

# 22 GLOBAL TRENDS IN EDUCATION



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## NEW ARCHITECTURES

Classrooms will get a new architecture with different workstations and flexible furnishings for greater mobility, more student interaction and total integration with technology tools.

2

## INNOVATIVE PEDAGOGY WITH ACTIVE LEARNING

Innovative pedagogy with multiple active learning will drive education. These will overtake lectures and place the student at the center of the educational process.

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## CURRICULUM DIVERSIFICATION

Curriculum will get progressively diversified. This will give students the opportunity to pursue individual tracks based on electives. These will encompass varied topics, widen students' perspectives and foster acknowledgement of talents and abilities

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## CHANGES IN STUDENTS' ROLE

Students will increasingly take a more active role in their learning, being more autonomous and exercising authorship in developing their competencies.

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## TEACHERS' NEW PROFILE

Teachers' role will get gradually reshaped from being less of a content provider and more of a mediator and learning guardian.

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## PERSONALIZED LEARNING

Teaching will get more personalized with tutorship and mediation backed up by new technologies to foster student-tailored learning pathways.

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## INTERDISCIPLINARITY

The pedagogical process will become increasingly interdisciplinary, fostering integration of STEM with arts and humanities.

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## SOCIAL INTERACTION AND NETWORK LEARNING

Students' social interaction will get a boost. And learning will be fueled by group work, in classrooms and in platforms. Squads - small, multidisciplinary groupings - focused on project development will replace fixed classes.

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## DIVERSIFIED EVALUATIONS

Greater use of multiple, innovative assessment tools will largely facilitate evaluation of the learning process and of socioemotional development throughout formation.

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## NEW CERTIFICATIONS

New certifications will gradually reconceptualize value given to official certificates and diplomas. There will be an ample acknowledgment of learning as a set of competencies and experiences gathered throughout life in different learning ecosystems.

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## COLLABORATIONS AMONG MULTIPLE STAKEHOLDERS

There will be more participation and collaboration among different stakeholders (third sector, startups, tech companies). This will foster education.

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**COMPETENCE DEVELOPMENT**

Teaching will increasingly be geared towards developing competencies. This will safeguard knowledge use instead of passive content transmission.

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**SELF-DIRECTED LEARNING**

There will be greater support for the development of self-directed learning for children and youngsters so that they grow up capable of managing their own learning independently and without constant teacher supervision.

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**DIGITAL COMPETENCIES**

Digital competencies (programming, computational thinking, and general competencies related to Information and Communication Technology - ICT) will populate curricula and be developed in tiers throughout basic formation. Educational robotics will become a constant in the education process.

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**SOCIOEMOTIONAL ABILITIES**

Development of socioemotional abilities will be a cornerstone of any learning process. This will make students more apt in learning and better prepared for future citizenship.

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**CRITICAL THINKING**

Greater focus on critical thinking development will confer autonomy to children and youngsters. They can use that to analyze and discriminate what happens in their contexts. This will enable a more responsible decision- and choice-making, one aligned with a better world.

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**CREATIVITY**

Greater focus on creativity development will tap into students' curiosity and engage their imagination for innovative problem solving.

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**DIGITAL ETHICS AND CITIZENSHIP**

Digital ethics and citizenship will grow in curricula so that students can express attitudes and values for the common good and make responsible use of new technologies.

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**EDUCATIONAL ECOSYSTEMS**

Future education will not be restricted to formal educational institutions. It will progressively become part of educational ecosystems that foster ongoing 'here and now' learning. This will happen via multiple entry points connected to educational platforms, online streaming, social networks, cultural and community experiences, research centers, companies, and interactive museums.

20

**BIG DATA AS A SCHOOL LEADERSHIP TOOL AND TO IMPROVE RESULTS**

Big data analysis via artificial intelligence will be increasingly present favoring in-depth data interpretation that can signal routes for better outcomes in learning, school leadership, and public policy making. It will also contribute to realigning education systems with the workplace.

21

**EMERGING TECHNOLOGIES IN CLASSROOMS**

Emerging technologies will be increasingly used. Learning contexts will encompass intelligent tutoring and chatbots, virtual technologies such as VR, remote labs, digital simulators and interactive virtual environments. These will congregate students from different classrooms worldwide.

22

**DIGITAL LEARNING SET**

A digital learning resources sets (digital books, mobile apps, internet packages) will become part of traditional teaching materials.