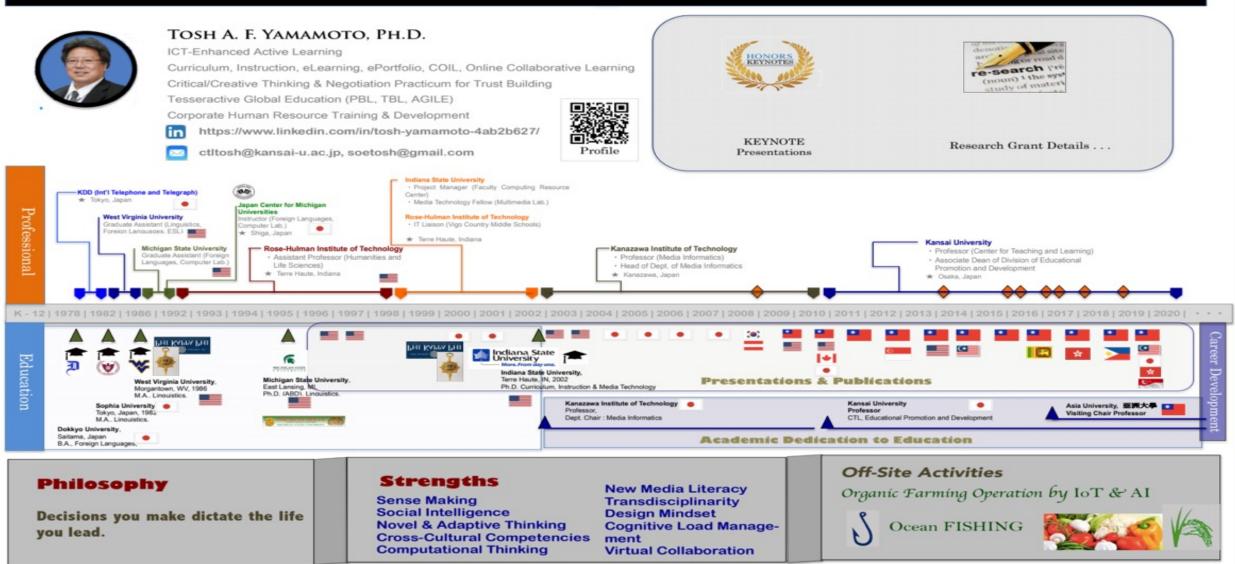
1. Goal Setting: Opening Remarks

TOSH YAMAMOTO

Visual CV: Tosh Yamamoto

TOSH A. F. YAMAMOTO, PH.D. VISUAL Curriculum Vitae



New Education Normal Key Words:

1. Future Skills Defined by IFTF





3. Authentic Learning

2. Active Learning

What Technolog & Cannot Replac		Authentic Learning/Assess ment must reside here!
Tablesis and - tablesis	due salaria a gention Busen anthreat States anthreat States Busen Busen Busen Provident Busen Teacher Busen States Busen States Busen States S	Less Hole to internet Cristical transling Guardity of student Quardities guardities usure-of/Ulity of academic
You can't control formand, you co them touting to four to four the circle will normal your follows.	Connecting the art the data landing a why answer to be the data landing be any answer to be any any and any connect to be any any as more the to any any and a same to the to any any any any any any any as more to the to any any any any any any any any as more to the to any	Dots in the Past

<u>Outline</u>

Authentic Assessment in the New Normal

- (i) Be Authentic! Facts in Education (Learning)
- (ii) Journey to Authentic Education
 - Future Skills

(iii) Authentic Assessment

[Learning: Burning Both Ends of a Candle . . .!]

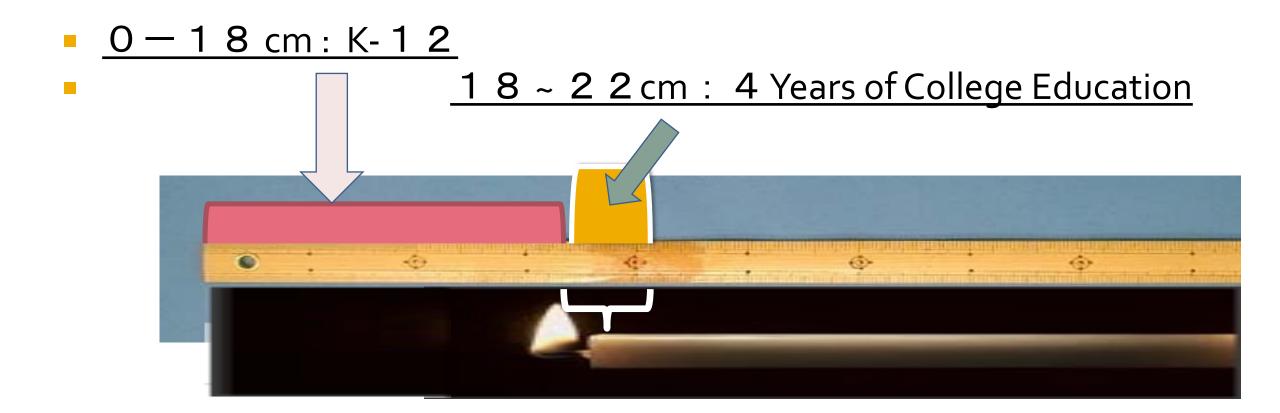
Critical Thinking Time !

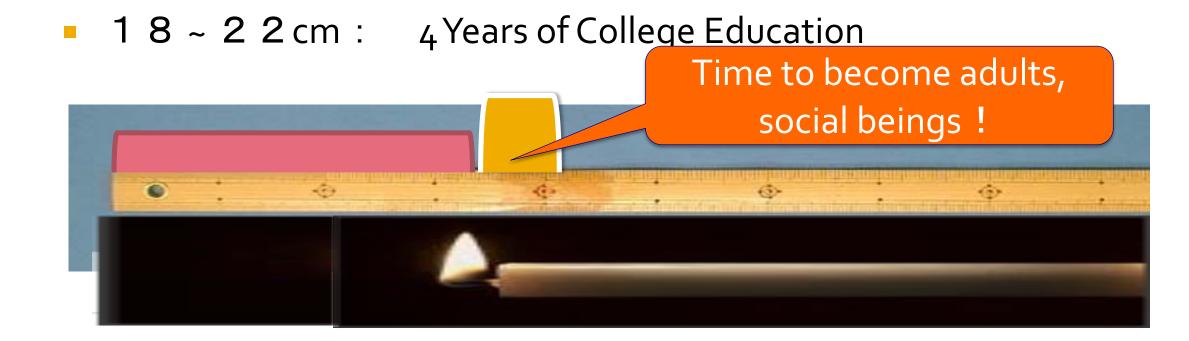
What is the Mission of Education ?
 Current Issues !
 TOPICS: (1) (2) (3) (4)

Let's compare a human life to <u>a 100 cm candle</u>!



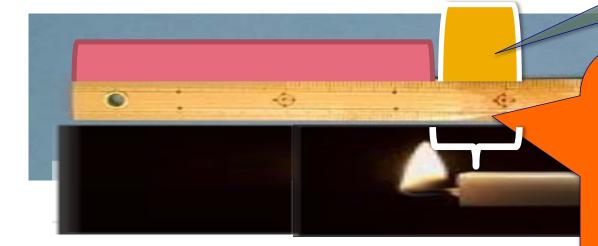
http://d28xhcgddm1buq.cloudfront.net/product-images/white-10-formal-taper-dinner-candle-4.jpg





18 ~ 22 cm : 4 Years of College Education

Time to become adults, social beings !



What do they acquire in 4 years?

Knowledge, Wisdom, Competencies, Skills to become Social beings.

