



TODAY'S PLAN

Who are today's students?

COVID impact on this generation

Defining CTE and Innovation Labs
Preparing for the Workplace
Cross Curricular Connection
Environment Elements and Examples





YOUR SPEAKER

Sue Ann Highland, Phd

- · National Education Strategist
- Industrial/Organizational Psychologist
- 30 years in education as a teacher, Principal, Curriculum and Assessment Director, Federal Programs, Gifted Education Director, CTE Director
 - Half of those years spent in rural districts
- PhD I/O Psychology
- MA Educational Leadership and Policy Studies
- BA Liberal Studies, emphasis in Elementary Education

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A PARTNER AT EVERY STEP



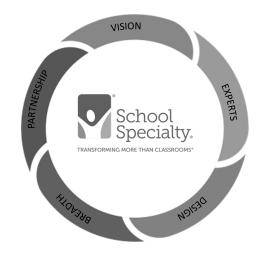
Your district VISION and goals...

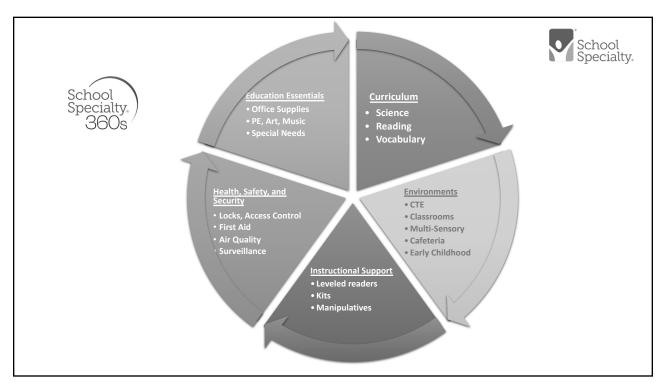
plus our team of EXPERTS, partnering with you...

to DESIGN effective comprehensive learning environments...

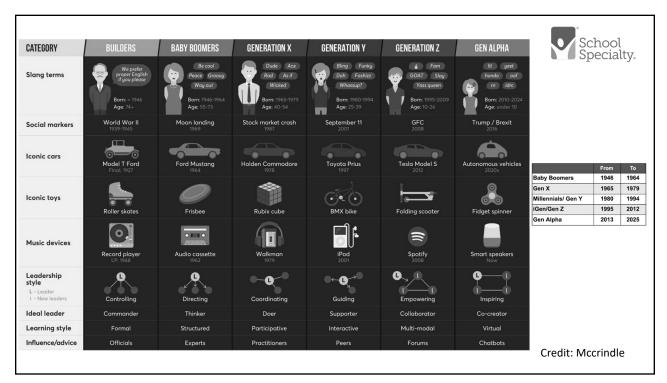
including the BREADTH of supplies, curriculum and furniture you need...

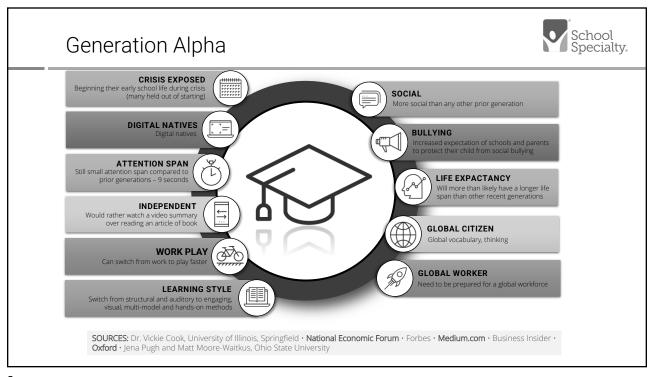
and ongoing PARTNERSHIP – from execution to professional support and beyond

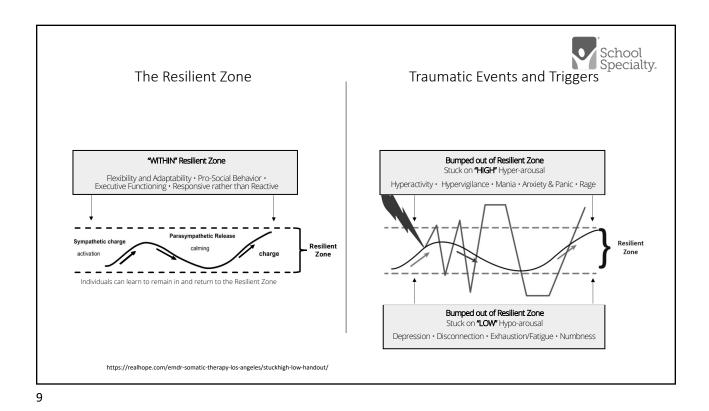












IMPACT OF COVID-19 ON THE ALPHA GENERATION



Resilience

- Children learn through observation.
- Adults involved in the lives of these children have tried to hide anxiety, frustration, fear, as well as determination, patience, and grit
- These emotional highs and lows felt and observed by the Alpha Gen during the the pandemic
- Elasticity and the ability to bounce back from these lows they are watching us

