Robotics in the curriculum for primary and secondary education in the Netherlands SLO • nationaal expertisecentrum leerplanontwikkeling

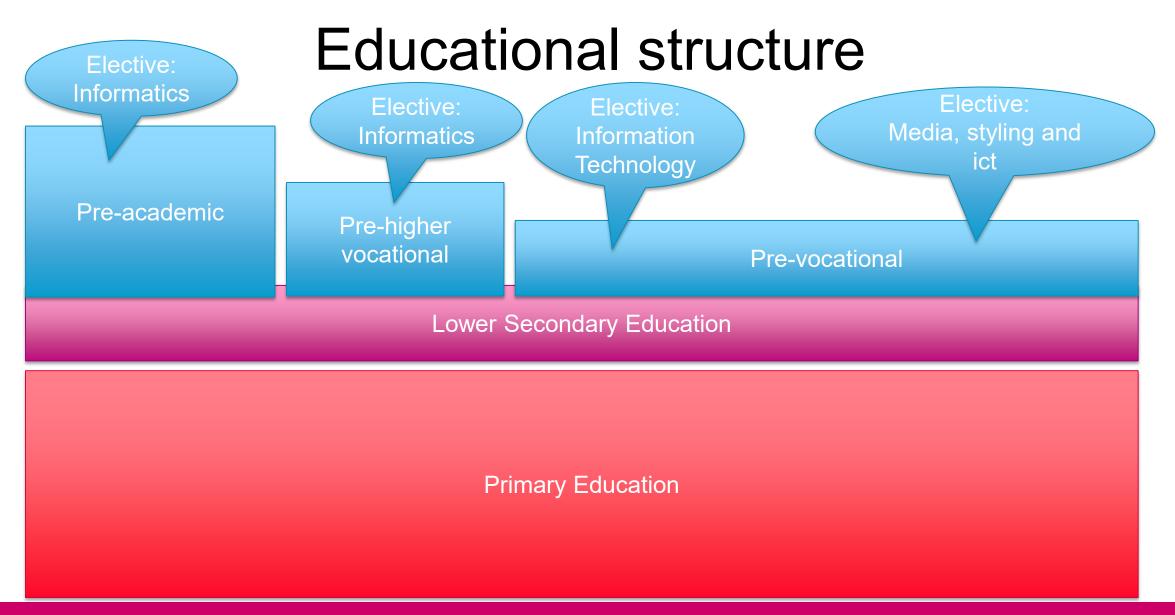
Allard Strijker & Victor Schmidt, SLO - Netherlands Institute For Curriculum Development 2020-01-13 Robotics CIDREE Expertmeeting



About SLO

- Netherlands Institute for Curriculum Development
- Assigned by Ministry of education
- Task: design and validation of national curricular frameworks
 (core objectives, attainment levels, examination programs)





The Dutch curriculum

- In 1993 attainment targets ('goals to strive for') for primary and lower secondary education were formulated (upper secondary education uses the examination program as goal)
- At this moment it is a mixture of common attainment targets ('goals to strive for') covering the whole range of subject domains and common standards ('goals to attain') for literacy and numeracy
- But: there is not one curriculum framework that provides a common, comprehensive and cohesive answer to the question of what is of most worth learning and teaching (freedom of education!)

Freedom of education

- Schools are allowed to set up their own curriculum within the field of the national curricular framework
- Our national curricular frameworks concentrate on concepts and skills to be learnt by students
- In only a few cases contexts are part of our curricular framework, for instance 'climate' or 'Europe'
- Schools are free to choose contexts which they consider as suitable to attain concepts and skills
- Robotics serves roughly as such and therefore is not a compulsary part of our curricular framework

Daily life Robotics...and education

Robotics is an interdisciplinary branch of engineering and science that includes mechanical engineering, electronic engineering, information engineering, computer science, and others. Robotics deals with the design, construction, operation, and use of robots, as well as computer systems for their control, sensory feedback, and information processing. (https://en.wikipedia.org/wiki/Robotics)