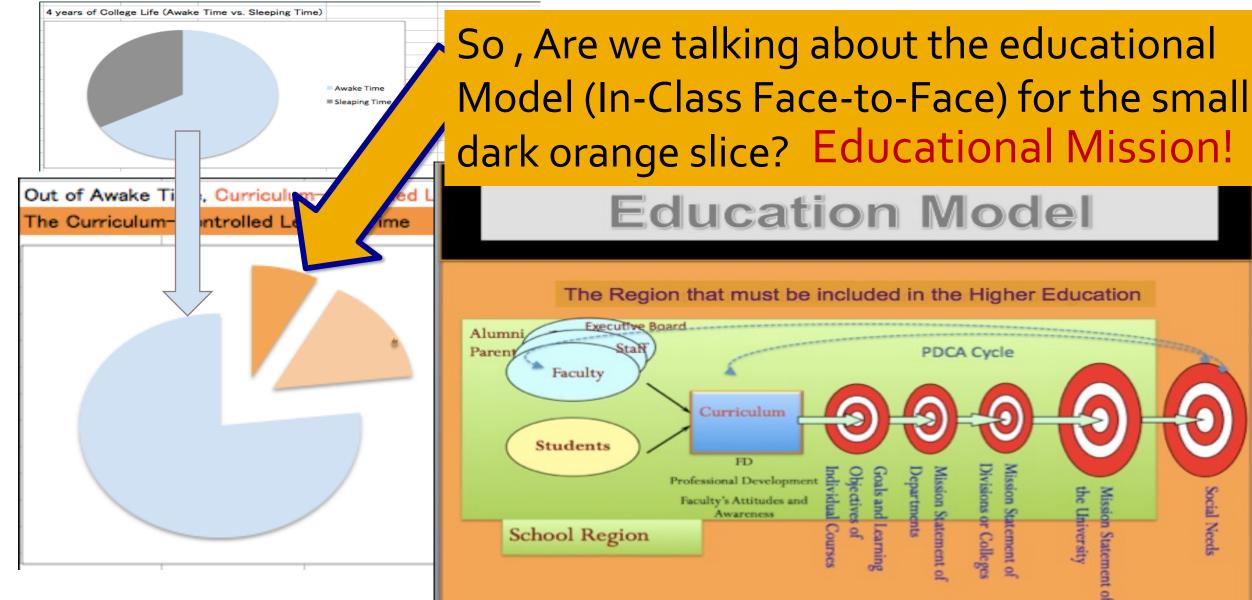
18 ~ 22 cm : 4 Years of College Education



4 Years of Education means . . . Actually Speaking

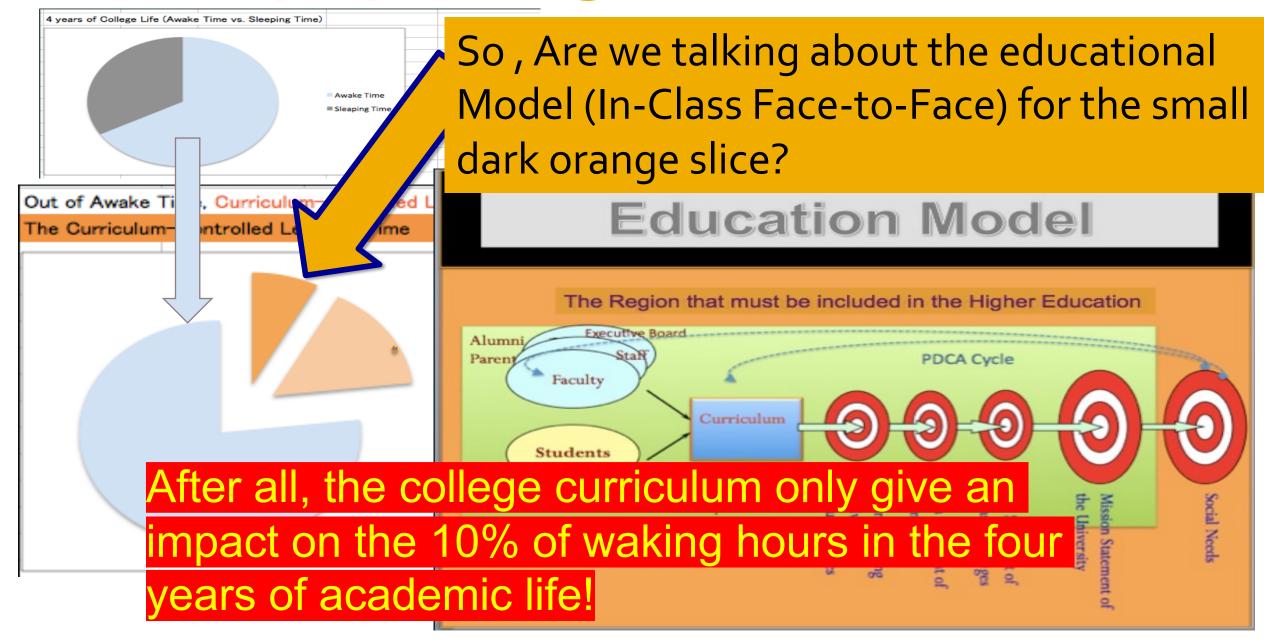
- 4 Years = 48 months { 365 days * 24 hours (= 8,760 hours) * 4 years} = <u>35,040 hours</u>
 - 2/3 ----- awake, 1/3 ----- sleeping
 - 23,360 hours ---- active, 11,680 hours ----- being idle
 - 130 ~ 220 credit hours for in-class learning ---only 1/10th ~1/11th of the waking hours.
- Our students spend <u>10 times</u> more outside the class!

Visually Speaking . . .



Social Needs

Visually Speaking . . .

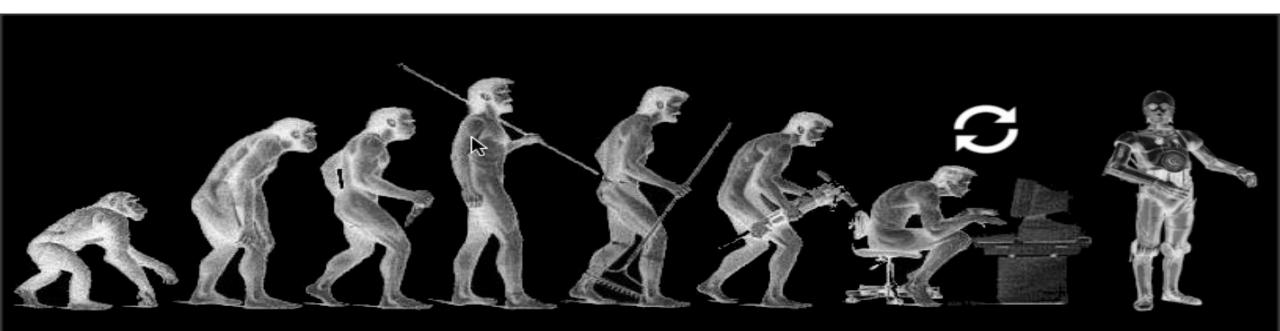


Furthermore . . .



Singularity !

Job Market Dynamics Singularity (2045) New Job Market?



https://joneljuste.files.wordpress.com/2015/04/singularity-c3po.jpg

How old will your students be in 2045?

Disappearing Jobs

47% of Jobs Will Disappear in the next 25 Years ***, According to Oxford University

O December 27, 2016 by PHILIP PERRY



http://bigthink.com/philip-perry/47-of-jobs-in-the-next-25-years-will-disappear-according-to-oxford-university

Disappearing Jobs and Reasons



Happened Recently https://jp.reuters.com/article/mizuho-restructuring-idJPKBN1CX07R One of the major banks in Japan

