

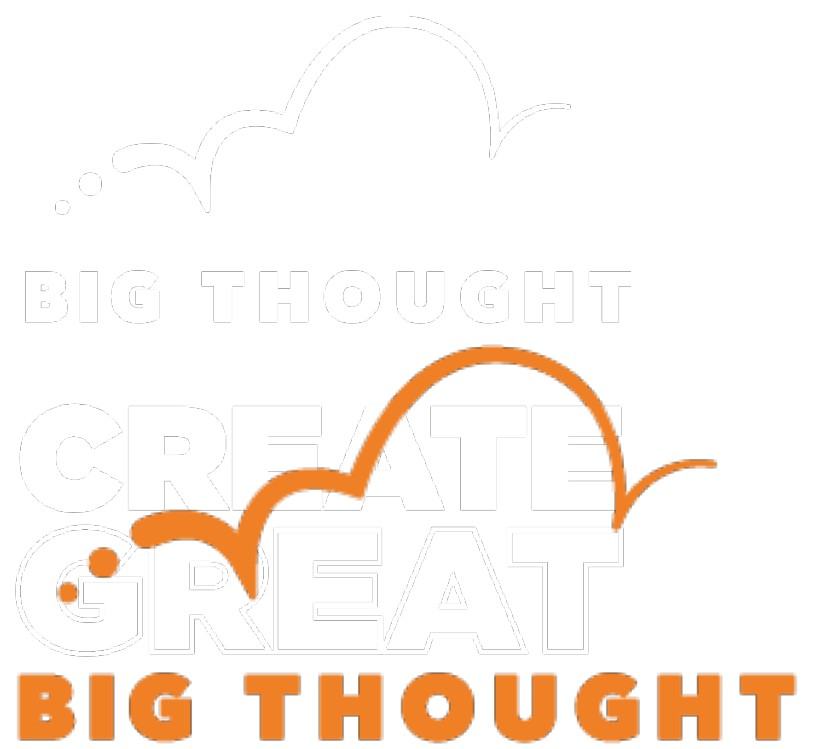
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**DALLAS CITY OF LEARNING
EMPOWERING YOUTH AGENCY,
LEARNING AND EARNING**

DEC. 12. 2022




AGENDA

-  **DALLAS CITY OF LEARNING OVERVIEW & IMPACT**
-  **21ST CENTURY SKILLS BUILDING - CREATOR ARCHETYPE**
-  **LEARNING PATHWAYS - MAKING THE ARCHETYPE COME ALIVE**
-  **THE ECOSYSTEM IN ACTION - EXAMPLES OF PATHWAYS AT WORK**
-  **CITY OF DALLAS OPPORTUNITIES**

DALLAS CITY OF LEARNING OVERVIEW

 **Launch in 2014, a Summer learning partnership between the City of Dallas x Dallas ISD, facilitated by Big Thought.**

 **Original Intent - Increase access, dosage, & quality of summer learning experiences especially in zip codes where opportunities are scarce.**

