# TWENTY-FIRST CENTURY CAPABILITIES

Fact sheet 4/2019



WHAT ARE 21st CENTURY CAPABILITIES? 1,2,5,7,12

Our world is changing quickly. This means young people need to broaden their knowledge, competencies and attributes to flourish. These are often called 21<sup>st</sup> century capabilities. In the Australian Curriculum they are called general capabilities<sup>2</sup> and the Year 9-12 project in Tasmania refers to transferable skills<sup>14</sup>. These skills are not new but are now considered very important in Australia and around the world.

Of course, content knowledge and skills continue to matter too. For example, to solve a scientific problem a person needs not only the 21<sup>st</sup> century capability of critical thinking, but also relevant scientific understanding and technical expertise, as well as foundational literacy and numeracy skills.

# Two broad categories of 21st Century Capabilities:

# **Expert Thinking**



# **Social Interaction**



# Critical Thinking

 Using reasoning, analytical thinking and reflection to solve problems and make sound decisions.

# Teamwork & Leadership

 Applying good communication and interpersonal skills to work collegially, take responsibility and support others.

# Creativity

 Using innovation and imagination to generate and apply new ideas.

### Citizenship

 Using intercultural and ethical understanding to be an active and respectful local, national, and global citizen.

Information, Media & Technology Literacy

 Obtaining, evaluating and using information from different sources.

# Flexibility & Persistence

 Using social and selfawareness to deal with unpredictability and respond to challenging or complex situations.

# **Underpinned by:**

Thorough content knowledge

Sound literacy and numeracy

#### DID YOU KNOW?

Transition from full-time education to full-time work for 10:

Young Australians on average

• takes 31 months.

Young Australians with 21st century capabilities

• takes 14 months.

The 21<sup>st</sup> century world is complex, competitive, and information and technology-driven. Young people growing up today will experience<sup>9,10</sup>:

- Jobs yet to be created.
- Technologies yet to be invented.
- Social, economic and environmental challenges yet to be anticipated.



Increasing use of technology affects the way we work and how we connect with each other.

Jobs, people and finance move around the world, changing how organisations, companies and governments work. The average 15-year-old today is predicted to have 17 jobs over five different careers in their lifetime.

The 21<sup>st</sup> century capabilities help people to flourish in this changing world:



To have agency over their own life choices.



#### Socially

To make a positive contribution to their community and the environment.



#### **Economically**

To get a good job and be able to change jobs.

# **CASE STUDY | ENGINEERING TRADES IN TASMANIA<sup>8</sup>**

Digitisation and globalisation are changing the way Tasmanian engineering firms work to compete globally.

This means Tasmanian engineers now needs these six sets of capabilities:

Capacity for management of projects & supply chains

Technical & digital proficiency

Cross-cultural awareness

Collaboration skills

Ability to specialise & cater to niche markets

Adaptability, flexibility & capacity for innovation

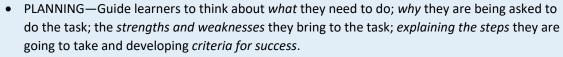
"The old pure engineer is not valid any more. Young engineers need to be slick and adaptable with a broad knowledge of many things and the ability to jump around"<sup>8</sup>

Jobs that require human interaction, problem solving and innovation are increasing in Tasmania<sup>13</sup>. Between 2006 and 2016 employment increased in Health Care and Social Assistance (+2.8%) and Education and Training (+1.0%), but declined in Manufacturing (-3.6%).

# WHAT CAN WE DO TO HELP LEARNERS DEVELOP 21st CENTURY CAPABILITES? 3,4,6,11, 14, 15

#### PROMOTE LEARNING TO LEARN SKILLS

Teachers & Families



- STRATEGY EXPERIMENTATION—Encourage learners to explore and experiment with strategies (e.g. brainstorming methods) to manage different aspects of their learning, including learning resources, behaviour, motivation and emotions.
- FEEDBACK & REFLECT—Provide opportunities for learners to reflect on their learning along the
  way (e.g. journaling). Support learners to understand feedback and to translate feedback into
  actions.



- Problem-based learning (e.g. reducing school waste) is one way to promote a group of learners to make use of each other's knowledge and ideas and work together as a team.
- Introduce open-ended challenges to encourage creativity (e.g. design an efficient way to recycle).
- Encourage learners to provide constructive feedback (e.g. using set rubrics) to help peers improve their work and communication.

#### ■ INTEGRATE TECHNOLOGY

• Using technological tools to facilitate learning and activities (e.g., using virtual reality to provide a more hands on learning of the human nervous system, prototyping a design, online collaboration).

#### ☐ EMBRACE GROWTH MINDSET

- Emphasise the importance of learning versus getting the correct answers (e.g. reward effort).
- Embrace failures as opportunities to learn, adapt and explore new options.
- Promote healthy risk-taking (e.g. joining a debate team for shy students).

Business & Industry



### ☐ SUPPORT THE INTEGRATION OF TECHNOLOGY IN SCHOOLS

• Collaborate with teachers and educational leaders in designing technologies that help to facilitate and transform learning (e.g. 3D printers, Virtual Reality software and hardware).

### ☐ CO-DESIGN APPRENTICESHIP OPPORTUNITIES

• Connect with schools and co-design, trial and evaluate different types of apprenticeship-like models (e.g. in creative and media, constructions, agriculture and engineering).

#### ☐ SHARE INDUSTRY KNOWLEDGE

- Participate in career education and provide advice about current labour market, workforce requirements and industry trends.
- Improve accessibility to information about job and training opportunities in the industry.

#### ☐ PROMOTE CONTINOUS LEARNING IN THE JOB

• Offer opportunities for employees to re-skill and upskill through relevant education and training while in the job.

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