 Cone of the major banks in Japan

 Eジキス 2017年10月28日 / 17:50 / 7ヶ月前

 みずほ、10年間で1.9万人削減検討 |

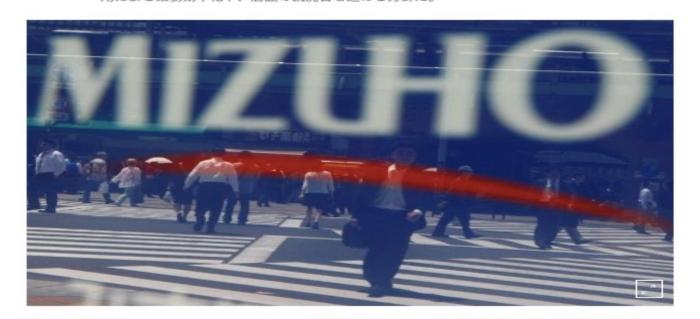
 トゥ店舗統廃合で=関係筋

 19,000 bank employees will lose their jobs

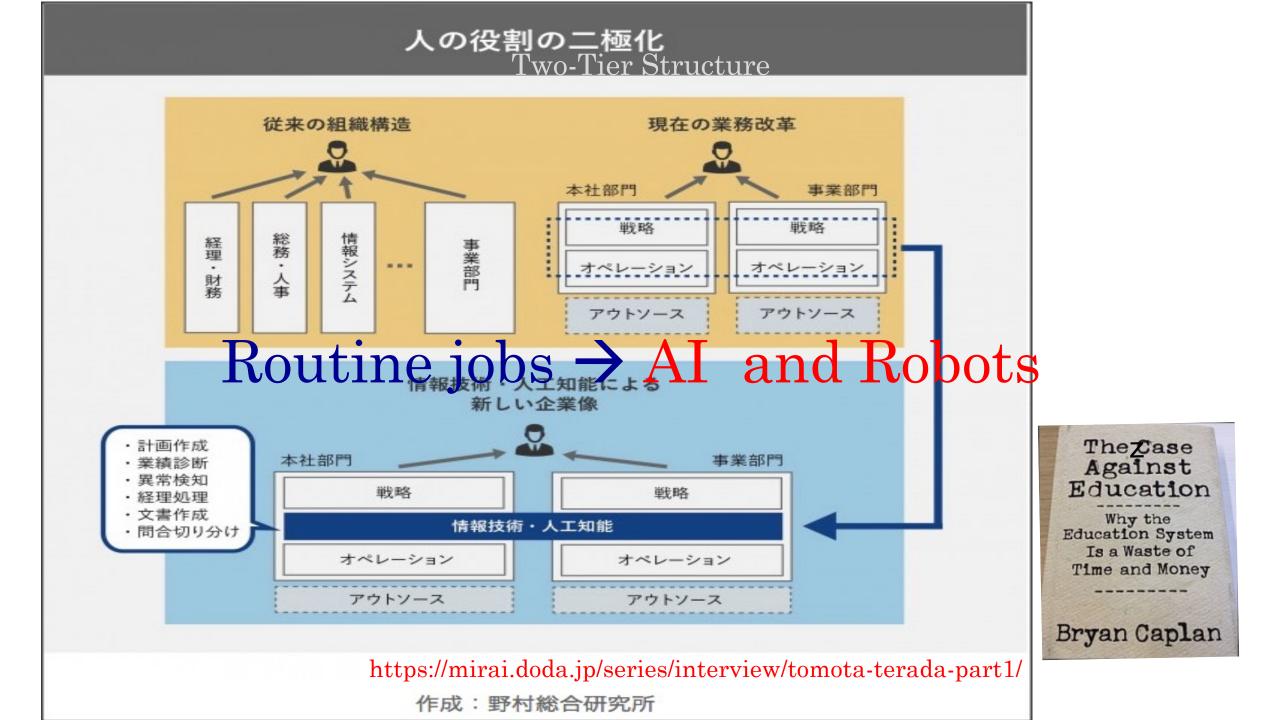
 in the next, 10 years!

 ンシャルグルーブ(8411.Dit. 今後10年間で

 179000人を削減し、現状の約6万人から4万人規模に移行する検討に入った。17活用による業務効率化や、店舗の結構合を進める方針だ。

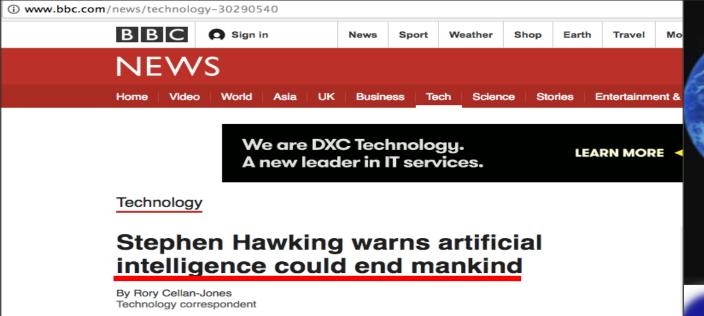


低金利の長期化で銀行の収益力が低下していることから、効率化を一層進め収益力の維持・ 強化を図る。



JOB MARKET IN THE FUTURE

< Share



C 2 December 2014 Technology P

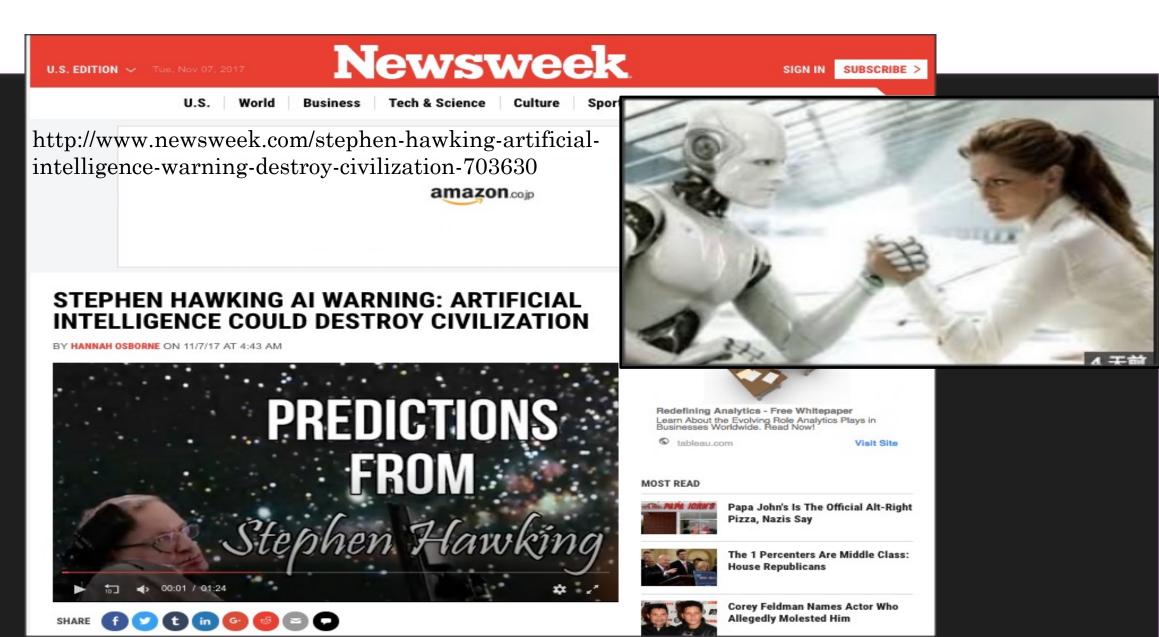
http://www.bbc.com/news/technology-30290540

http://www.spiked-online.com/newsite/article/the-robots-are-not-taking-over/16299#.WgJmDmKCzdc



In fact, the biggest threat facing mankind is one that has in some ways only just been discovered: artificial intelligence (AI). The physicist Stephen Hawking has said that AI could become 'a real danger' in the 'not-too-distant' future. Hawking added that 'the risk is that computers develop intelligence and take over. Humans, who are limited by slow biological evolution, couldn't compete, and would be superseded.'

Stephen Hawking





3 Employees' Mindset

New Values New Lifestyle

During a year and a half in the Pandemic, employees' mindset has been changing

NEW Values in Life !

During a year and a half in the Pandemic, employees' mindset has been changing.





I want remote work to succeed.

Here are 5 stats you didn't know you nee

Did you know:

49% of employees are signaling bun
 40% of companies haven't commun
 30% of employees might switch jobs
 50% of employees want 3 days at ho
 47% of employees are anxious abou

Remote isn't easy. Remote requires dedi an inclusive strategy to work for all of us

We can make history by making work truing meaningrui. I nope we go out swinging!

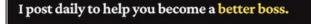
#leadership #management #motivation #bestadvice Ali Merchant

5 stats for the future of work. · 12 pages



49% of employees are signaling burnout.

40% of companies haven't communicated remote policies. 30% of employees might switch jobs if asked to return 5 days. 50% of employees want 3 days at home, 2 days in the office. 47% of employees are anxious about the future.





Follow for tips and strategies.

in

...



