

#### **JU-LING SHIH**

National Central University Graduate Institute of Network Learning Technologies

## Theme-based Curriculum

- Student-centered Learning. Connected with real life.
  - Multi-disciplinary Course.
- Use phenomenon or project as core, linking to various disciplines and issues.
  - Experiential Learning increase participation, motivation, and cooperation.







Integrated

## 融域課程 Convergent Curriculum

#### **Features**

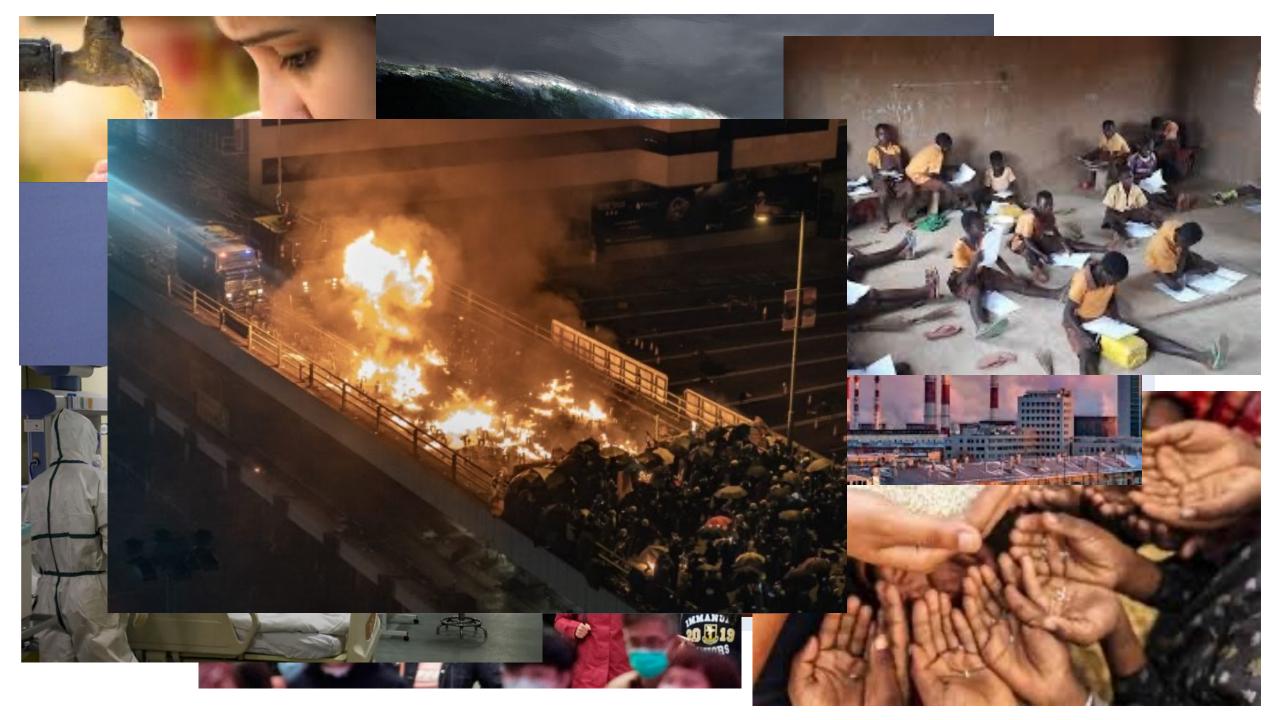
- Temporal-spatial relations
- Emphasizes on social humanistic concepts
- Complex relations and issues of real life
- Participatory and Interactive
- High-level thinking and cooperation
- Open answers

**Complex** 

Challenge

Themes
Are Not: Transportation, Food, Weather...
Are: Renaissance, Great Voyage, Schindlers List, ...







