SHOW WHAT YOU KNOW beats BATCH PROCESSING

why competency?

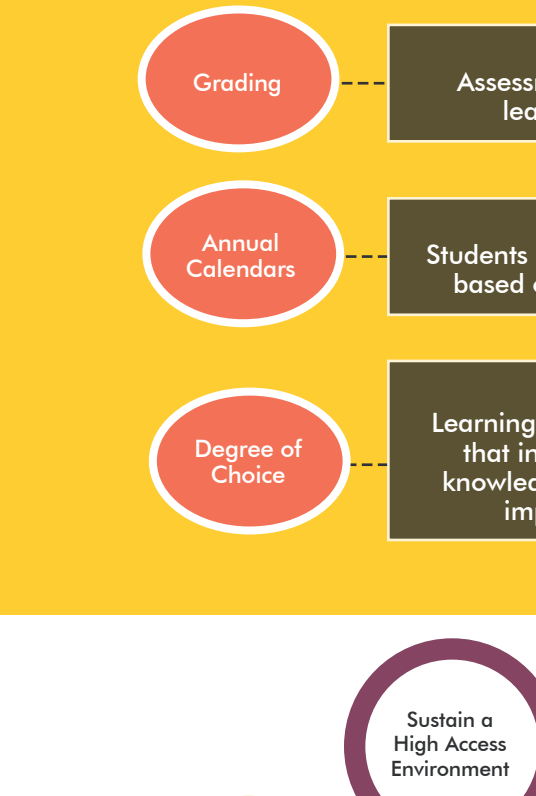
Getting a driver's license requires passing a test and a driving demonstration - a competency-based system utilizing multiple forms of assessment. Professional certification for doctors, accountants and lawyers rely on test-based demonstrations of competence. We can all think of examples - from professional licensure to video games - where we must show what we know to demonstrate achievement. Why then should the education system be any different? Moving to a competency-based education system is the logical evolution from the outdated factory model to one that can personalize learning and serve the needs of each individual student. From the future doctor entering med school to the future pilot logging flight hours, a system based on competency also has the best potential to improve college and career readiness.

what is competency education?

A system of education, often referred to as proficiency - or mastery - based, where students advance upon mastery. Competencies include explicit, measurable, transferable learning objectives that empower students. Assessment is meaningful and a positive learning experience for students. Students receive timely, differentiated support based on their individual learning needs. Learning outcomes include application and creation of knowledge, along with the development of important skills and dispositions. (Source: CompetencyWorks.org)

what's wrong with the current system?

Batch processing students by birthday is ineffective and inefficient today.



1st graders have a wide range of skills, but are grouped by birthday.

3rd graders get the same instruction for the same time; some get it, some don't.

Students are promoted when not ready; strugglers start leaving in middle grades.

The result is low proficiency and graduation rates.

kindergarten
1st grade
2nd grade
3rd grade
4th grade
5th grade
6th grade
7th grade
8th grade
9th grade
10th grade
11th grade
12th grade

= proficient = not yet proficient

10 design choices

The design choices that school leaders must make during implementation vary greatly.

DESIGN PRINCIPLES:

Mastery
Students advance upon mastery.
- Courses
- Structure

Objectives
Competencies include explicit, measurable, transferable learning objectives that empower students.
- Progression Upon Mastery
- Assessment & Progress Tracking Systems

Assessment
Assessment is meaningful and a positive learning experience for students.
- Grading
- Support

Differentiation
Students receive timely, differentiated support based on their individual learning needs.
- Annual Calendars
- Opportunities to Learn

College & Career Ready
Learning outcomes emphasize competencies that include application and creation of knowledge, along with the development of important skills and dispositions.
- Degree of Choice
- Degree of Interconnect-edness

10 new capabilities of a competency-aligned system

- Sustain a High Access Environment
- Know Students
- Provide Funding that Supports Options and Innovation
- View Teaching as a Team Sport
- Measure Learning Gains
- Allow for Flexibility in Time and Resources
- Set College and Career Ready Expectations
- Benchmark Effectiveness
- Offer Students Coaching and Support in a Personalized Environment
- Create Responsive Learning Opportunities

what does competency education mean for students?

Students moving at their own pace, on their own path.

- Reading at **2nd grade** level
- Working on **5th grade math badge**
- Making progress with **math games and extra time**
- Writes at **7th grade** level
- 11 year old doing **6th and 7th grade** work

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12th grade

DLN SMART SERIES

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DIGITAL LEARNING NOW!

Choose Competency!

There is an incredible opportunity to build a new system focused on student learning—schools where students learn in the best way possible for them, where there are different ways to learn, where the day and year are extended, and where students show what they know on a regular basis.