Ali Merchant

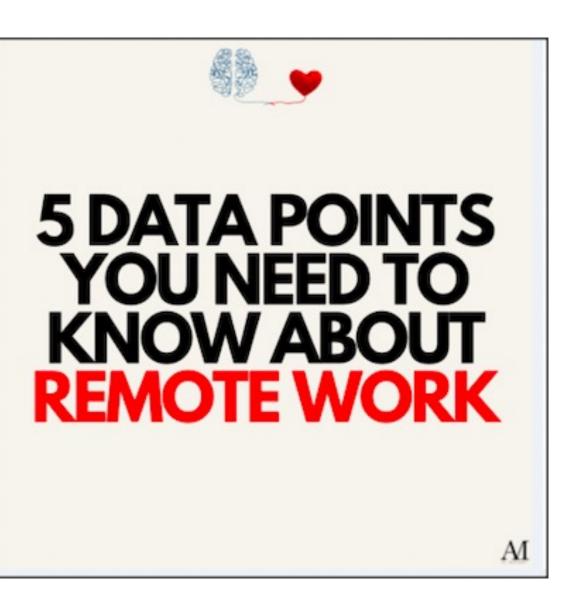
Chicago, Illinois, United States

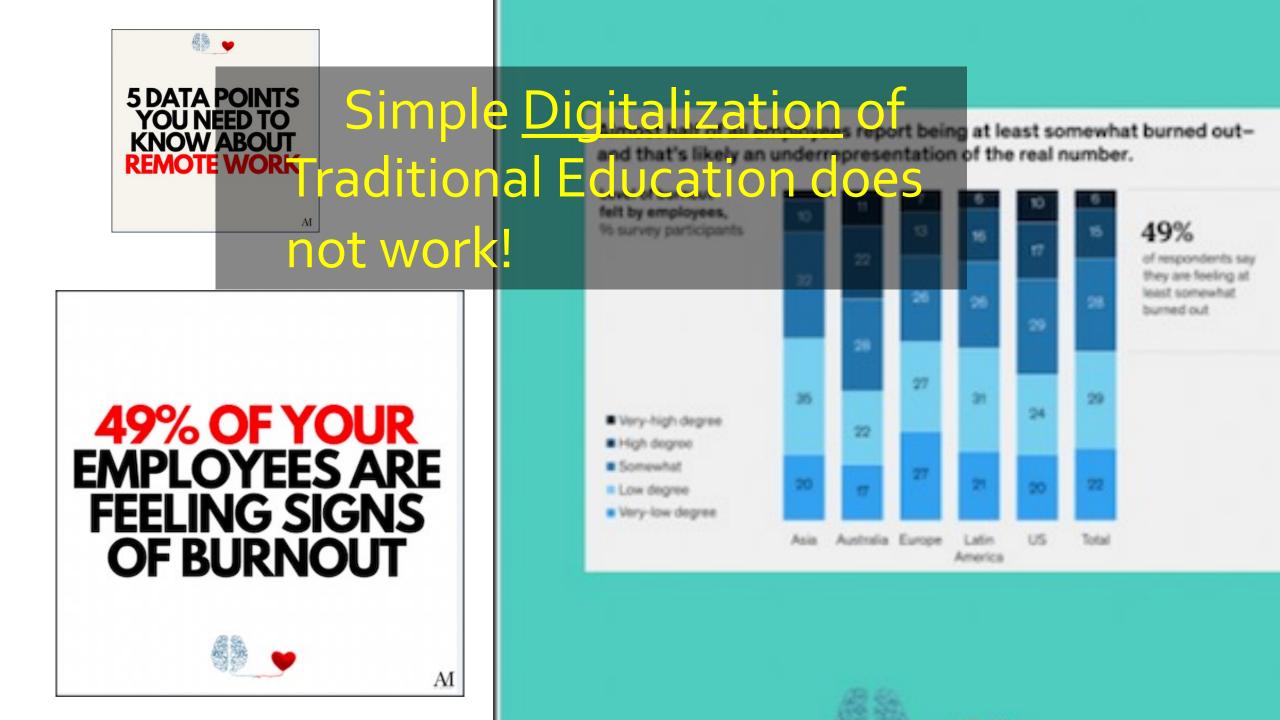
5,999 followers

Follow

Message

Providing services Management Consulting, Leadership Development, and Executive Coaching See all details













Employees will NOT go back to NORMAL after the Pandemic!

They will look for <u>a new lifestyle</u> and <u>new values</u> in life!

ALSO, Good reference:

https://guthriejensen.com/blog/future-of-work-statistics-infographic/





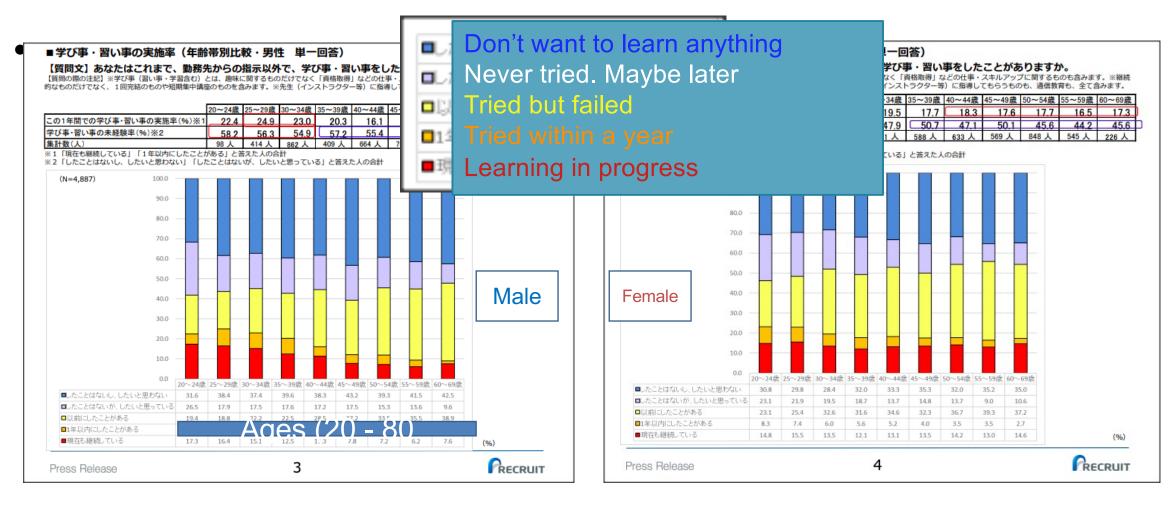
Evidence from Data Science

• Lifelong Learning Mindset

- Will Intellectual Curiosity develop as people grow older?
- Will people continue to upskill?

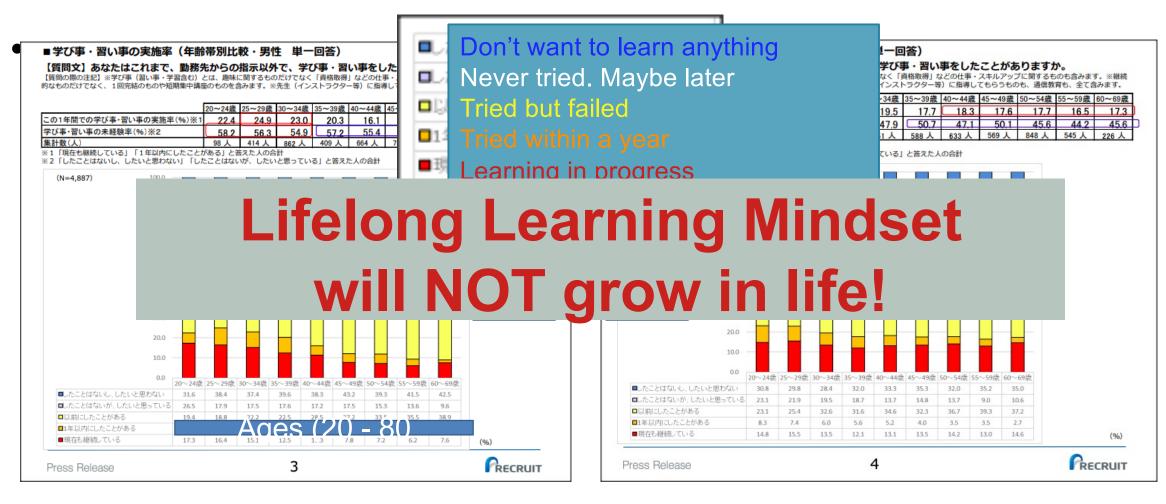
Lifelong Learning Mindset

https://www.recruit-mp.co.jp/news/180330_01.pdf



Lifelong Learning Mindset

https://www.recruit-mp.co.jp/news/180330_01.pdf

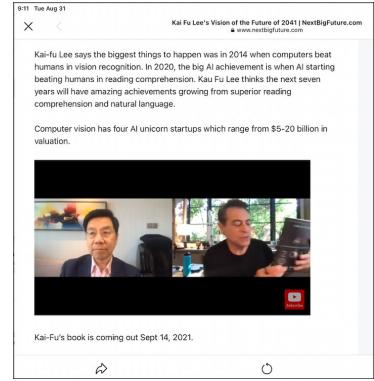


Which means . . .

• No such scenario for the future career life!

Singularity(2045) \rightarrow Lay off (47%) \rightarrow (Re-Training Program) \rightarrow Relocation

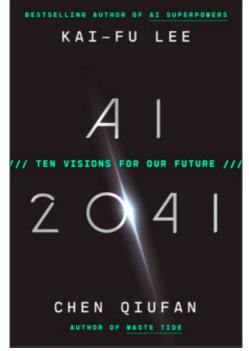


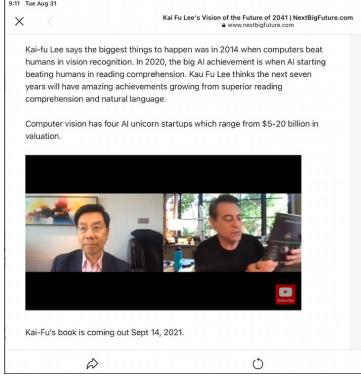


Which means . . .

