



ENHANCING CURRICULUM AND PEDAGOGICAL APPROACHES IN THE UNIVERSITY SYSTEM FOR THE 21ST CENTURY LEARNER

KAYODE THADIUS IJADUNOLA



OUTLINE

- Pedagogy
- 21st Century Pedagogy and Skills
- Curriculum for 21st Century Pedagogy

**Education is a
SUPERPOWER**



Education always plays a central role – whether in a visible or a veiled way – in any ideological project. For anyone backing the transformation of the world into a fairer, more caring and democratic place, education is key, but people who believe that market logics are fundamental for good social functioning also have their own educational project. All this, furthermore, is not only taking place in the classroom but permeating the whole of society.

Henry Giroux - Critical Pedagogy - [“To Imagine the World”](#),





PEDAGODY

- Generally defined as the theory and practice of teaching, Pedagogy refers to the methodology and process of how instructors approach teaching and learning **using a specific curriculum with specific goals in mind**
- The 21st-Century Pedagogy is the systematic approach to instructing concepts and ideas through the utilization of a diverse range of advanced technological tools, all aimed at achieving specific educational goals



PEDAGODY

- The Pedagogical Model describes what effective teachers do in their classrooms to engage students in intellectually challenging work (including imparting 21st Century Skills Set)
- It provides an overview of the learning cycle and breaks it down into five domains or phases of instruction:
 - Engage
 - Explore
 - Explain
 - Elaborate; and
 - Evaluate



- **What does a typical student in your university look like?**
- **Create a student persona that is representative of your university?**





PEDAGOGY IN THE 21ST CENTURY

- 21st century education is student centered
- 21st Century Education acknowledges that each student is unique, with their own unique learning styles, strengths, and interests (Needing a teaching philosophy)
- Unlike the traditional teacher-led approach, student-centered learning empowers students to use higher-order thinking skills and take ownership of their learning



WHAT ARE 21ST CENTURY SKILLS

- Having 21st-century skills in the classroom is essential for student success
- Building these skills into their lessons is the responsibility of all educators who wish to adequately prepare their students for life outside of school



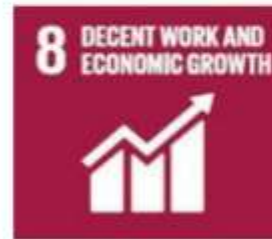
WHAT ARE 21ST CENTURY SKILLS

- Collaboration
- Communication
- Creativity
- Critical Thinking
- Competence
- Character building
- Citizenship
- Computational thinking/Digitally enhanced
- Inter-disciplinarity/Inclusivity
SDGs

All geared towards attainment of the

21st Century skills: Interdisciplinary Approach

- Inclusive
- Just society
- Employable
- Competent
- Collaborative
- Digitally enhanced





WHAT ARE 21ST CENTURY SKILLS

- Deriving from the 21st Century skills are the 4 pillars of imparting instructions:
 - Learning to Know
 - Learning to Do
 - Learning to Live; and
 - Learning to Be



10 WAYS TO PROMOTE 21ST-CENTURY SKILLS IN YOUR CLASS

- Encourage creativity and critical thinking. ...
 - Use technology in the classroom. ...
 - Teach collaboration skills. ...
 - Encourage global awareness. ...
 - Promote digital literacy. ...
 - Foster 21st-century communication skills. ...
 - Emphasize problem-solving skills. ...
 - Develop media literacy skills.
- Encourage creativity and innovation
 - Teach resilience and self-advocacy

Where do we want to go?

- Addressing real-world problems
 - Cultural shifts
 - Political dynamics
 - Economic development
 - Ideological underpinning
 - Power and Authority
- 



CURRICULUM FOR 21ST CENTURY PEDAGODY

- A 21st-century curriculum emphasizes team-based projects in which groups draw on each individual's strengths to solve problems
- This model exposes students to new ideas and opposing viewpoints, while demonstrating the power of the collective mind

Process Of Curriculum Development

Analysis – Design – Implementation –Evaluation

- Assessing the educational needs
- Examining capacity
- Formulating objectives and learning goals
- Careful selection of learning experiences aligned to accomplish objectives
- Selection of rich and valuable content as medium for offering learning experiences.
- Developing capacity (academic and non-academic) and process
- Design learning environments
- Organising and integrating learning experiences with relevant content aligned to suitable pedagogies (teaching-learning process)
- Timely and accurate evaluation of all the above phases.