Increased awareness of future trends



Visualized future radar and scenarios



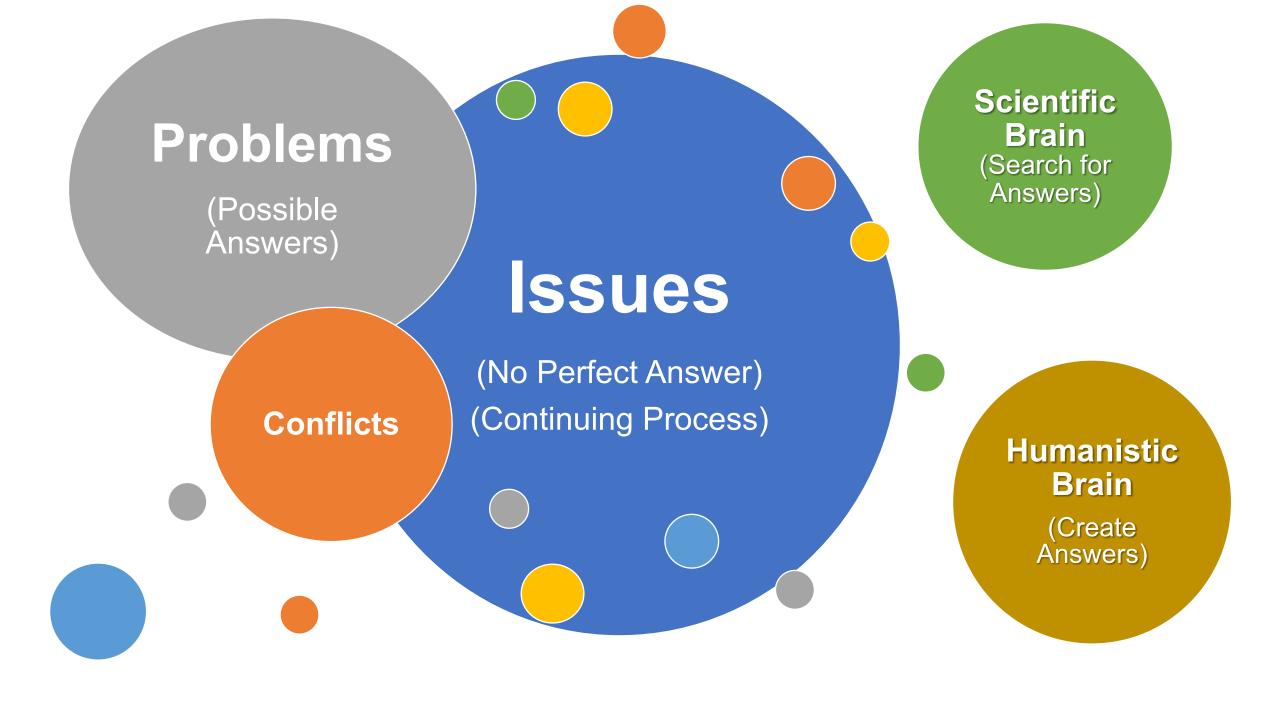
Early warnings on opportunities and threats



Future-proof plans and decisions

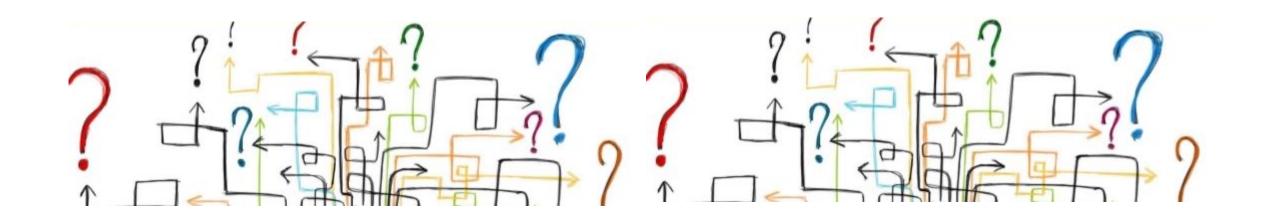


leadership



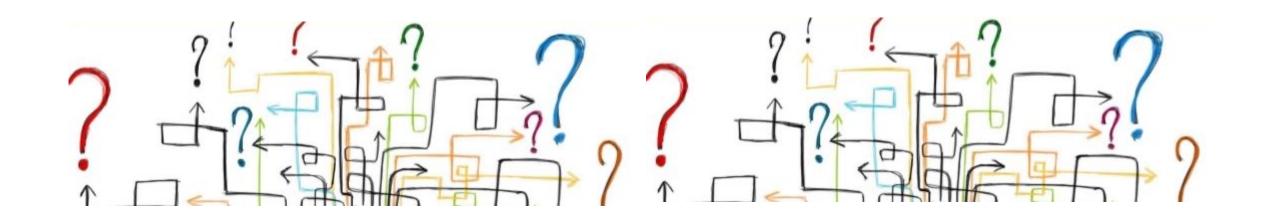
## Three-Phase Curriculum

### SCENARIO – ISSUE – RESOLUTION



### SCENARIO – ISSUE – RESOLUTION

## **Scenario Representation**



Real Scenario Simulated Scenario

Fictional Scenario

Text

Graphics

Multimedia



Communication

Thinking

Action

Construct Scenario Represent Scenario

Metaphoric Scenario



Local:

Real Taiwan Aboriginal History
Historical Tendraking

<Mosa Tayal>

#### <Fragrance Channel>

Maker Game for the Great Voyage Time



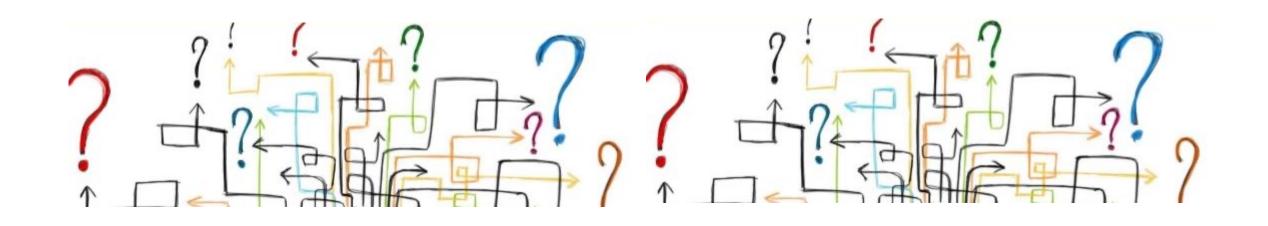
# Challenging Issuesaphor:

**Fictional** Scenario <Callisto>

**Space Summit Game** 

### SCENARIO – ISSUE – RESOLUTION

# **Issue Recognition**



## 十二年國教19大議題 & SDGs

性別平等







4 優質教育



品德

Environment

資訊

能源

安全

防災

生涯規劃

多元文化

閱讀素養

戶外教育

原住民族

















14 水下生物



15 陸地生物



16 和平、正義 與強大機構



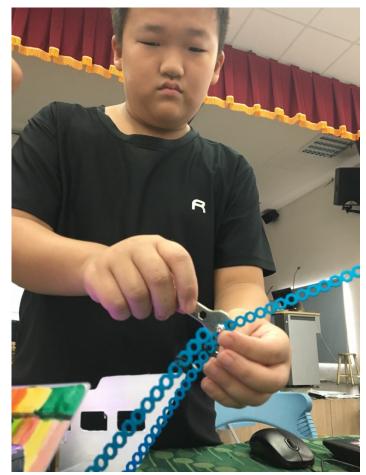
17 促進目標實現的夥伴關係



●可持續發展◎標























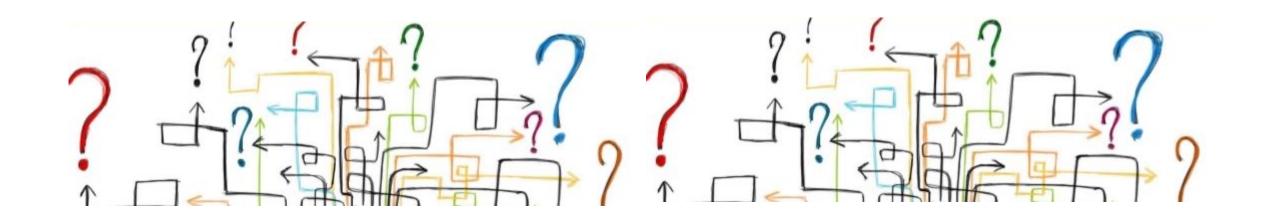






### SCENARIO – ISSUE – RESOLUTION

# **Technological Resolution**



## **Technological Integration**

- Get in touch with various technological devices
- Attempt to use technology as agent to participate in the scenario
- Use technology to creatively solve problems