• No such scenario Nothe Dug time tie!

Singularity(2045) \rightarrow Lay off (47%) \rightarrow (Re-Training Program) \rightarrow Relocation





Summary in this Section

- Critical Thinking : Current Issues
 - (1) Time Allocated for Authentic Education
 - ② Singularity
 - ③ Employees in Pandemic: New Lifestyle and Values
 - (4) Learners' Mindset for Lifelong Learning

<u>Outline</u>

Authentic Learning in the New Normal

(i) Be Authentic! - Facts in Education (Learning)(ii) Journey to Authentic Education

• Future Skills

(iii) Authentic Assessment --- (May not be included this time.)

What needs to be included in Authentic Education?

2

5

3

- Education Model
- Bloom's Taxonomy Matrix
- Future Skills Defined!
- ICT in Education
- Innovation in Education
- Showcase
- Our Mission





EDUCATIONAL MODEL

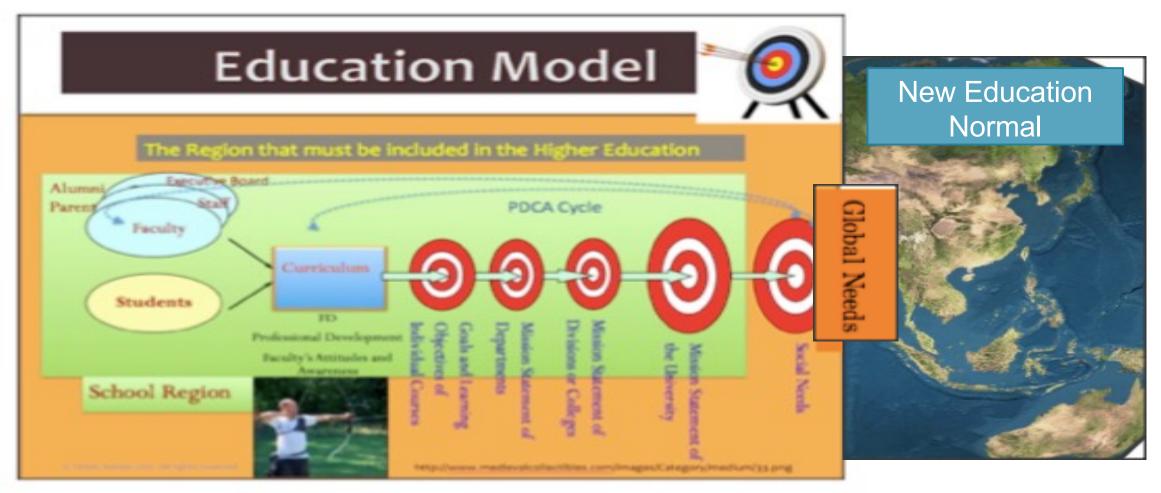


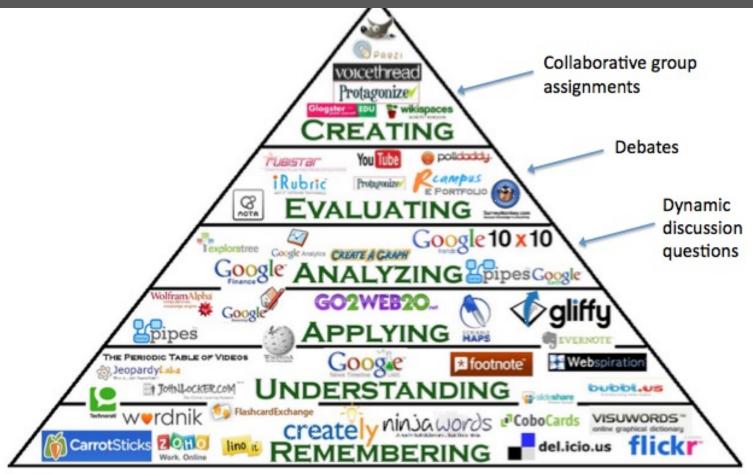
Figure 1. ABET Educational Model

Image source: google.com



http://catlintucker.com/wpcontent/uploads/2012/04/Blooms-withnotes.png

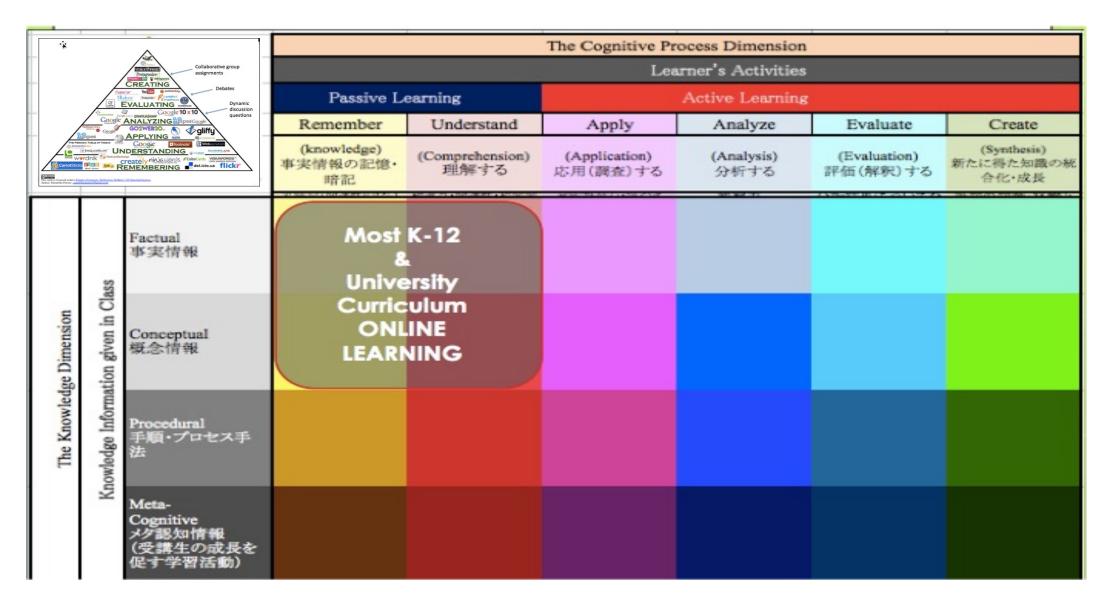
Bloom's taxonomy: Learner's Activities



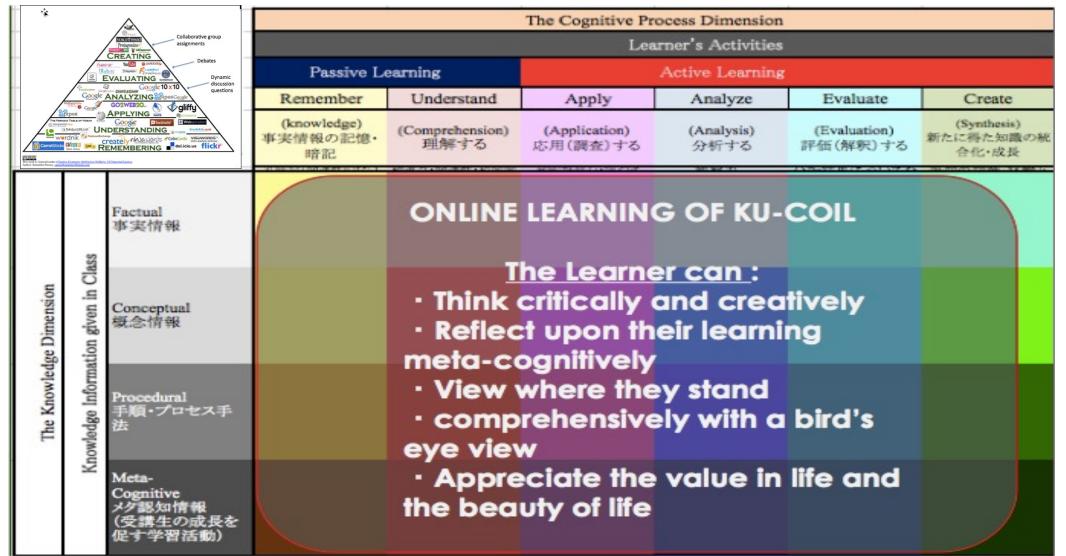


		Δ	The Cognitive Process Dimension					
Collaborative group assignments CREATING CONCENTING EVALUATING CONCENTION CON			Learner's Activities					
			Passive Learning		Active Learning			
			Remember	Understand	Apply	Analyze	Evaluate	Create
Concession Conces		Cooke Discover Headers	(knowledge) 事実情報の記憶・ 暗記	(Comprehension) 理解する	(Application) 応用(調査)する	(Analysis) 分析する	(Evaluation) 評価(解釈)する	(Synthesis) 新たに得た知識の統 合化・成長
The Knowledge Dimension	Knowledge Information given in Class	Factual 事実情報						
		Conceptual 概念情報						
		Procedural 手順・プロセス手 法						
		Meta- Cognitive メタ認知情報 (受講生の成長を 促す学習活動)						