ETHOS AND AXIOLOGICAL UNFDERPINNING OF CURRICULUM FOR 21ST CENTURY PEDAGODY

- Utilitarian: What is the utility
 - (Subject-centered design)
- Teleological: Support learner fulfilment/development of character/discipline
 - Learner-centered design
- Deontological: Duty centred
 - Nation-building, Character formation
- Consequential: Purposive outcomes
 - Problem-centered design

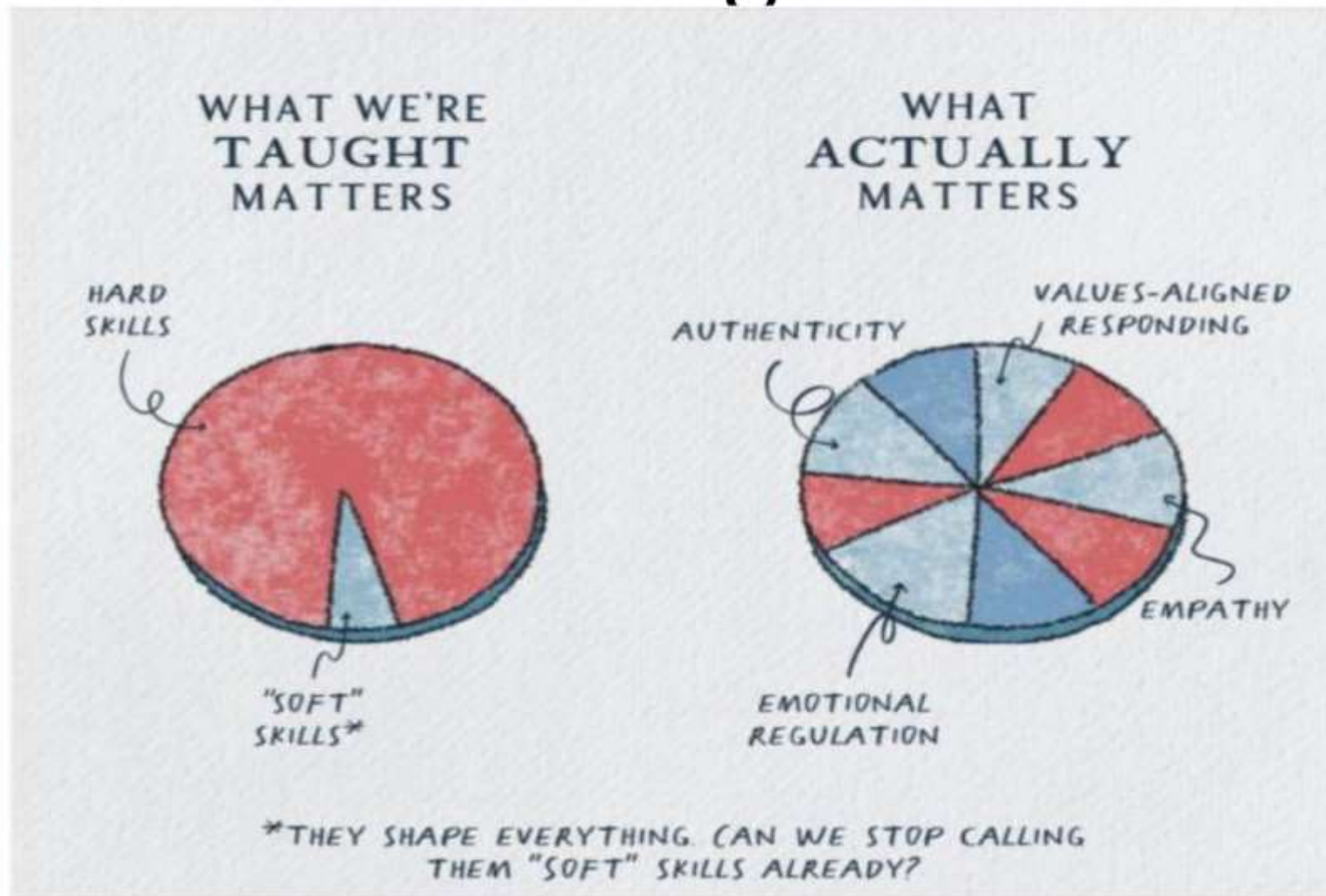
Teleological Principles of Learning

- adventure learning: **Play, Game-based, Serious Games**
- action learning: **Project based**
- cooperative learning: **Problem-based, Project-based**
- experiential learning: **Real world, simulation**
- peer learning: **Collaborative Online international [COIL]**
- service-learning: **Practice-based, industrial placements**
- situated learning: **Simulation**

Research – Informed Teaching and Learning

**DEVELOPING
REUSABLE
LEARNING
OBJECTS**

**PROMOTING &
EVALUATING
PEDAGOGIES**



Impact and Influence

Epistemic agency: Knowledge, Action, Behaviours, Feelings

University as Anchor Institutions working with civic, communities, businesses, and policymakers

Lifelong Learning - Practice Education and Continuous Professional Development,

Social Justice – Creativity and innovation Educational Futures

Assessment Digital literacy

TRANSFORMATIVE VALUE OF EDUCATION – Inclusive Education

Transformative skills, competencies, attributes (collaborative, creative, innovative, ethical, problem solving, decision making).

