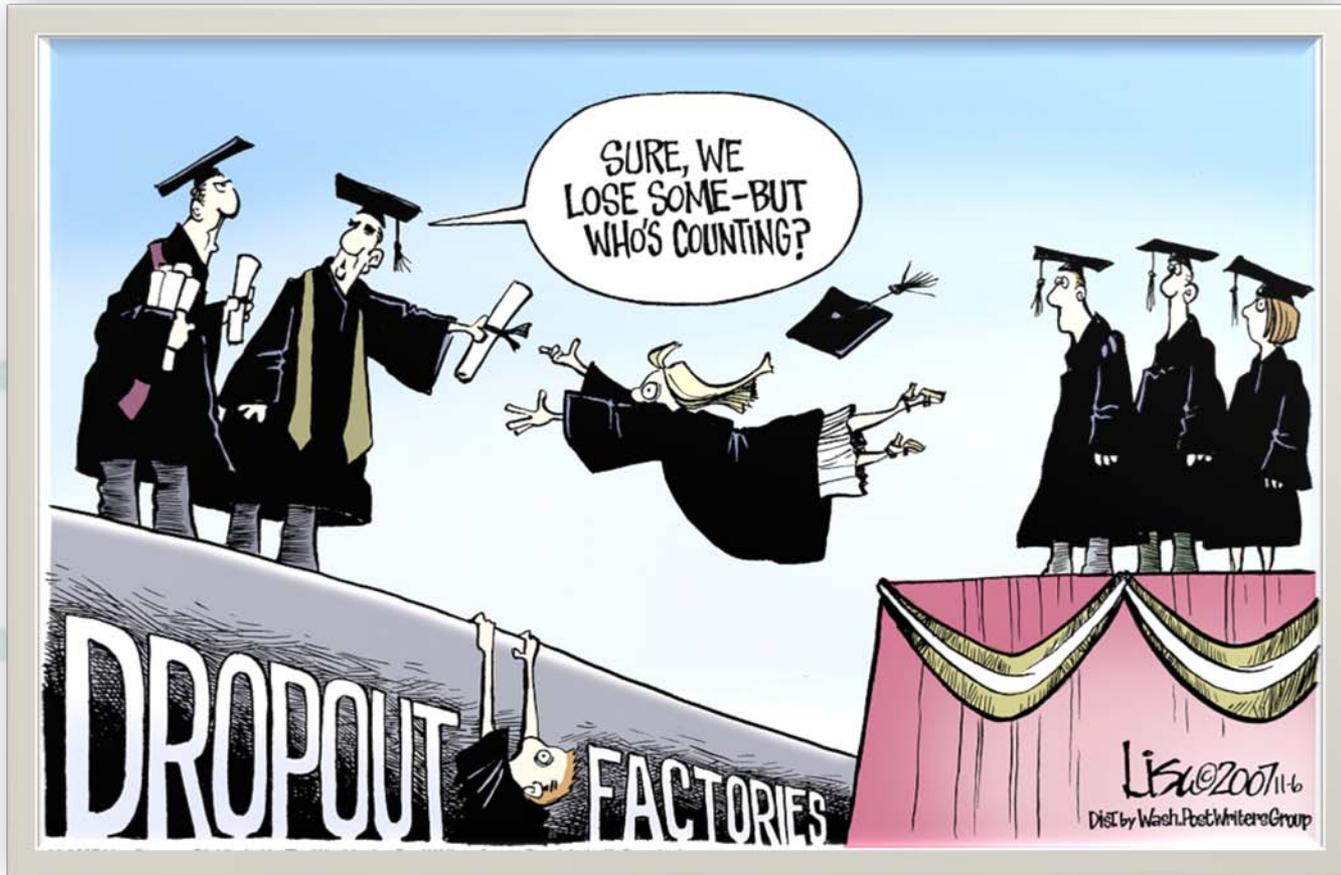
The Campaign for Grade-Level Reading
3rd GRADE READING SUCCESS MATTERS

Recognition of Lifelong Learning



-Banks et al. "Learning in and out of school in diverse environments..." Seattle: NSF LIFE Center and University of Washington Center for Multicultural Education. 2006.