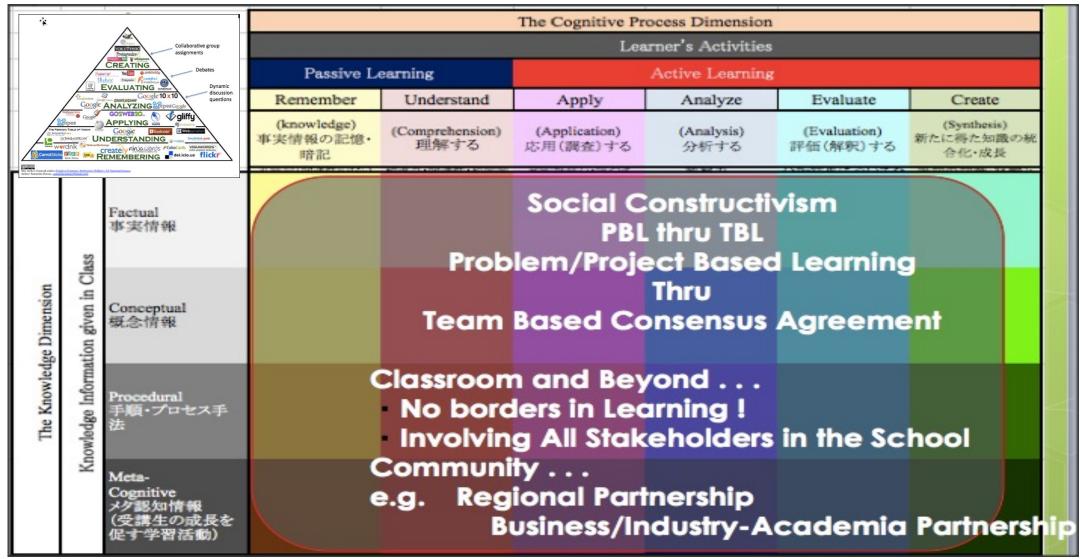
GOING BEYOND TRADITIONAL LEARNING



ACTIVE LEARNING



ACTIVE LEARNING

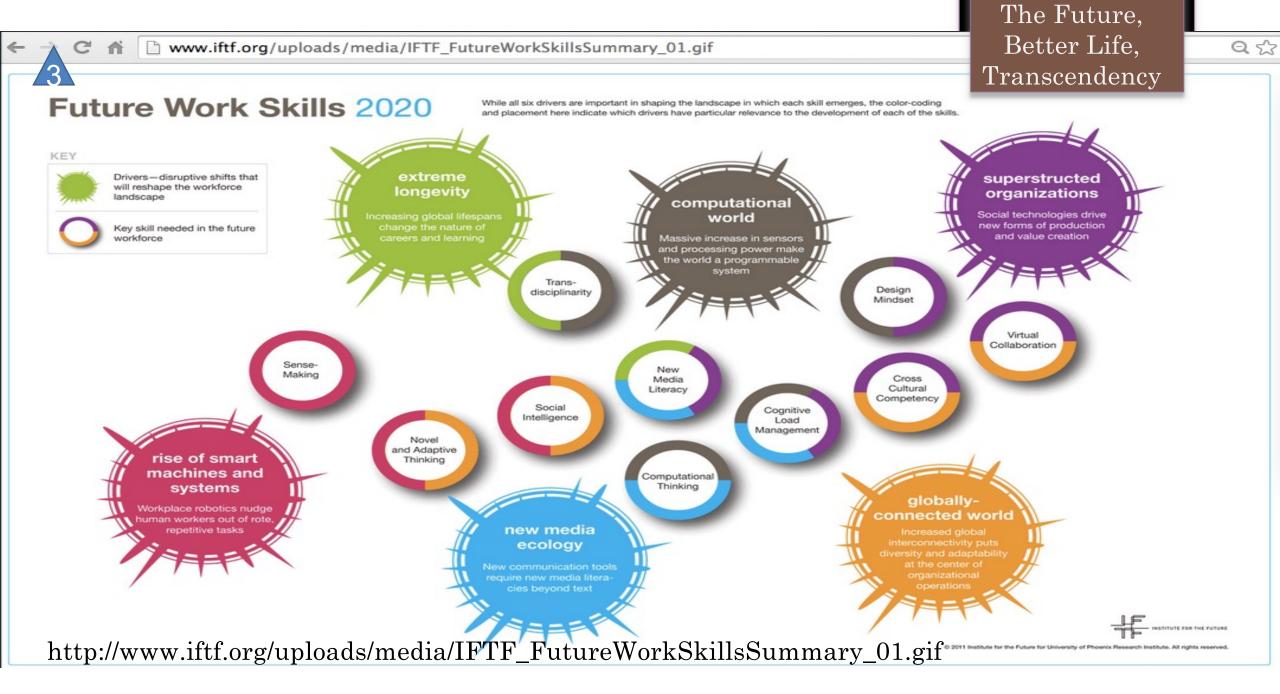


In order to work in a team . . .

- Problem-Based Learning through Team-Based Learning
- All members must be on the same page! (Project-Based)
 - ICT enhanced Visual Organizers: (e.g. SimpleMind®, Post-It Plus®, Padlet®, Mural®, JamBoard®, etc.)
- Social Constructivism / Connectivism
- Consensus Building through Discussion/Communication Communication for Trust-Building
 - Using Cases: Authentic Situations that we may encounter in our daily life.

Sense Making: ICT and Communication

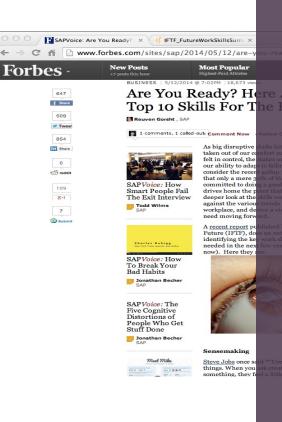
- Communication Skills:
 - Needs for communication with students from other cultures and values.
 - Long-Lasting <u>Trust Building</u> (Win-Win Negotiation Skills)
- Problem Solving Skills: Common issues in our society
- Project Management Skills: Working in Teams: International/Global Teams
- Consensus Building through TBL
- Go Global ! Diversity, Cultural Differences, Inclusive Society



http://www.forbes.com/sites/sap/2014/05/12/are-you-ready-here-are-the-top-10-skills-for-the-future/2/

The Future, Better Life, Transcenden<u>cy</u>

10 Needs for Future Education



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Sense Making Social Intelligence Novel & Adaptive Thinking **Cross-Cultural Competencies C**omputational Thinking New Media Literacy Transdisciplinarity Design Mindset Cognitive Load Management Virtual Collaboration

ou-ready-here-are-the-top-10-skills-for-the-future/

"How to say "This is Crap" in der as to how important it is to be ings. Globalization is no longer ality. Many of us work globally ultures, but those who know how ions and style of collaboration, will ross geographics and cultures.

think life a computer, but nonetheless, are as it to everywhere. You get it fror each through dozens of emails, or the billy to translate vast amounts of an ever critical skill. Many of us work understand the meaning, the trends and us been see paramount. Are sales Witness are things you wouldn't be able to

