Redefinition:
Additional Resources

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Selecting a Focal Point

• A topic that you are passionate about, and is central to your subject area – or

• A topic that seems to always prove difficult and confusing to students – or

• A topic that is foundational, either in your subject area or across multiple subject areas, and will allow students to explore further on their own
21st Century Learning (Mishra & Kereluik)

- Foundational Knowledge
  - Core Content Knowledge
  - Information Literacy
  - Cross-Disciplinary Knowledge/Synthesis

- Meta Knowledge
  - Problem Solving & Critical Thinking
  - Communication & Collaboration
  - Creativity & Innovation

- Humanistic Knowledge
  - Life & Job Skills
  - Cultural Competence
  - Ethical & Emotional Awareness
Challenge-Based Learning

• An authentic connection between academic disciplines and real world experience
• A framework and workflow to develop 21st century skills
• The purposeful use of technology for researching, analyzing, organizing, collaborating, communicating, publishing and reflecting.
• The opportunity for learners to do something important now, rather than waiting until they are finished with their schooling
• The documentation and assessment of the learning experience from challenge to solution
• An environment for deep reflection on teaching and learning
• A process that places students in charge of their learning

These attributes enable Challenge Based Learning to engage all learners, provide them with valuable skills, span the divide between formal and informal learning, and embrace a student's digital life.

Key Components

The Challenge Based Learning process begins with a big idea and cascades to the following: an essential question, a challenge, guiding questions, activities, and resources, a solution, implementation, evaluation, reflection, assessment, and publishing.

The Big Idea:
The big idea is a broad concept that can be explored in multiple ways, is engaging, and has importance to learners, and the larger society. Examples of big ideas are Resilience, Separation, Creativity, Health, Sustainability, and Democracy.

Essential Question:
By design, the big idea allows for the generation of a wide variety of essential questions. Eventually the process narrows to one essential question that reflects the interests of the learners and the needs of their community.

The Challenge:
From the essential question a concise challenge is articulated that asks the learners to create a specific solution that will result in concrete, meaningful action.

Guiding Questions, Activities and Resources:
Generated by the learners, guiding questions represent the knowledge needed to successfully develop a solution and provide a map for the learning process. The learners identify lessons, simulations, activities, and content resources, to answer the guiding questions and set the foundation for them to develop innovative, insightful, and realistic solutions.

Solutions:
Each challenge is stated broadly enough to allow for a variety of solutions. The solution should be thoughtful, concrete, clearly articulated and actionable in the local community.

Challenge Based Learning: http://www.challengebasedlearning.org
Collaborative Learning
(John Seely Brown)