Increased Dropout Rates



Growing DIY and Maker Culture



21st Century Skills

- Learning & Innovation Skills
- Information, Media, & Technology Skills
- Life & Career Skills



In Other Words, the “4 C’s”

- Creativity
- Collaboration
- Communication
- Critical Thinking



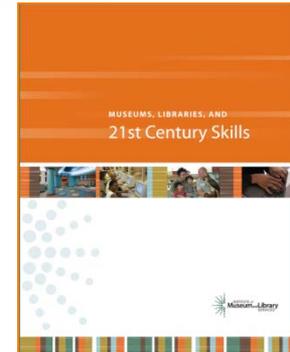
21st Century Themes

- Global awareness
- Financial, economic, business, and entrepreneurial literacy
- Civic literacy
- Health literacy
- Environmental literacy



IMLS Initiative

- Museums, Libraries, and 21st Century Skills report



- Self-assessment Tool
www.imls21stcenturyskills.org

- Community Learning Scan

The image shows a screenshot of the "Community Learning Scan" tool interface. It features a table with columns for "Community Scan", "The Community", "The Library", "The State", "The Nation", and "The World". The rows list various skills and competencies such as "Digital Writing and Production", "Literacy and Numeracy", "Communication and Media", "Visual Literacy", "Scientific and Technical Literacy", "Social-Emotional Learning", "Cross-Cultural", "Life and Career Skills", "Global Awareness", "Financial, Business, and Entrepreneurial Literacy", "Cross-Literacy", "Health Literacy", and "Environmental Literacy". Each cell in the table contains a small icon representing a skill level or status.

Community Scan	The Community	The Library	The State	The Nation	The World
Digital Writing and Production					
Literacy and Numeracy					
Communication and Media					
Visual Literacy					
Scientific and Technical Literacy					
Social-Emotional Learning					
Cross-Cultural					
Life and Career Skills					
Global Awareness					
Financial, Business, and Entrepreneurial Literacy					
Cross-Literacy					
Health Literacy					
Environmental Literacy					

The 21st Century Museum/Library Shift

20 th Century Museum/Library	21 st Century Museum/Library
Primarily content driven	Combination of audience and content driven
Mostly tangible objects	Tangible and digital objects
One-way	Multi-directional
Focus on presentation and display	Focus on audience engagement, experiences
Acts independently	Acts in highly collaborative partnerships
Located in community	Embedded in community
Learning outcomes assumed, implied	Learning outcomes purposeful

Making the Learning Connection

- Community Workshops

- Baltimore
- Columbia
- San Francisco
- Miami
- Albuquerque
- Chicago
- Detroit

- Webinars

- Expanded Web Content

www.imls21stcenturyskills.org

IMLS Grant Opportunities

- Sparks!
- National Leadership Grants
- Museums for America
- Native American/Native Hawaiian Museum Services Program



Columbus Museum of Art (OH)

- Center for Creativity
- Summit to create a statewide conversation about 21st century learning



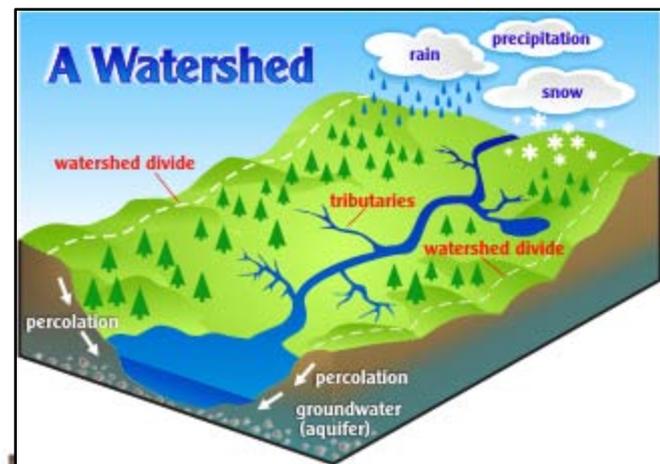
Children's Museum of Houston (TX)