Digital Literacy

- Born into the world of technology, internet and connectivity, the social distancing measures, stay home campaigns, and lockdowns have only encouraged the Alphas to immerse deeper into their gadgets and screens.
- Likely they will grow up to be the highest digitally literate generation compared to Gen Z and the Millennials
- Put into the position of reliance on tech such as Zoom learning, during their early developmental years
- More than just a learned skill but develop into an instinctive skill

IMPACT OF COVID-19 ON THE ALPHA GENERATION



Non-Conformist

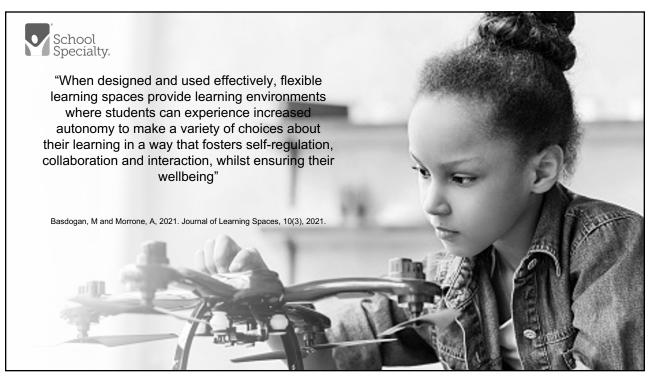
- 8-11 years old during pandemic learn a lot about what are socially acceptable behavior and take cues from peers called social judgements.
- May begin exhibit more independent thinking, defy or even re-define what is considered socially acceptable and the norms of connecting in society in the future

Information-Packed

- More time playing games, reading interactive stories, and connecting with friends via social platforms
- Will be one of the most information-packed generation with a wide breadth of knowledge across borders, cultures and language

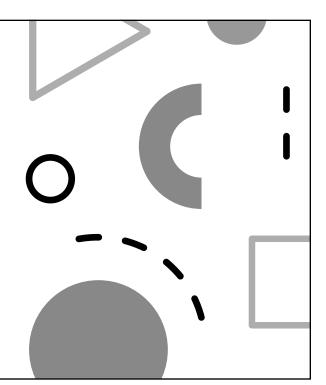
Live First

- Saw their parents and adults in their lives struggle during Covid
- · Learned the importance of 'living life when you can'
- Possible that they may delay marriage, work, and other life milestones to truly live life first
- Living with their parents and guardians well into their 20s and 30s or beyond



WHY CTE AND INNOVATION LABS

- Benefits = ingenuity, collaboration, creation, risk taking, supporting one another, "building a case", resilience, teamwork, application and synthesis of knowledge, creation of new knowledge
- In the workforce An innovation lab is tasked with coming up with new ideas, executing them, and iterating until the idea is fully executed or integrated into the business.
- Draw from cross-functional expertise, interests, and collaboration to create products and services, often for the parent company.



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INNOVATION LABS

- What is an Innovation Lab? It is a place where students can create, discover, design, and build. The space inspires and cultivates discovery. It is a place for tools and space for students to work independently and collaboratively.
- Also known as hubs, incubators, or accelerators
- Can you create areas/spaces within the lab for specific purposes?
- 3d printing, green screen, workshop space, group collaboration, podcasting and broadcasting, among others
- Teacher as facilitator, not "instructor"
 - Someone who can guide students through design thinking and activities that foster innovation.



WHAT IS CTE?