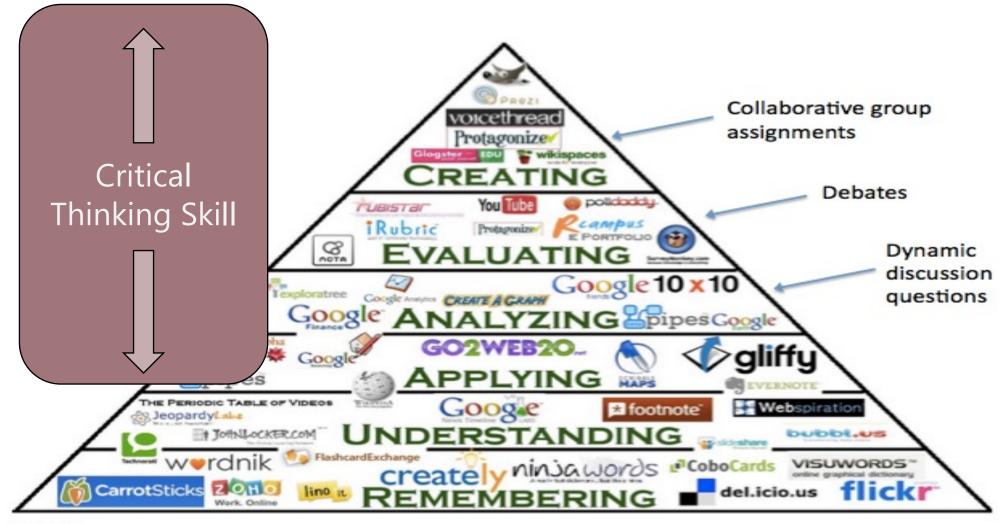
nt desks? The world of videos, blogs, and mmunicate and consume information. <u>Sound gital</u> entering the workforce, in digital and social media forms of at they currently assess a paper or



Also On Forbes New iPhone 6 Taiwanese Po

Bloom's Taxonomy enhanced with ICT

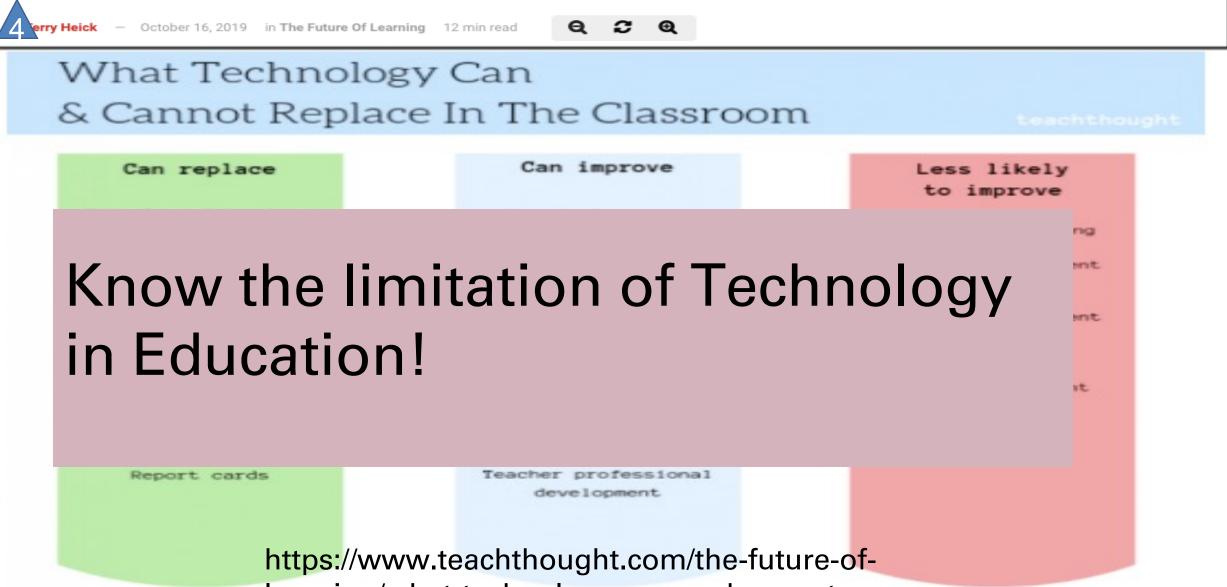
http://catlintucker.com/wp-content/uploads/2012/04/Blooms-with-notes.png



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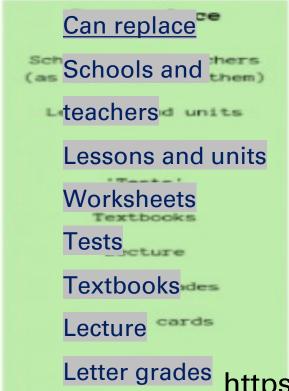
This work is licensed under a Creative Commons Attribution-NoDerivs 3.0 Unported License, Author: Samantha Penney, samantha penney@gmail.com

What Technology Can & Cannot Replace In The Classroom



Learning the limitation of Technology in Education

What Technology Can & Cannot Replace In The Classroom



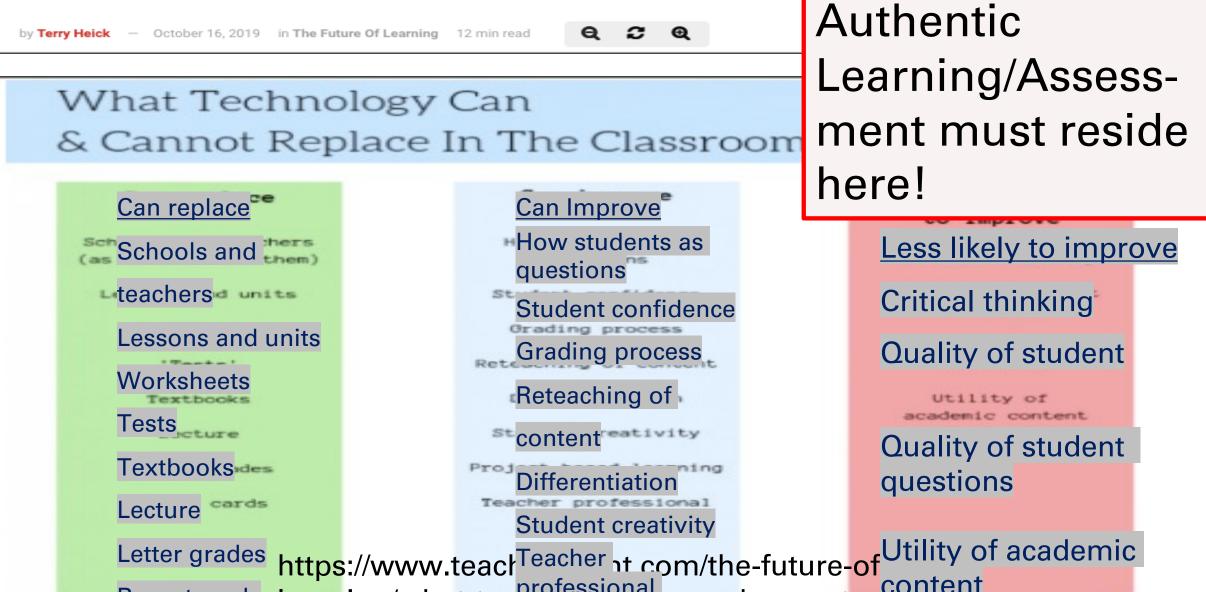
Can Improve How students as questions Student confidence Grading process Reteaching of content Differentiation Student creativity

Less likely to improve Less likely to improve Critical thinking Quality of student Quality of student questions Utility of academic

e In The

Letter grades https://www.teacl^{Teacher} ht com/the-future-of- content

What Technology Can & Cannot Replace In The Classroom

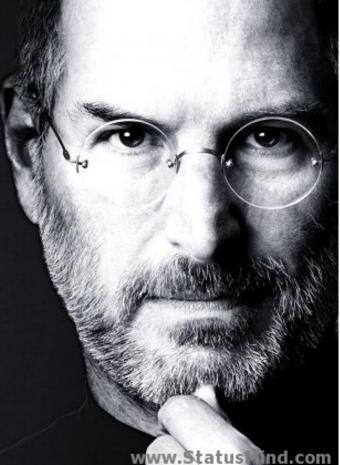


Innovation in Education

Innovation => Connecting the Dots in the Past

You can't connect the dots looking forward; you can only connect them looking backwards. So you have to trust that the dots will somehow connect in your future. You have to trust in something - your gut, destiny, life, karma, whatever. This approach has never let me down, and it has made all the difference in my life

~ Steve Jobs ~



http://statusmind.com/life-quotes-844/

Example Courses will follow . . .