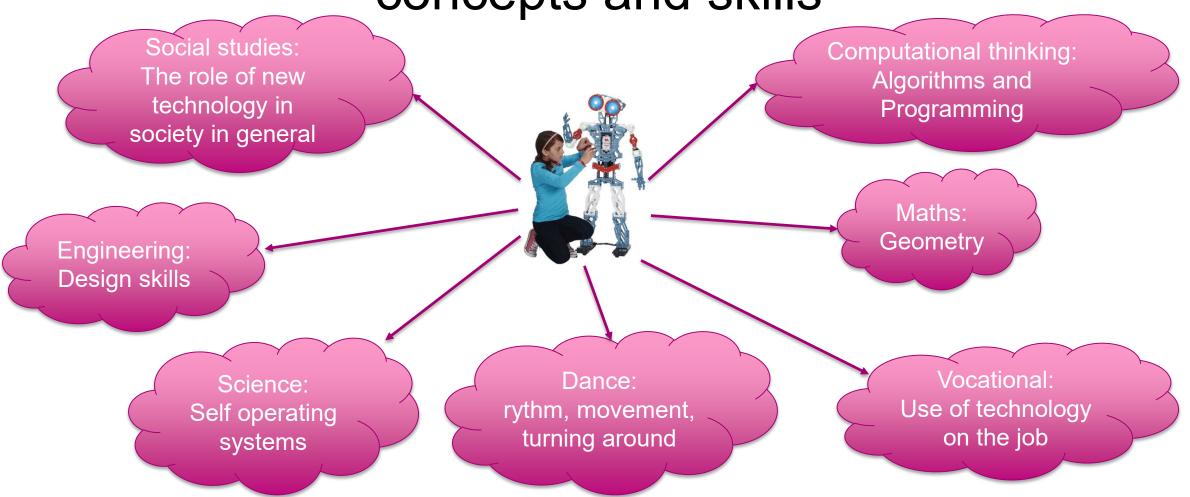








Robotics as a context for learning concepts and skills



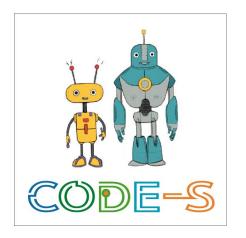
Local initiatives

- Initiated by local or nation-wide companies or educational editors
- Much focus on primary education













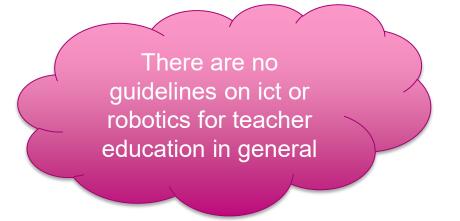


- Our government supports schools by funding Kennisnet ('Knowledge Net')
- Kennisnet supports schools on all aspects of ICT, not only on education, but also on school management systems

Teacher education

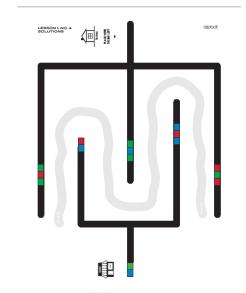
- (Pre-)vocational:
 - Construction industry, (electrical) engineering, ict and automotive

- Lower secondary:
 - Man & Technology
- Upper secondary:
 - Informatics



Research

- Ozobot, programmable small robot
 - Program by colors
 - Program by codingblocks
- Research
 - Problemsolving
 - 42 couples, 15 minutes, age 8..11
 - Think out loud, observation
 - Discussing, testing, trail-error, bug-fixing