- Should not be considered "just an old school vocational program"
 - · Great for students focusing on vocation and college
 - Dual path approach for students gives them choice and ownership of their path after high school
- · Provides learners with the knowledge and skills they need to be prepared for college and careers.
- CTE gives purpose to learning by emphasizing real-world skills and practical knowledge within a selected career focus.
- · Academic and technical skills
- Skills first businesses are looking beyond just basic skills but want people to be able to problem solve, work together, etc (World Economic Forum)
- Integrates with academics

Cite: World Economic Forum, Glossary

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School Specialty. **QUICK FACTS** Law, Public Safety & Security 20%: High school graduates earning students taking a concentration of CTE courses Marketing Sales & Service Career graduation rate for credential or degree Clusters® CTE concentrators Government & Public Administratio Arts, A/V Technology & ommunication each representing a different sector Education & Training Citation: www.cte.careertech.org, www.ACTEonline.org

PROPOSAL FOR MOVEMENT TO 12 CAREER CLUSTERS

- There is currently a move to update/ reduce the national list of clusters from 16 to 12. Comments were requested by 2/25 but no sign of when this is to be adopted nationally.
- The proposed new 12 are:
 - Business, Management and Public Administration
 - · Construction & Built Environment
 - Education
 - Energy
 - · Food, Living Systems & Natural Resources
 - Health, Wellbeing & Community Services
 - · Information Technology
 - · Manufacturing and Operations
 - · Media, Entertainment & Experiences
 - · Research & Analytics
 - · Security & Justice
 - · Transportation & Mobility
- https://ctepolicywatch.acteonline.org/2022/02/new-draftcareer-clusters-available-for-public-comment.html

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PREPARING FOR THE WORKFORCE



- · Core academic skills
- Employability skills
- Technical skills
- Job specific skills
- Human skills
 - Critical thinking
 - Creativity
 - Communication
 - · Analytical skills
 - Collaboration
 - · Relationship building

- Digital building block skills
 - Analyzing and managing data
 - Software development
 - · Computer programming
 - Digital security and privacy
- · Business enabler skills
 - Project management
 - · Business process
 - · Communicating data
 - Digital design

 $\underline{\text{https://cte.careertech.org/sites/default/files/documents/fact-sheets/CTE_Prepares_Learners_Future_Work_2020.pdf}$

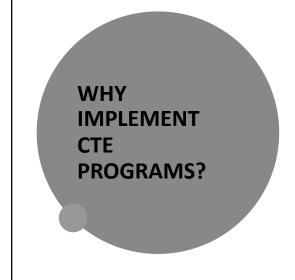
WORLD ECONOMIC FORUM The Education 4.0 School Specialty. **Taxonomy** Level 3 - emphasized elements Level 1 Level 2 Abilities and skills Critical thinking Digital skills and programming Problem solving Svstems analysis Collaboration Communication Negotiation Socio-emotional awareness Balance, coordination, positional awareness, strength Attitudes Self-regulatory Adaptability Conscientiousness Curiosity • Grit Growth mindset Initiative Civic responsibility (extra-personal) Environmental stewardship Empathy and kindness Global citizenship Disciplinary knowledge Discipline-specific Source: World Economic Forum

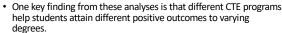
WHY IMPLEMENT CTE PROGRAMS?

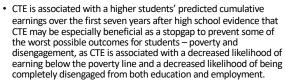


- CTE helps fill the skills gap Nearly 60 percent of companies report having difficulty filling job openings because of a lack of qualified applicants, which can cost a company upwards of \$800,000 each year in lost productivity and recruitment.13 Thirty-nine percent of employers say lack of experience or hard skills are top drivers of the talent shortages.
 - ttp://press.careerbuilder.com/2017-04-13-The-Skills-Gap-is-Costing-Companies-Nearly-1-Million-Annually-According-to-New-CareerBuilderSurvey
 - https://go.manpowergroup.com/hubfs/TalentShortage%202018%20(Global)%20Assets/PDFs/MG_TalentShortage2018_lo%206_25_18_FINAL .pdf?t=1537902614152
- The greater the percentage of CTE in a student's total course load, the lower the probability that the student will drop out.
 - Wagner, M. M., Newman, L. A., & Javitz, H. S. (2016). The Benefits of High School Career and Technical Education (CTE) for Youth With Learning Disabilities. *Journal of Learning Disabilities*, 49(6), 658–670. https://doi.org/10.1177/0022219415574774
- Career and technical education (CTE) prepares students with academic, technical, and employability skills for success in the workplace and
 in further education. Most high school students take at least one CTE course, and postsecondary students commonly pursue credentials in
 CTE.
 - https://cteresearchnetwork.org/research