# 大航海高峰會遊戲

















# Hands On











# Feet On











## Thematic Reading



**Guided Reading** 

**Several Articles** 

Required Reading

One Book

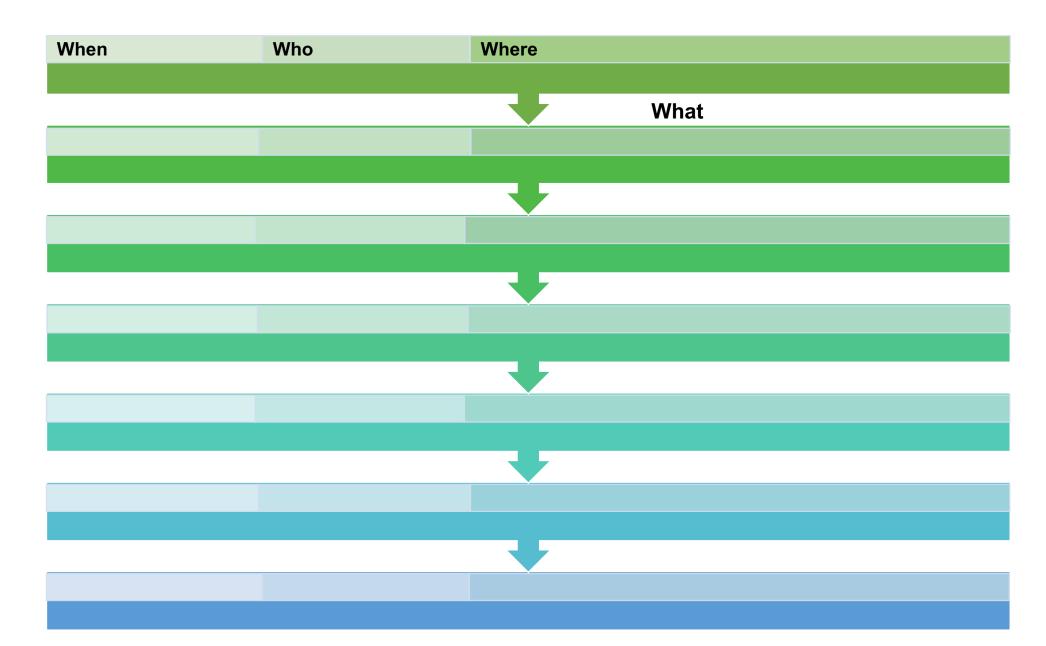
Selected Reading

3-5 Books

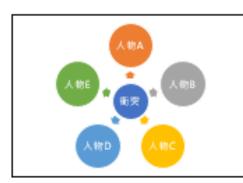
Free Reading

20 Books

#### **Event Description**



#### **Conflicts Analysis**



以問題衝突為中心點,分析每個人物角色的情緒、目的與論點。

人物 A一

情緒:A 感到... (正情緒) 開心、平靜、期待、感激...;(負情緒) 失望、不安、擔心、生氣...。

目的: A 想要... 論點: A 認為...

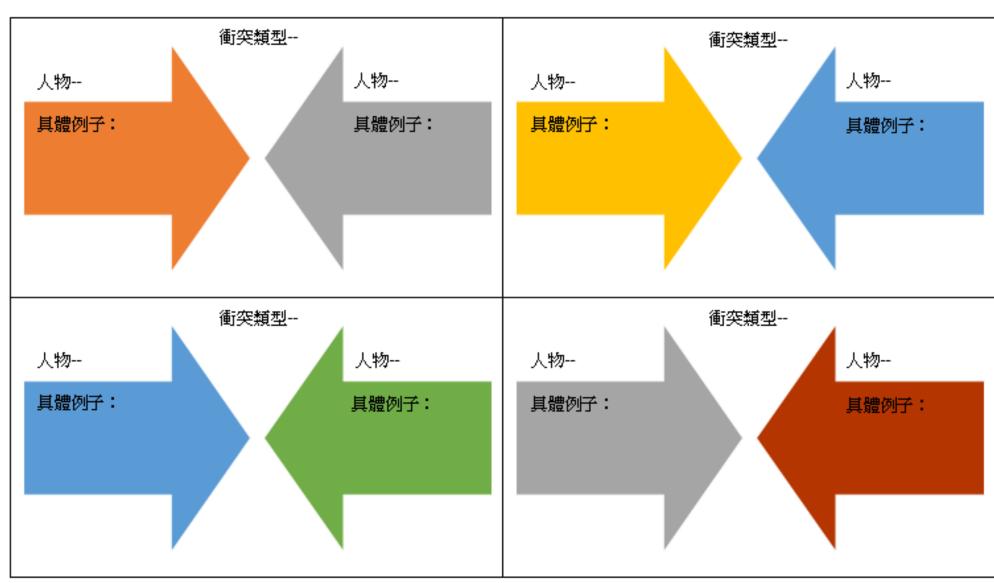


#### **Conflict Types and Events**

Compare conflicts and give examples.