- Training program to increase the ability of exhibit facilitators to use mobile technologies to engage visitors
- In partnership with NY Hall of Science, OMSI, and Sciencenter



San Angelo Museum of Fine Arts (TX)

- Interdisciplinary program of art and science focused on water conservation and environmental science for middle school students
- In partnership with the school district and the Upper Colorado River Authority



Minnesota Historical Society (MN)

- Field trip model showing how museums can use technology with “digitally native” students to create self-directed, personalized experiences
- In partnership with four Minnesota schools



Mid-America Arts Alliance (MO)

- Regional professional training initiative in AR, KS, MO, NE, OK and TX
- Focus on strategic planning for small, rural museums guided by the *21st Century Skills* initiative to meet long-term institutional and community needs



mid-america
arts alliance

National Broadband Plan: Connecting America

- Expand digital educational content
- Expand online learning systems
- Promote digital literacy
- IMLS Framework for Digitally Inclusive Communities



National Education Technology Plan



“...a comprehensive infrastructure for learning is necessary to move us beyond the traditional model of educators and students in classrooms to a learning model that brings together teaching teams and students in classrooms, labs, libraries, museums, workplaces, and homes – anywhere in the world where people have access devices and an adequate Internet connection.”

- Transforming American Education: Learning Powered by Technology, U.S. Department of Education, November 2010



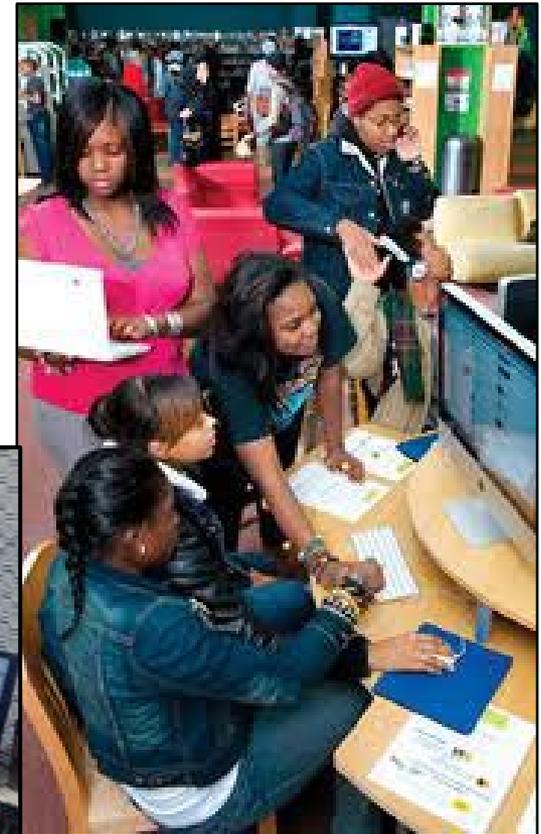
IMLS-MacArthur Foundation Partnership: Learning Labs

- National grant competition to fund the creation of up to 30 learning labs in libraries and museums across the country.



- Based on Chicago Public Library's YOUmedia Center.

Chicago Public Library: YOUmedia Center



The Learner: Connected Learning

“All learners will have engaging and empowering learning experiences both in and out of school that prepare them to be active, creative, knowledgeable, and ethical participants in our globally networked society.”

-- *Learning Powered by Technology*, November 2010

- 24/7, Anytime, Anywhere
- Motivation, curiosity, self-directed learning
- New skills and competencies
- New subjects

The Museum Professional: Connected Teaching

- Facilitator/Coach/Collaborator/Knowledge Navigator
- Coherent, collaborative, continuous lifelong learning
- Communities of practice/online learning communities
- Learning about learning
- New skills and competencies
- New subjects



Thank you!

- www.imls.gov/21stcenturyskills
- www.imls21stcenturyskills.org