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 Ecton, Walter G., and Shaun M. Dougherty. (2021). Heterogeneity in High School Career and Technical Education Outcomes. (EdWorkingPaper: 21-492). Retrieved from Annenberg Institute at Brown University: https://doi.org/10.26300/4jwf-wb39

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THE INTERSECTION OF DESIGN AND INSTRUCTIONAL PRACTICE



ESSENTIAL D E S I G N ELEMENTS



CHOICE

- In what they learn
- In how they learn
- In seating
- In how they present learning



COMFORT

- Physical safety
- In seatingEmotional safety
- Safety to take risks



VERSATILITY

- Furniture that will last for many years
- If focus changes, then furniture can be reused, moved, etc
 Versatility in the moment
- In the moment management



CONNECTION

- With other students
- With educators
- With the content they are learning
- With their emotions
- Understanding WHY they are learning the content



STIMULATION

- Cognitive engagement"Plus 1" activitiesGetting students excited to learn
- Excitement for learning



TECHNOLOGY

- Integration with learning
- Use as a tool Integration in furniture

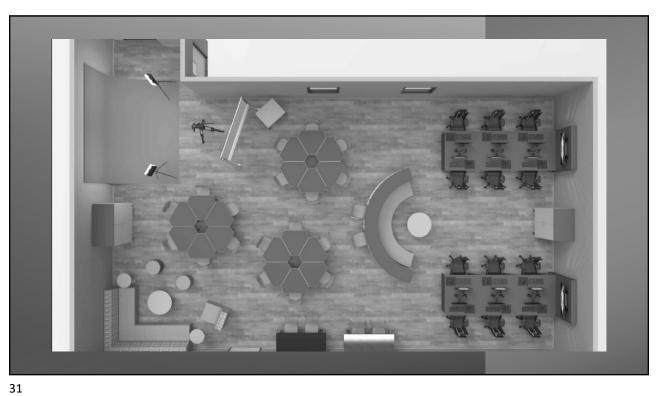


School Specialty. **ELEMENTS FOR CLASSROOMS** Connection to industry Consult industry standards and What do those industry experts environments **Trends** Equipment to find out what look like in the is happening in "real world" the industry

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• Things to consider for a lab • purpose, how can it support the school's vision, cross grade level teams should be considered, teach the "language of innovation" • Doesn't have to just be for engineering, can be a creative space to design for other purposes like art, music • Items to consider including: o Whiteboards and wall space where teams can visualize projects and ideas. o Movable tables and chairs where students can work individually **THINGS TO** and together in groups. o Digital displays where students can share their screen to a larger **CONSIDER** group. o Prototyping materials (low tech and high-tech equipment). Paper/markers/office supplies to - hand & power tools/ 3 D printers/laser cutters/ Robotic applications making use of Arduino/ Augmented Reality/Virtual Reality / Laptop/Computers for student use computer-controlled devices & engravers/digital sewing machines, etc.