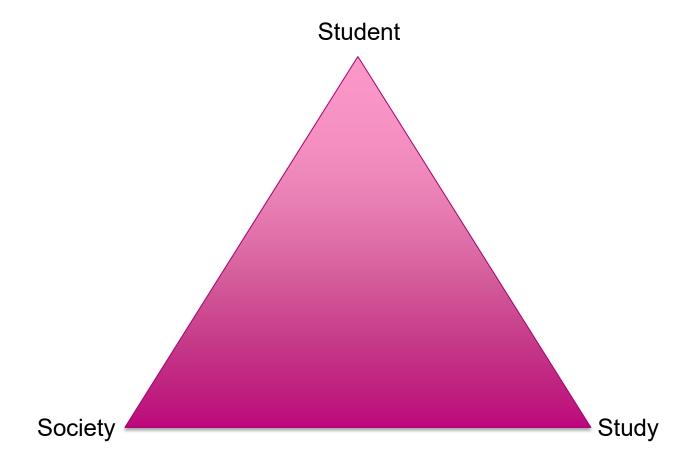
WHAT 'S IN FOR THE FUTURE?

A new curriculum, why?

- Clear descriptions what knowledge and skills are required for the future
- Reduce the percieved overload in the curriculum
- Increase coherence
- Describe learning trajectories
- Make clear what parts are mandatory and optional

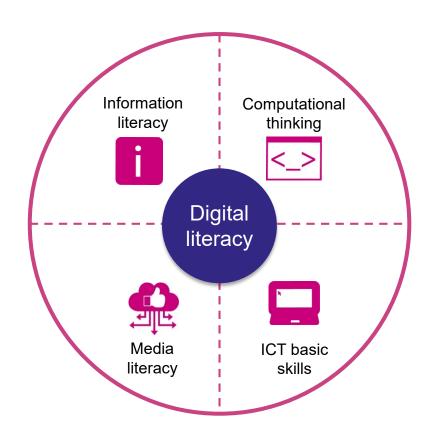
Goals of education

- Personal development
- Society
- Study and profession



Digital Literacy

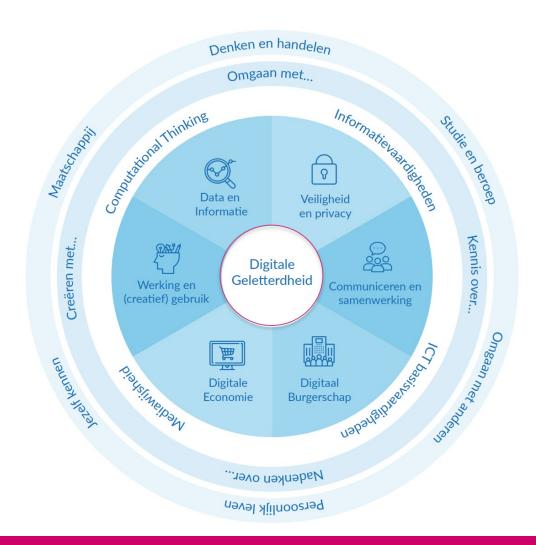
- Digital literacy is the whole of ICT (basic) skills, media literacy, information skills, and computational thinking
- ICT (basic) skills
 - able to deal with ICT
- Media literacy
 - conscious, active and critical use of media
- Information literacy
 - search, select, process and use relevant information
- Computational thinking
 - (re) formulating problems so that they can be solved with the computer





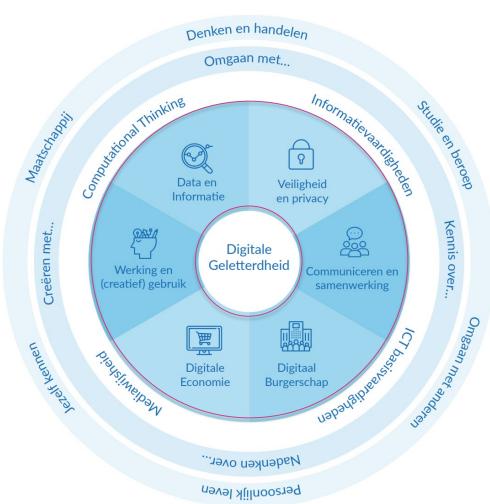
Vision

The vision describes why
 Digital Literacy is important for
 learners in primary and
 secondary education for
 learning, working and living in
 a future society