Amazing Sculptures Show People Carving Their Ideal Figures Into Their Own Bodies 🖪 😰 💟

DESIGN PHOTOGRAPHY STORE MORE TOPICS - @ ENGLIS

exican artist Victor Hugo Yáñez Piña is known for his incredible figurative sculptures in wax, resin, and bronze. His recent work explores the power of autonomy in forging your own path. The piece, entitled *Self-Made Man*, features a male subject staffed with the traditional sculpture tools of a hammer and chisel, who is taking it upon himself to carve out his idealized form from a larger body. We can only make innovations from what we already have!

https://mymodernmet.com/victor-hugo-yanez-pinasculptures/?fbclid=IwAR0W6UzIiKtNm05esgysXm7J9Shpq3goJiZtUZDTTNb_mkGhYIF_W58jZpA

MY MODERN MET

POPULAR -

ART



Learning Opportunities Regional Coalition/sal Entrephine Inductri Realm. SDGS Coalition/Pa

Learning

http://coil.suny.edu/homeA

Image source: www.uvic.ca/hsd/nursing/assets/images/photos/international/globe.jpg Environment

Learning Opportunities Global Learning

COIL (Collaboration Online International Learning)

COIL is a method which two classes (or more) from different universities (and possibly from different countries) can work on a same project together, or simply create an opportunity to have intercultural/international communication with the ICT enhanced tools. Various tools available in Web 2.0 era are used in order to enable this kind of connection among them. Kansai University is interested in formally adopting this kind of activities as institutionally encouraged / promoted endeavor as a part of globalization/internationalization act for us. KU is going to have its 130th anniversary year very soon (2017), and it wants to include the development of Kansai COIL platform with overseas network by then.

COIL has begun in SUNY, USA. More information can be found in their homepage, and some relevant parts are cut and pasted below. With their collaboration, Kansai University is now planning to have our first

international gathering event in upcoming December, particularly Dec 5-7th to be precise. We would like to invite some international guests on our budget, and more overseas / domestic guests are welcomed to participate in this three day event.



Learning



Collaborative Online International Learning

ImmerseU

Course Contents

Social Entrepreneurship

Kansai U – NYP, Singapore - Texas A & M

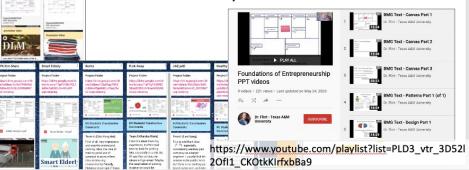
Connecting the world. Brought to you by IIGE & Class2Class.

• Social Entrepreneurship

KU – Singapore NYP – USA Texas A & M

CLASS (2) CLASS

- Period: June Sept
 - Texas A&M Summer Term 6 Teams (End of May ~)
 - Nangyang Polytech(NYP) 20 Teams (April 20th ~)
 - Kansai University 1[~]2 Teams (April 20th ∼)
- Students: =>Study Abroad





M 受信トレイ (2,534) 💢 SWiSH Max4 crea... 💭 PowerPlugs: Quiz... 🏹 Easily Embed Flas... 🌠 PowerCONVERTE... 🕒 ePortfolios for Lea... 🚱 🛃 Digital Portfolios J.

padlet.com/soetosh/8884zoo1rxkk

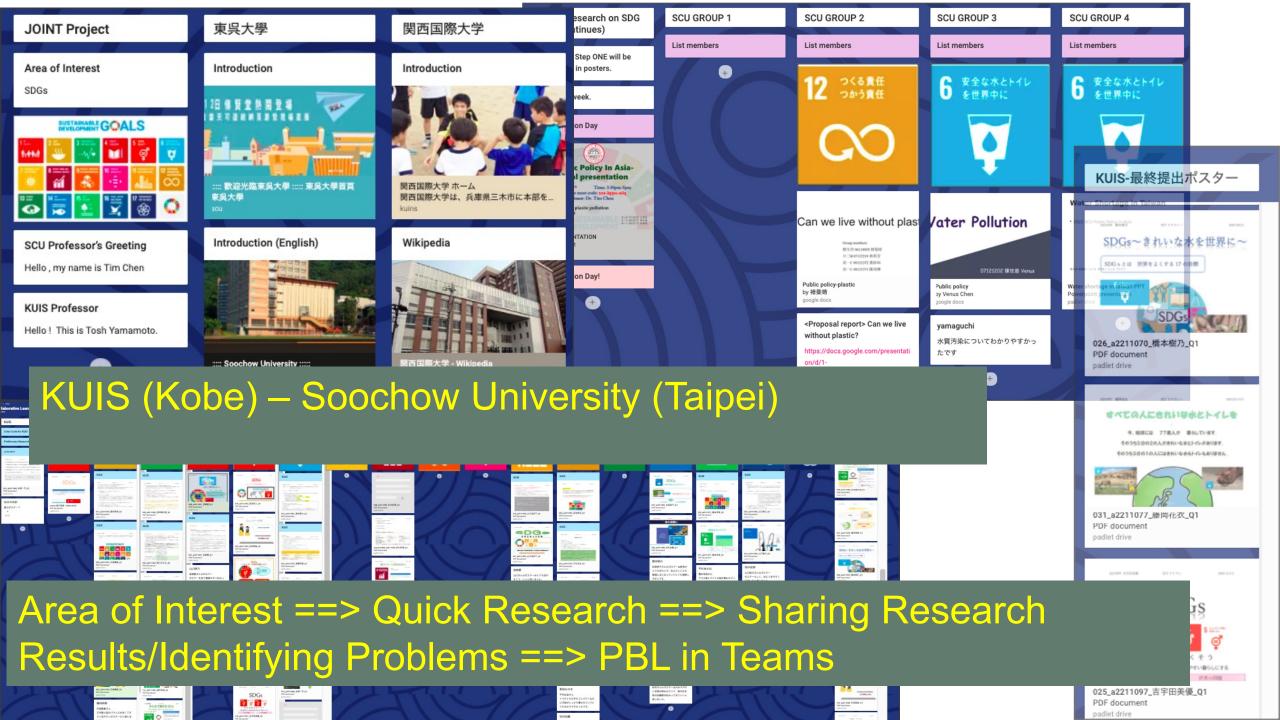
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» 📰 Reading List

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Since SE 2019 KU/Kuis – NYP

https://padlet.com/soetosh/8884zoo1rxkk https://padlet.com/soetosh/2019-se-coil-8884zoo1rxkk https://padlet.com/soetosh/se-padlet-2020nopqkrmyqhwqttht https://padlet.com/soetosh/global_studies_kuisnyp_padlet-cgdx346izd10ujbm



COIL Collaborative Online Global & PBL Learning

Image of Learning compared to bridge building in Rome. Snapshots for the learning process as well as the development flow of the learning set by the learner.

Our Mission is . . . Building more bridges with capstones of active learning (PBL)!



シューシュタルの遺跡より

From Google

What are the main challenges to designing authentic learning/assessments?

- Professional Development
 - From Full-time researchers to Future Education Designer
 - Teaching => Learning : Pedagogy to Andragogy
 - Passive Learning to Active Learning (AGILE Learning)
- Instructor Mindset
 - Role Model for Students
 - Future Design in Education
 - Be responsible for raising future generations with Future Skills
 - Future generation must face Singularity (2045): Freshmen today will be almost 50 years old!

Education Model

Incorporating Future Skills in the Curriculum

Are You Ready?

Op 10 Skills For



10 Needs for Future Education

Sense Making Social Intelligence Novel & Adaptive Thinking Cross-Cultural Competencies Computational Thinking New Media Literacy Transdisciplinarity Design Mindset Cognitive Load Management Virtual Collaboration

The Future, Better Life, Transcendency

lew iPhone

SHOWCASES - \rightarrow GO TO THE NEXT SET OF SLIDES

Let's explore the innovative world of authentic learning!

2-1. K-12 Tier: STEAM

-Title: City Auncel—Analyzing Learners' Multiple Representations Literacy in the Socio-scientific Issue Inquiry Game Based on GIS Information Speaker: Dr. Juling Shih

-Title: Incorporating Regional Social Aspects and Gamification in STEAM education. Speaker: Dr. Kazuya Takemata (Tosh Yamamoto)

2-2. Higher Edu Tier: COIL and Beyond . . .

-Title: Academic Writing COIL, Tourism, Essay Writing, Press Release Writing Speakers: Prof. Ru-Shan Chen & Yi-Chien Wang, Tosh Yamamoto

-Title: Social Entrepreneurship with Global Collaborative Learning Speakers: Prof. Chris Pang/Prof. Benson Ong/Dr. Tosh Yamamoto

2-3. Graduate Tier

-Title: Integration of E-portfolio into General Education Classroom and Automate Classification Model for E-portfolio Speaker: Dr. Minoru Nakazawa. Design Thinking

2-4. Corporate Tier: Human Resources

-Title: Trust-Building and Negotiation Practicum Speaker: Masanori Tagami & Tosh Yamamoto

3. Further Discussion and Conclusion:

In Charge: Workshop ChairsWhat is your next step in New Education Normal?