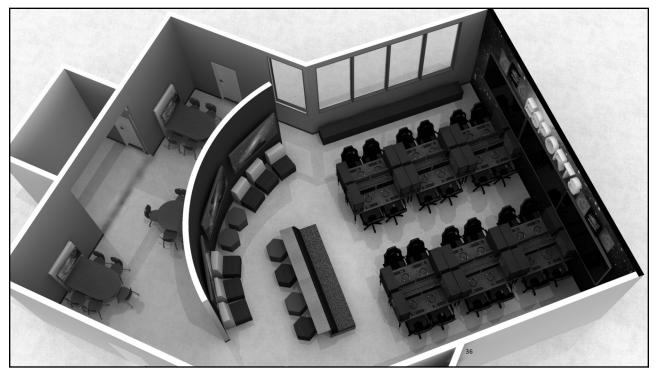






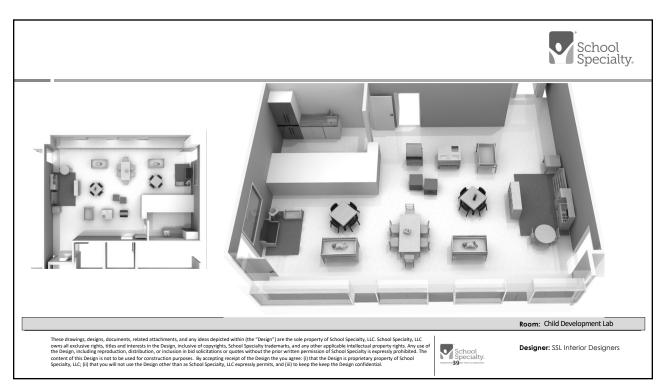




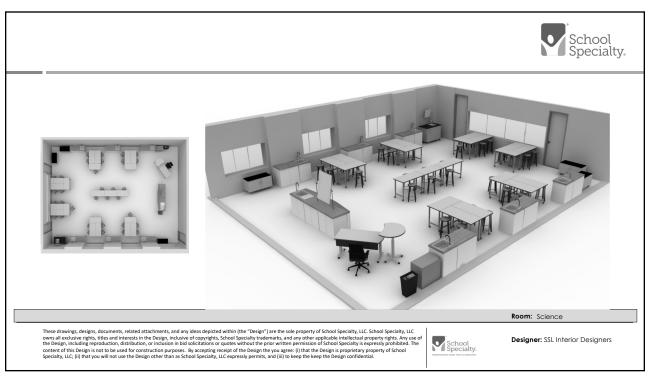


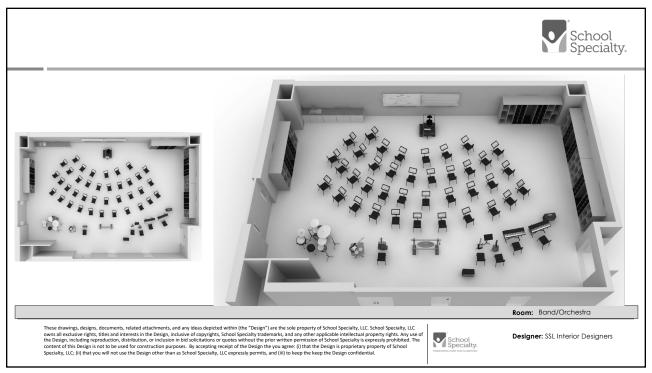


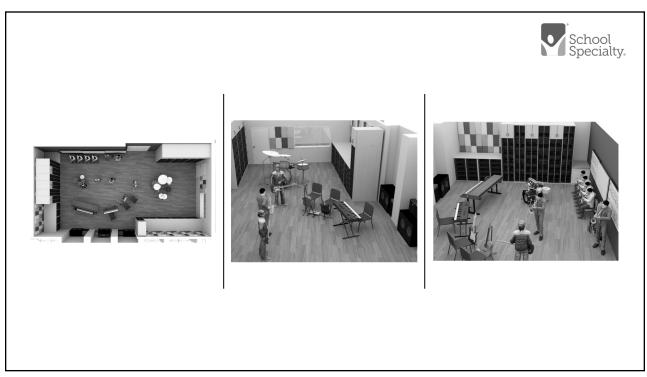


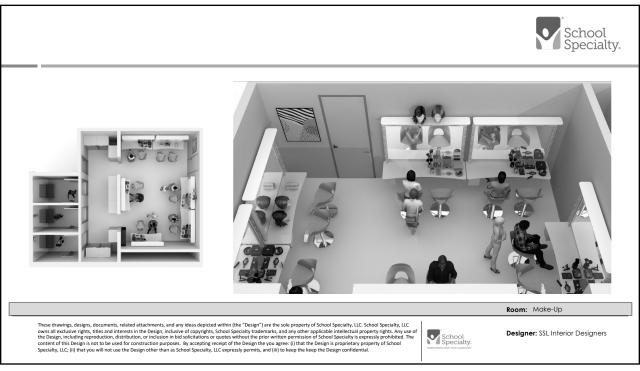




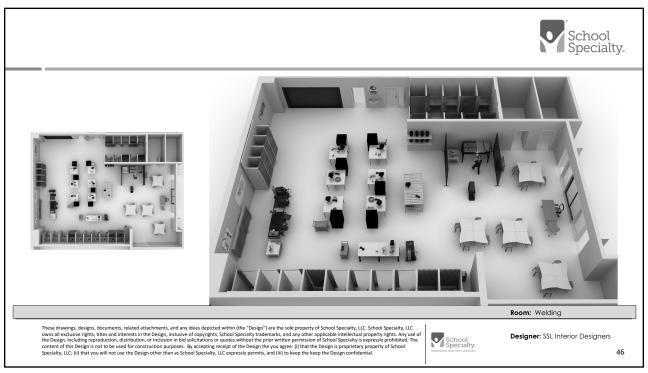


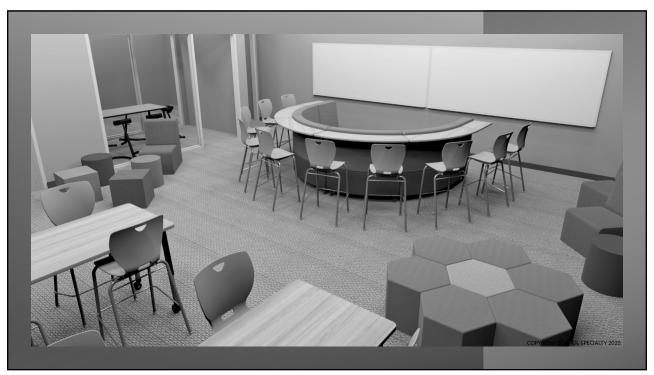