Big ideas / Themes

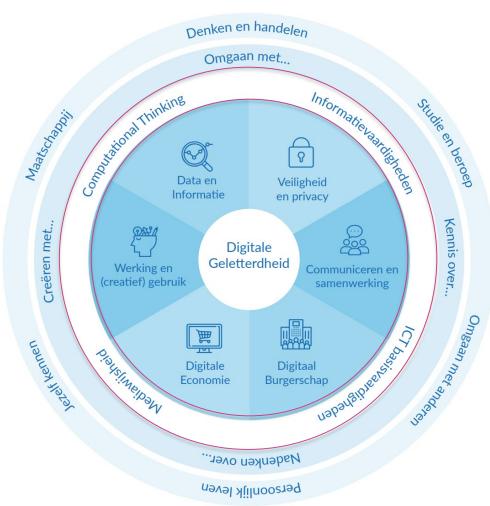
- Data and Information
- Safety & Privacy
- Understanding and Creative Use
- Communication and Collaboration
- Digital Citizenship
- Digital Economy





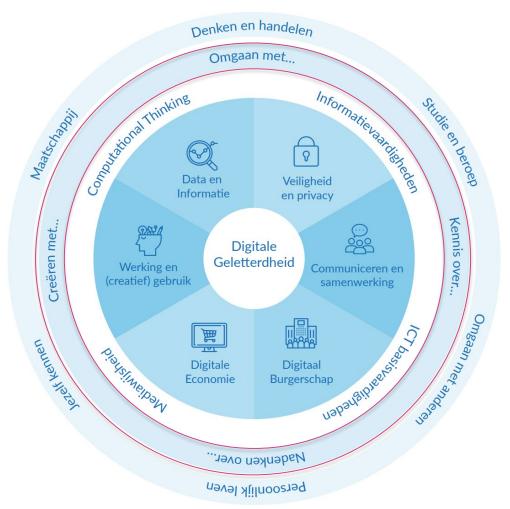
Digital literacy skills

- ICT (basic) skills
- Media literacy
- Information literacy
- Computational thinking



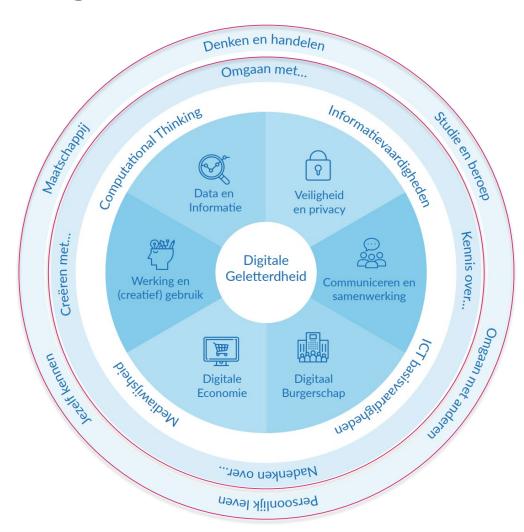
Perspectives on digital literacy

- Dealing with digital technologies
- Knowing about digital technologies
- Thinking about digital technologies
- Creating with digital technologies



General skills

- Thinking and acting
 - Creative thinking
 - Problem solving
 - Critical thinking
- Dealing with others
 - Communication
 - Collaboration
 - Social and cultural skills
- Knowing yourself
 - Self regulation
 - Orientation on yourself and career
 - Entrepeneurship

















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	Data and information	Safety and privacy	Understanding and Creative use of Digital Technologies	Digital Communica- tion and collaboration	Digital Citizenship	Digital Economy
	From data to information	Safety in the digital world	Interacting and creating with digital technology	Networks	The Digital Citizen	Participation in a platform economy
	Digital Data	Privacy in the digital world	Controling and creating with digital technology	Digital Communica- tion	Digital identity	Digital Marketing
•	Here robotics may fit in			Digital Collaboration		well



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