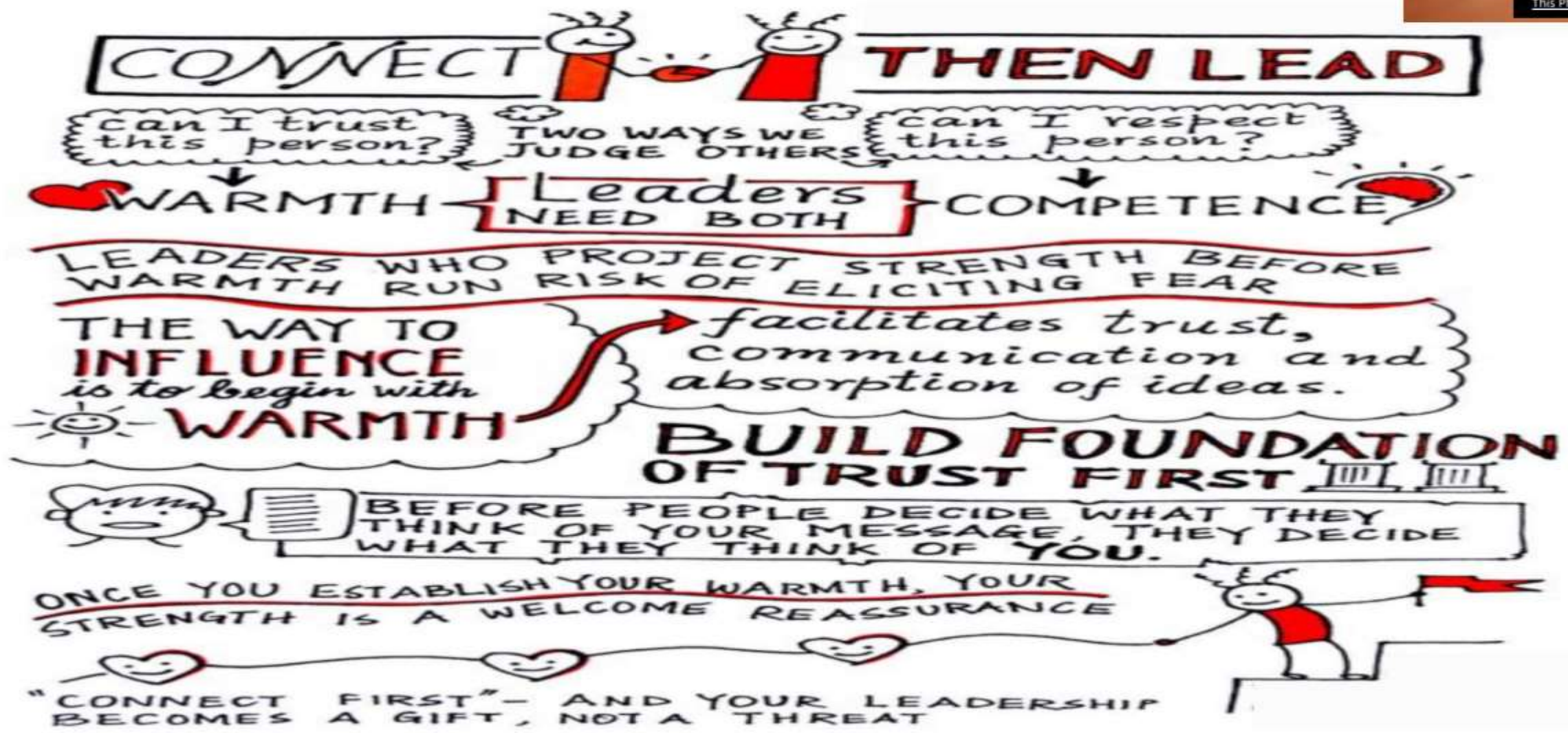
Pedagogies of hope, **relational pedagogies**, Arts Based Educational Research, Educational Effectiveness and Improvement, Playful learning


Microcredentials - **Curriculum, Assessment and Pedagogy**

Artificial and Human Intelligence,, Neuroscience and Education, Race, Ethnicity and Education, Religions, Values and Education

Capacity Building

Mentorship/Influence & networks





**ALL EDUCATION IS
A STRUGGLE OVER
WHAT KIND OF
FUTURE WE
WANT - Giroux**



**LEARNING
FOR
LIFE**



THE WAVE OF THE FUTURE **WE SEE TOMORROW**
BEGINS WITH THE RIPPLES **WE MAKE TODAY**

What are your next steps?
How can you evaluate change/impact?