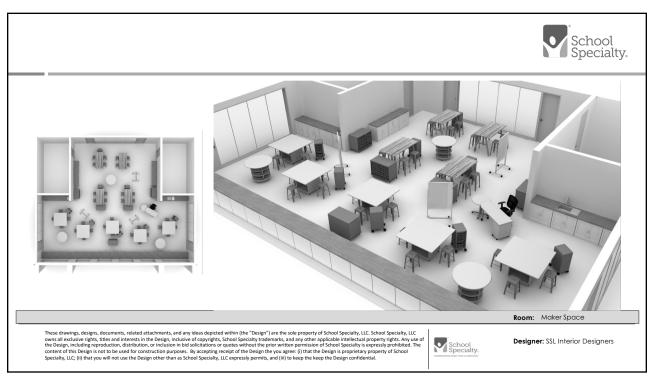








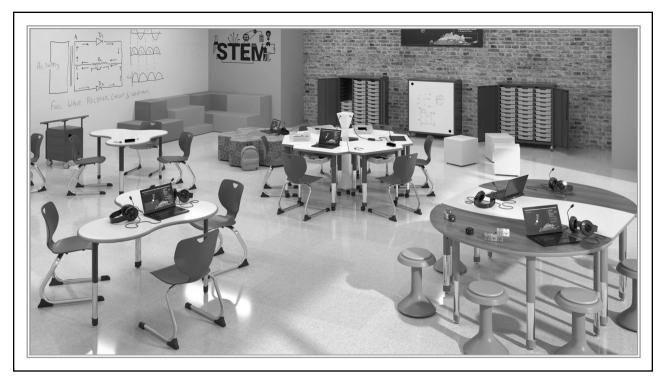




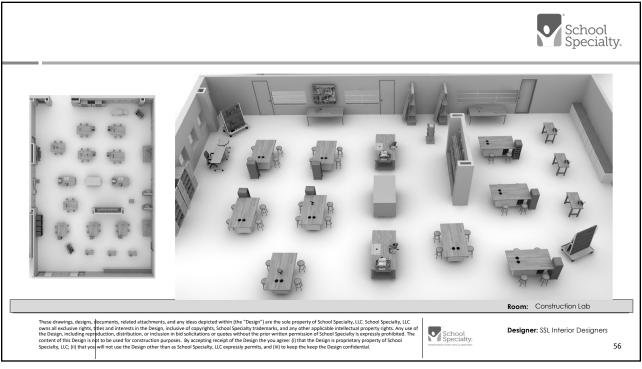




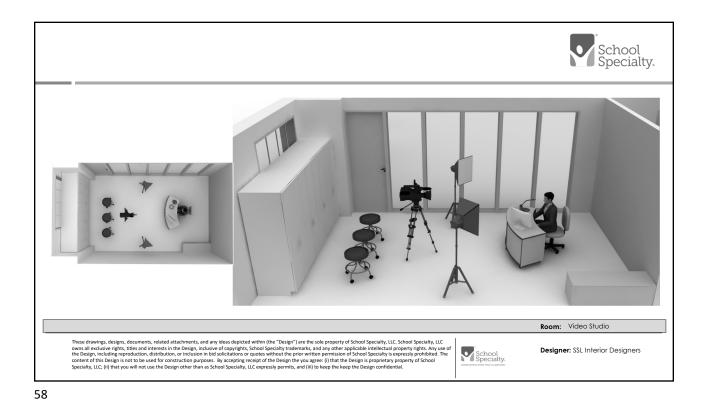












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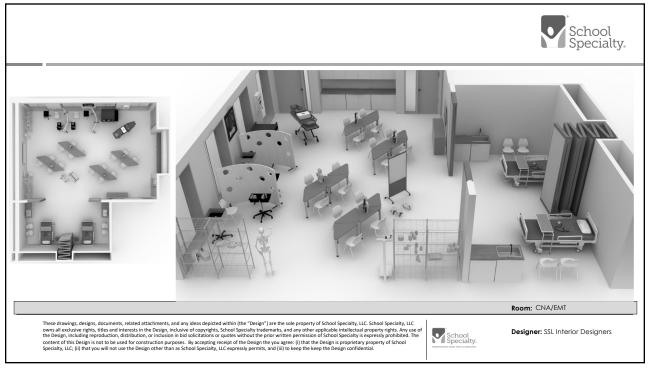
