

*The purpose of this document is to provide a reference for definitions and components of the 21st century skills. EnGage advocates that you “take on something doable. Don’t try to implement all of the 21st century skills at once.” Instead, bring them into your classroom by identifying a few that will resonate with your classroom, school, or community and build from there. **The following skills are our focus at Summit for the year 2011-2012.** This focus should not be at the exclusion of the other skills, but rather a focused effort with regard to these specific skills. For more descriptions please reference the EnGage descriptors.*

Summit’s 21st Century Skills

INDEPENDENT LIFELONG LEARNING

1. **Pursue individual learning in areas of interest and curiosity**

DIGITAL AGE LITERACY

1. **Technological Literacy** is knowledge about what technology is, how it works, what purposes it can serve, and how it can be used efficiently and effectively to achieve specific goals.
 - Understanding and modeling of positive, ethical technology uses
 - Use of technology tools to increase productivity
 - Technology use to access, evaluate, process, and synthesize information from a variety of sources
 - Technology use to identify and solve complex problems in real world contexts

INVENTIVE THINKING

1. **Self-Direction** is the ability to set goals related to learning and plan for the achievement of those goals.
 - Goal setting
 - Belief in abilities
 - Goal-directed effort
 - Interest
 - Focusing attention
 - Self-monitoring
 - Help seeking
 - Self-evaluation

EFFECTIVE COMMUNICATION

1. **Teaming and Collaboration** means cooperative interaction between two or more individuals working together to solve problems, create novel products, or learn and master content.
 - Assuming varied roles
 - Open representation of ideas and concerns
 - Leadership
 - Application of collaborative skills

- Reflection on collaboration for improvement
- Commitment to shared goals and responsibilities
- Sharing personal understandings and resources
- Listening respectfully and responding constructively
- Iterative design and redesign of solutions

HIGH PRODUCTIVITY

1. **Ability to Produce Relevant, High-Quality Products** are intellectual, informational, or material products that serve authentic purposes and result from student use of real-world tools to solve or communicate about real-world problems.
 - Quality of content
 - Use of media and technology tools to enhance product
 - Integration and application of technological, communication, and visual literacies
 - Utility and significance of “knowledge products” beyond the classroom
 - Standards for gauging product quality; testing and evaluating solutions

HEALTHFUL LIVING

1. **Physical, Social and Emotional Well-Being**

STEWARDSHIP

1. **Social and Civic Responsibility** is the ability to manage self and situations govern in a way that promotes public good and protects society, the environment, and democratic ideals.
 - Understanding of the role information plans in a democratic society
 - Involvement in public policy issues
 - Awareness of ethical issues raised by innovation
 - Promotion of positive civic change to advance the public good

NOTE: The enGauge 21st Century Skills (2003 NCREL/Metiri Group) and the Partnership for 21st Century Skills frameworks and the NCSD Graduate Profile provide a foundation for the NCSD Elementary Graduate Profile