 **Hundreds of partner organizations, sites, & employees came together to make it happen.**



AN ECOSYSTEM OF EQUITY THAT WORKS: DALLAS CITY OF LEARNING

3-YEAR STUDY: DCOL ACADEMIC IMPACT ECOSYSTEM BY SOUTHERN METHODIST UNIVERSITY

WITH EVERY 10 DAYS OF DCOL PROGRAMMING

ELEMENTARY SCHOOL STUDENTS ARE

25%

MORE LIKELY TO PASS STAAR MATH

35%

MORE LIKELY TO PASS STAAR READING

HIGH SCHOOL STUDENTS ARE

40%

MORE LIKELY TO PASS EOC ENGLISH 1

TOTAL PARTICIPANTS

3YR TOTAL = 233,857

3YR AVERAGE = 77,952

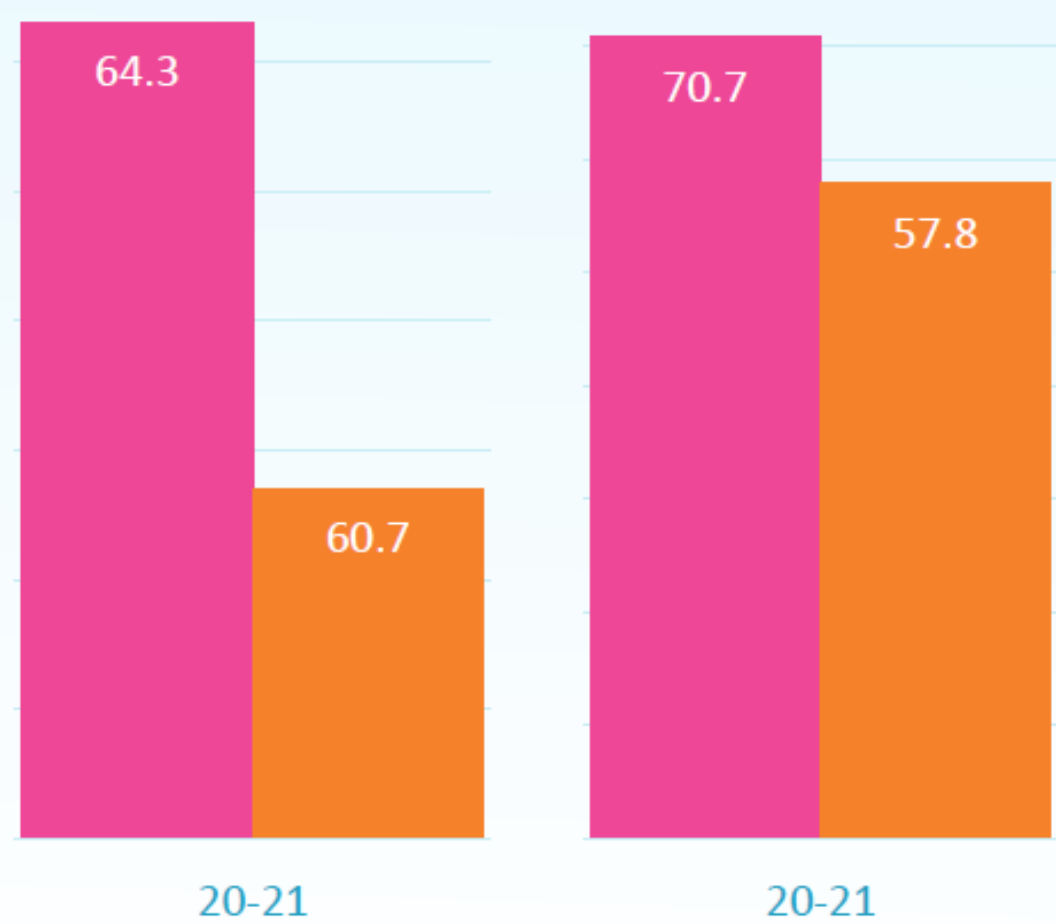


OUTCOMES FOR LEARNERS

****Preliminary Findings****

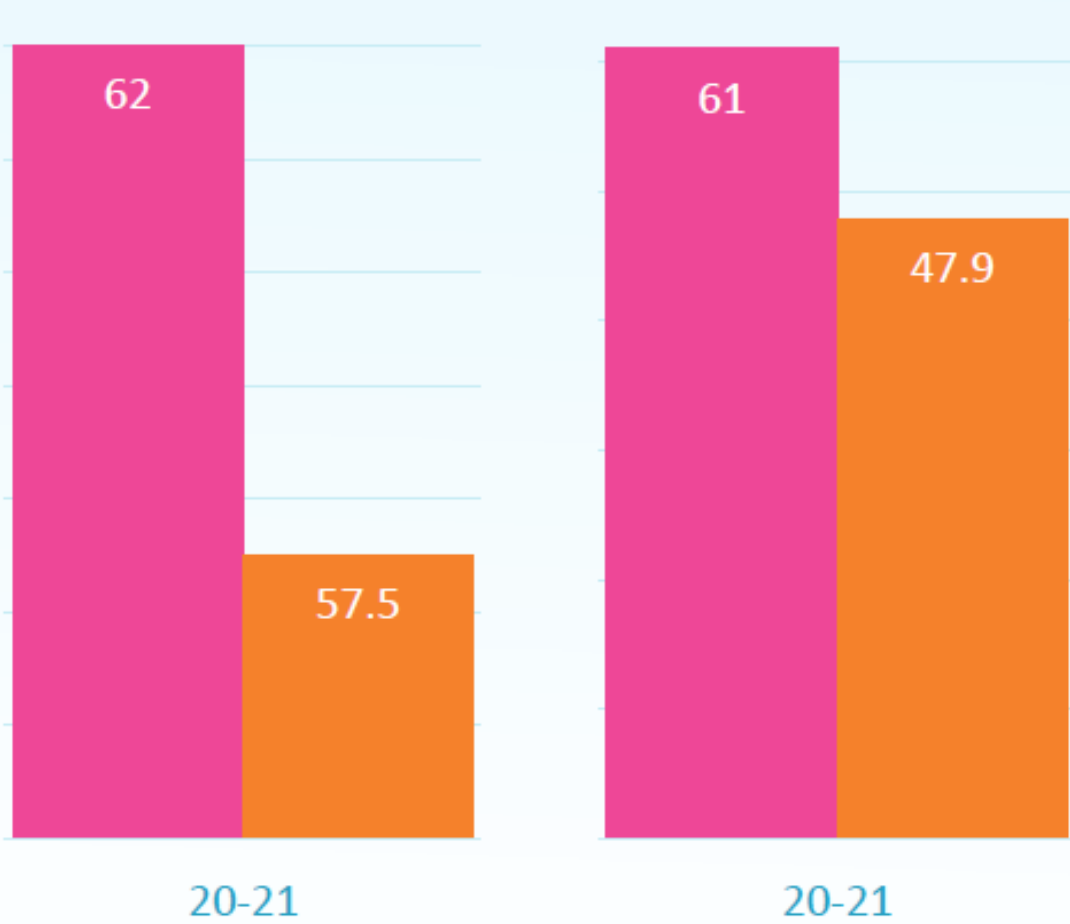
% of STAAR Reading Approaches

Elementary Middle
■ DCOL ■ NON-DCOL ■ DCOL ■ NON-DCOL



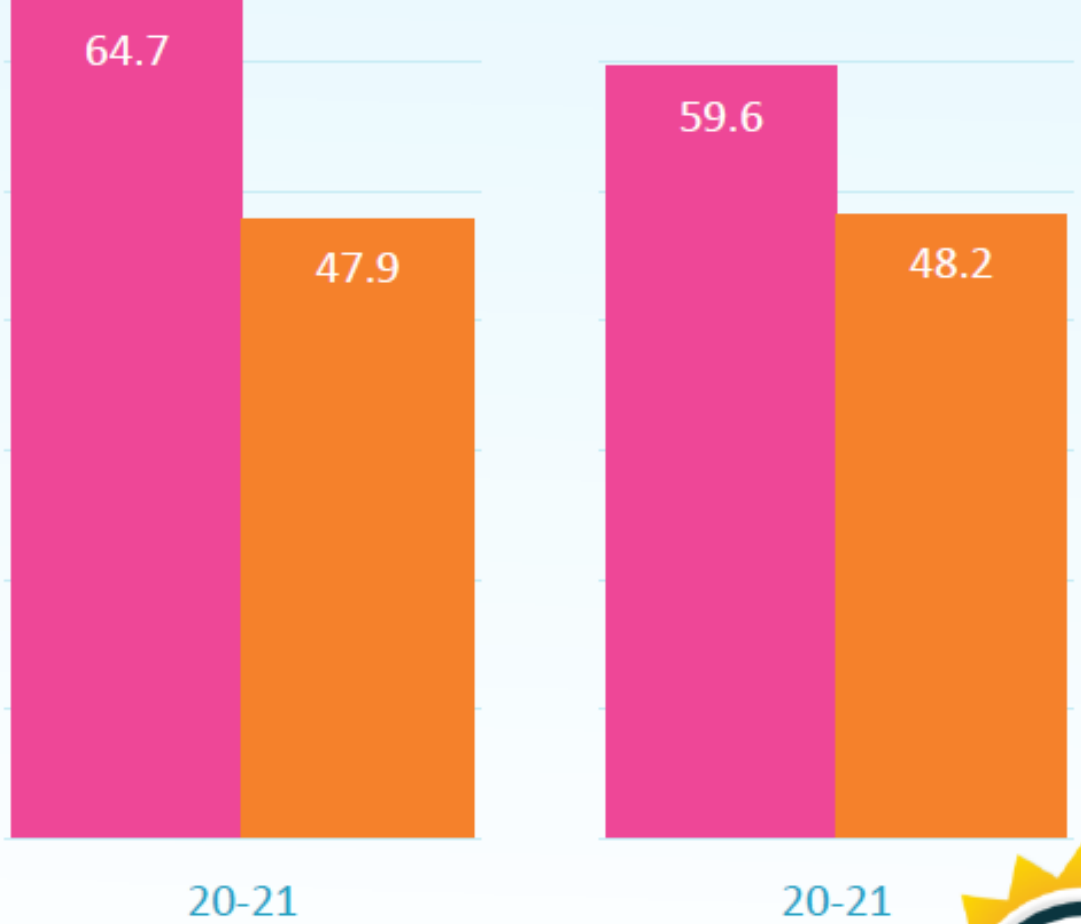
% of STAAR Math Approaches

Elementary Middle
■ DCOL ■ NON-DCOL ■ DCOL ■ NON-DCOL



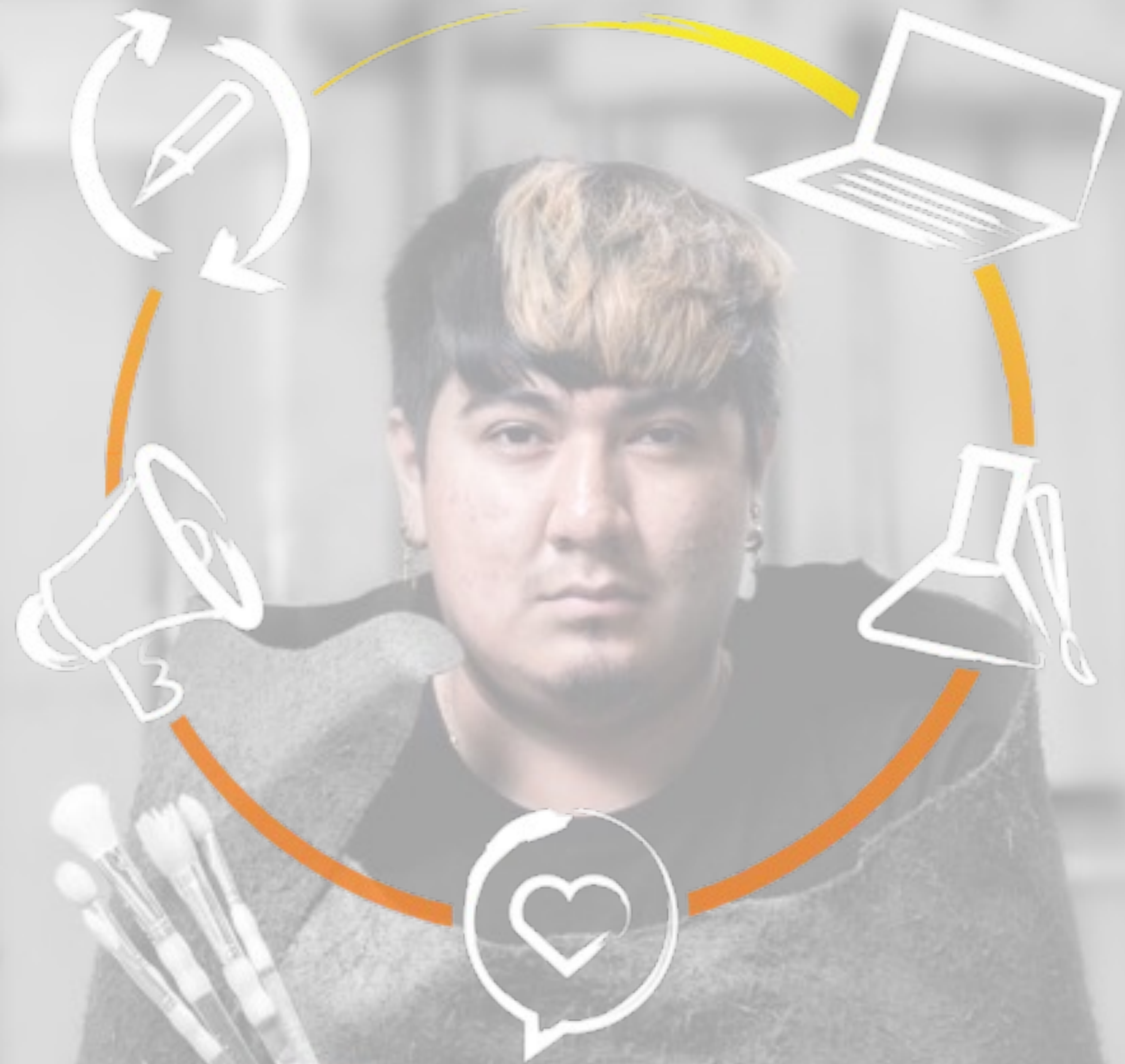
% of STAAR Approaches – High

English I Algebra I
■ DCOL ■ NON-DCOL ■ DCOL ■ NON-DCOL



BIG THOUGHT

CREATE GREAT