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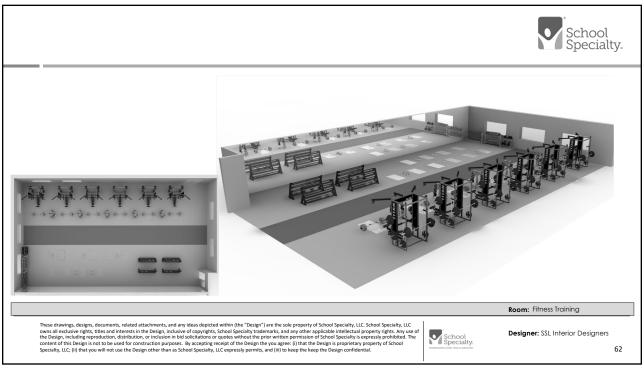
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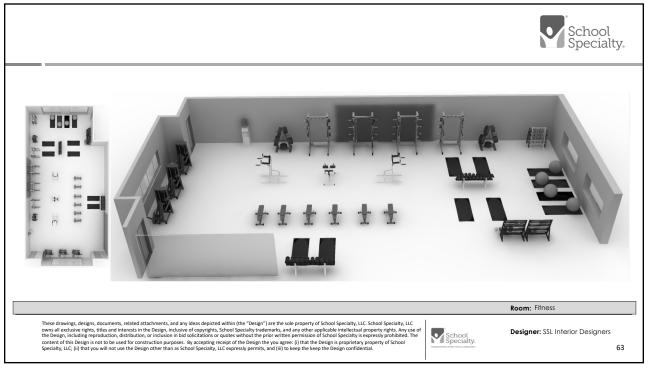
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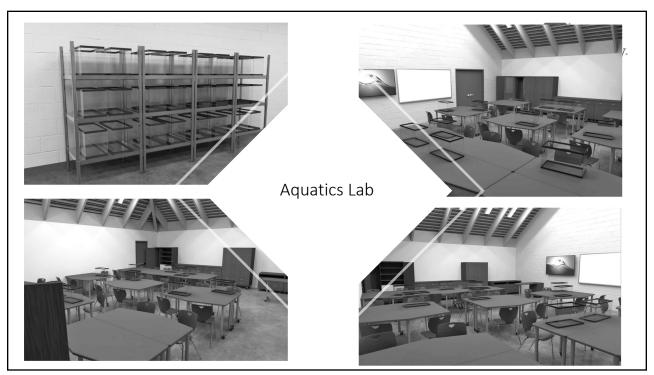
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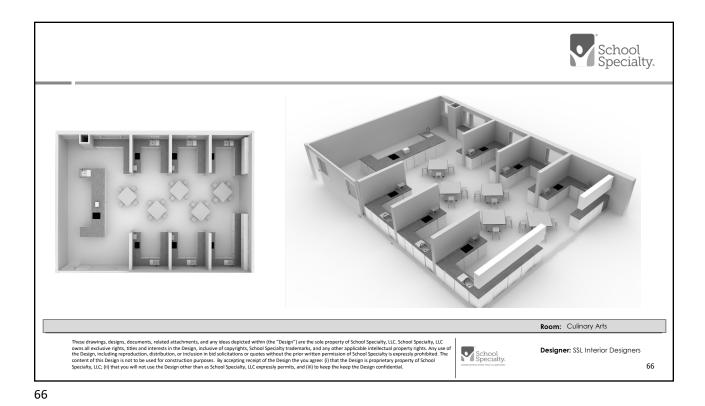


