



21st Century Learning

Date Approved: 2018

Projected Review Date: 2022

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PURPOSE:

Hamilton-Wentworth District School Board (HWDSB) is committed to preparing its students for success through the development of 21st century competencies. HWDSB believes all students and staff should have equitable access to learning opportunities and environments that are engaging, authentic, relevant, and connected to local and global issues. HWDSB supports this learning through the ethical, competent, and responsible use of digital tools, applications and platforms.

GUIDING PRINCIPLES:

HWDSB will promote the development of 21st Century Competencies by:

- Creating learning environments that are relevant to and meet the needs of all learners.
- Acknowledging that learning can occur in physical and digital spaces and strive to create learning opportunities in both spaces for students and staff.
- Providing opportunities for students and staff to collaborate, think critically, innovate, solve authentic problems, and recognize the impact an individual can have in a connected world.
- Using digital tools, applications and platforms to connect classrooms and schools to their local, national, and global communities.

INTENDED OUTCOMES:

The implementation of the 21st Century Learning Policy together with specific related procedures will:

- Foster the development of 21st century competencies;
- Identify and implement the conditions needed to create 21st century learning environments;
- Promote the responsible and effective use of digital tools, applications and platforms to enhance student and staff learning;
- Develop skills for students to critically evaluate and select digital tools, applications and platforms to further their learning.

RESPONSIBILITY:

Director of Education
Members of Executive Council

TERMINOLOGY:

21st Century Competencies

(Adapted from *21st Century Competencies: A Foundation Document for Discussion (2016)*)



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- *Creativity, Innovation, and Entrepreneurship* – Students are creative thinkers who construct knowledge and develop innovative products and processes.
- *Communication* – Students communicate, in the physical and virtual worlds, effectively to support their learning and contribute to the learning of others.
- *Collaboration* – Students collaborate positively to learn, to create new knowledge, and to complete relevant tasks
- *Learning to Learn* – Students are aware of who they are as learners and how to learn most effectively in virtual and physical spaces.
- *Critical Thinking and Problem Solving* – Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.
- *Global and Digital Citizenship* – Students understand human, cultural, and societal issues related to citizenship, appropriate use of technology, as well as practicing legal and ethical behavior.

Authorship: The process of creating original work. To varying degrees, all creative work builds upon the previous work of others. Authors/creators sample and remix media content to create alternative interpretations of the ideas/themes/aesthetic qualities exemplified in source material. Citing source material is an important part of the creative process.

Blended Learning: Blended learning uses digital tools, applications and platforms to support learning face-to-face.

Code of Conduct: HWDSB's Code of Conduct Policy provides all members of the school community with the right to be safe and to feel safe in their school community by establishing standards of behaviour consistent with the Provincial Code of Conduct.

Credibility: Our credibility both online and offline, is directly tied to our identity. Credibility refers to the trustworthiness of people and of information. Credible people are accurate and authentic in how they present themselves, especially their credentials, skills, and motivations.

Digital Citizenship: The ideal of positive citizenship applied to the digital world. Being a good digital citizen or demonstrating digital citizenship includes: interacting with others in a respectful, safe, accepting, and inclusive way; conducting oneself according to the norms and expectations of the community; representing oneself in a positive manner; encouraging others to be good digital citizens.

Identity: The profiles you create and the contributions you make in online spaces.

Ownership: Includes works that belong to the public domain and individuals holding the legal rights to creative work. The author/creator is the first owner of copyright in a work. Where permission to use copyrighted material is needed, it is only the author/creator who can allow usage. However, when



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considering ownership of creative work, the Fair Use Doctrine tries to balance the protection of a copyright owner's ownership and users' rights to access information and creative works.

Fair Use Doctrine: A set of guidelines which will allow limited use of copyrighted materials without having to pay for use or ask permission for use.

Privacy: The protection of personal, private, and confidential information.

ACTION REQUIRED:

- Develop and implement professional learning for staff
- Develop and/or update procedures on:
 - Identity, Credibility, and Positive Participation
 - Ownership and Authorship
 - Responsible Use
 - Selection of Learning Resources

PROGRESS INDICATORS:

Intended Outcome	Assessment
Foster the development of 21 st century competencies	Periodic review of student work across grades.
Identify and implement the conditions needed to create 21 st century learning environments	Board wide standards for 21 st century learning environments.
Promote the responsible and effective use of digital tools, applications and platforms to enhance student and staff learning;	Review school codes of conduct.
Develop skills for students to critically evaluate and select digital tools, applications and platforms to further their learning.	Periodic review of how students select and use various digital tools, applications and platforms.



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REFERENCES:

Government Documents

21st Century Competencies: A Foundation Document for Discussion, 2016

Ontario Human Rights Code

Canadian Charter of Rights and Freedoms

Education Act

Growing Success: Assessment, Evaluation and Reporting in Ontario Schools, 2010

School Effectiveness Framework, 2010

Learning for All, Draft 2009

Municipal Freedom of Information and Protection of Privacy Act

Ontario College of Teachers: Professional Advisory – Use of Electronic Communication and Social Media

International Society for Technology in Education; NETS - the National Education Technology Standards

Ontario Curriculum Policy Documents

E-Learning Ontario: Policy Document, 2006

HWDSB Policies

Accommodation of Staff

Assessment, Evaluation and Reporting

Bullying Prevention and Intervention

Code of Conduct

Environment

Equity and Inclusive Education

Privacy and Information Management

Professional Learning

Student Behaviour and Discipline