

## **Haverford Curricular Vision**

*Excerpted from The Haverford School Technology Plan 2012-2015*

- *Collect and Curate* - *Collection* refers mainly to information literacy skills, including researching and evaluating sources. *Curating* refers to the meaning we make out of our collections: how do we organize the storage of our collections? how can items be retrieved? what kind of stories can we tell with our collections?
- *Collaborate and Communicate* -Communication, collaboration, shared experiences, global connections are powerful vehicles for learning in the 21st century. When students and faculty embrace a culture of sharing, collaboration, as well as commenting, reflection, and global perspectives, they begin to adopt more of the skills and competencies required for a growing networked world. How do we use tools to effectively communicate what we know or learned? How can we use digital tools to share our learning? to learn from others?
- *Contemplate* - When we contemplate, we allow ourselves time to think about ideas, brainstorm, explore, form questions, try a few different approaches, inquire, and even make mistakes. This part of the learning process is often non-linear and can be uncomfortable--and digital tools, such as mind-mapping, collaborative white boards, online visual tools, and even Google Apps allow us to better document and deepen our creative process. We ask: “What do we know? What do we want to know? What ideas and points of view do we want to share? Who is the audience?”
- *Create and Construct* - Creation is the act of bringing something into existence that is genuinely new, original, and of value. Typically, it is a messy process that requires, on the part of the creator, such capacities as curiosity, flexibility, and inquisitiveness. We become critical thinkers, problem solvers and decision makers, and most importantly, participate actively in, and more fully

appropriate our own learning. More than a set of printers, machines, devices, wires, and networks, technology--and increasingly Web 2.0 technology and tools -- is a powerful gateway through which we can create and construct meaning from what we have learned.

- *Champion and Contribute* - We want students and faculty to have the tools needed to champion causes and contribute to the larger community. Our learning experiences should be authentic and build an awareness and perspective in our students that require some kind of meaningful action, to champion a cause, an idea, or a new way of thinking about something and to bring it to fruition. We use technology to present ideas, communicate with others, and in service of ideas and projects that benefit others.