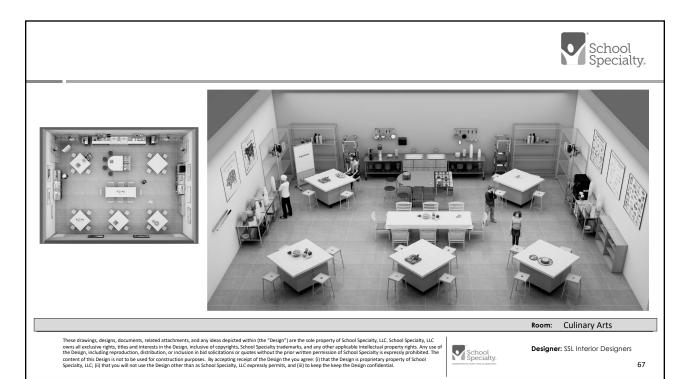


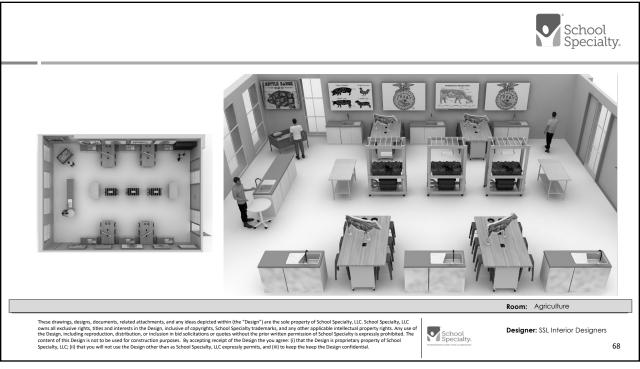


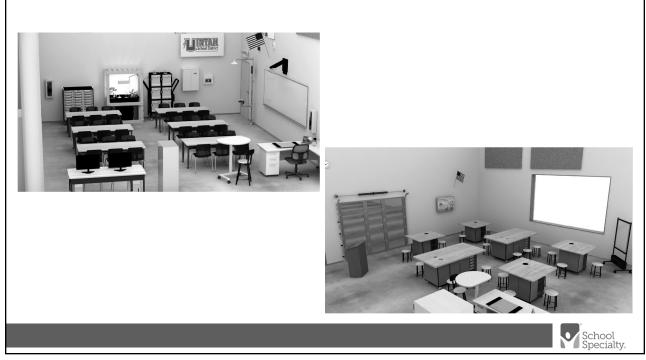


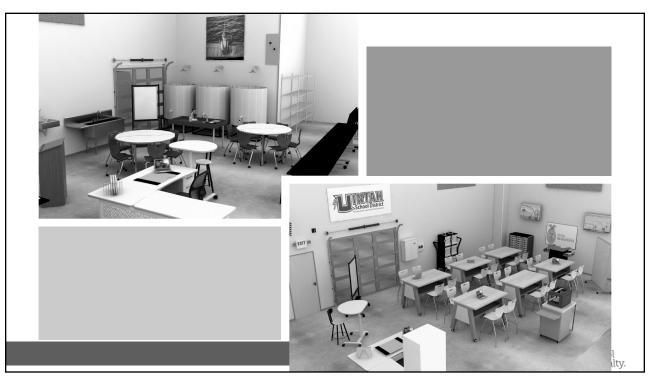


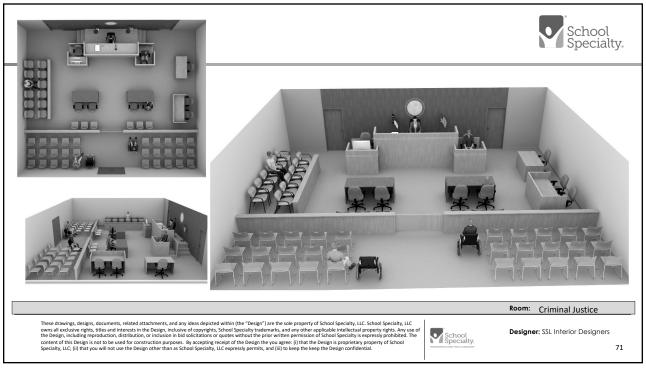




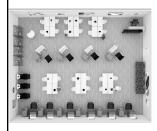


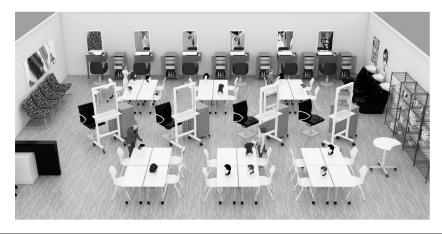












Room: Cosmetology

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