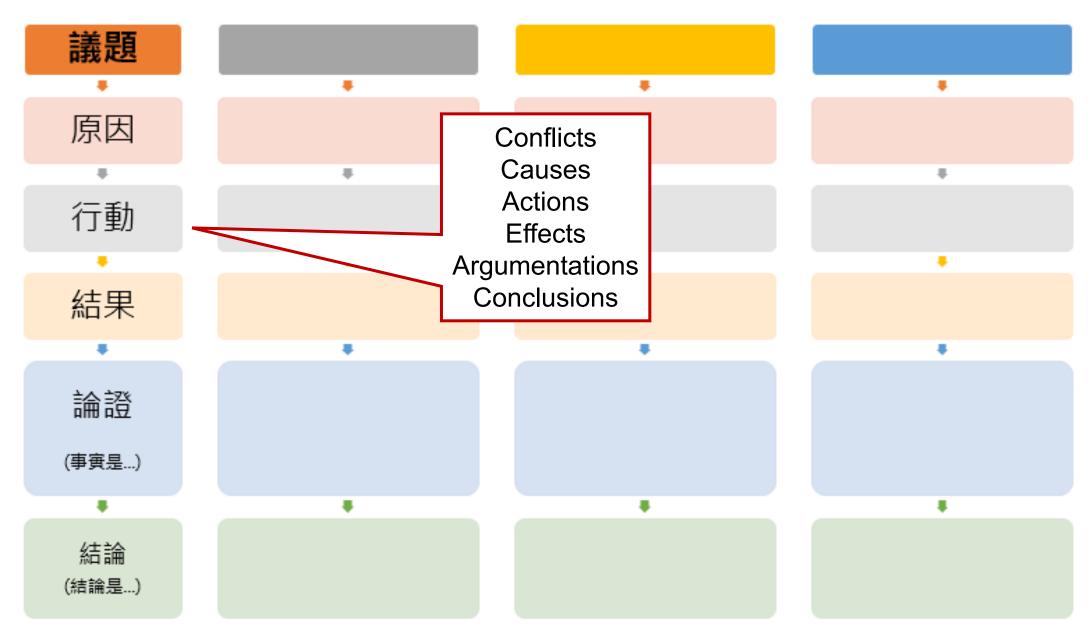
Conflict types: Benefits, Cultures, Languages, Perspectives, Goals

Action examples: Accommodate, Avoid, Attack, Argue...



#### Cause and Effect Analysis

**Argumentations and Evidences** 











Negotiation

Creation







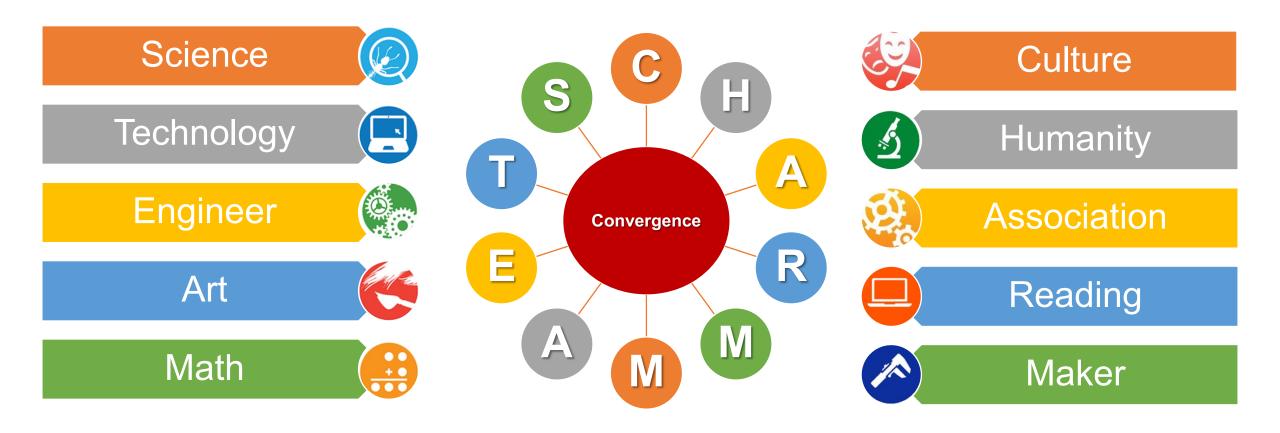




Association

**Action** 







SCENARIO-ISSUE-RESOLUTION APPROACH
TO COMPLEX PROBLEM SOLVING
ACROSS TIME AND GEOGRAPHIC AREA

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