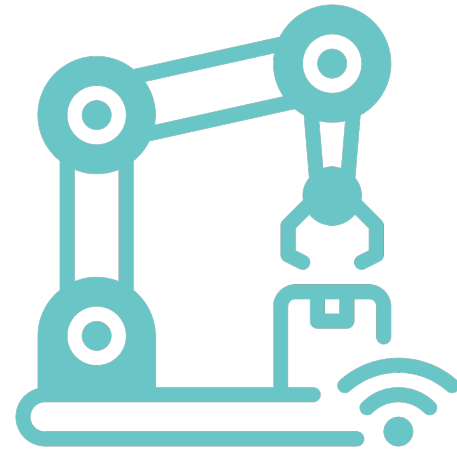



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THE CREATOR ARCHETYPE

The Creator Archetype outlines the skills, competencies, and experiences that equip and empower youth to create their best lives and world.

THE FOURTH INDUSTRIAL REVOLUTION IS TRANSFORMING THE LABOR MARKET



AUTOMATION & AUGMENTATION

RAPID PACE OF TECHNOLOGICAL CHANGE

**ADVANCED ROBOTICS
3D PRINTING
COGNITIVE COMPUTING
AUGMENTED REALITY
PREDICTIVE ANALYTICS**

15%

COMPOUNDED ANNUAL GROWTH RATE IN GLOBAL ROBOTICS MARKET



OLD JOBS GO OR CHANGE RADICALLY

NEW JOBS EMERGING, MANY OF WHICH ARE SCARCE TODAY, E.G.,

**DRONE COORDINATORS
3D PRINTING TECHNICIAN
AI COMPLIANCE ANALYST
VIRTUAL REALITY DESIGNER
GENETIC COUNSELLOR**

65%

OF FIRST GRADERS WILL WORK IN A JOB THAT DOESN'T EXIST TODAY



EMPLOYERS SEEKING NEW SKILLS AND LITERACIES

**TECHNICAL KNOWLEDGE
COMMUNICATION
CREATIVITY
PROBLEM-SOLVING**

15%

OF EMPLOYERS CITE DIFFICULTY RECRUITING PEOPLE WITH THE SKILLS THEY NEED

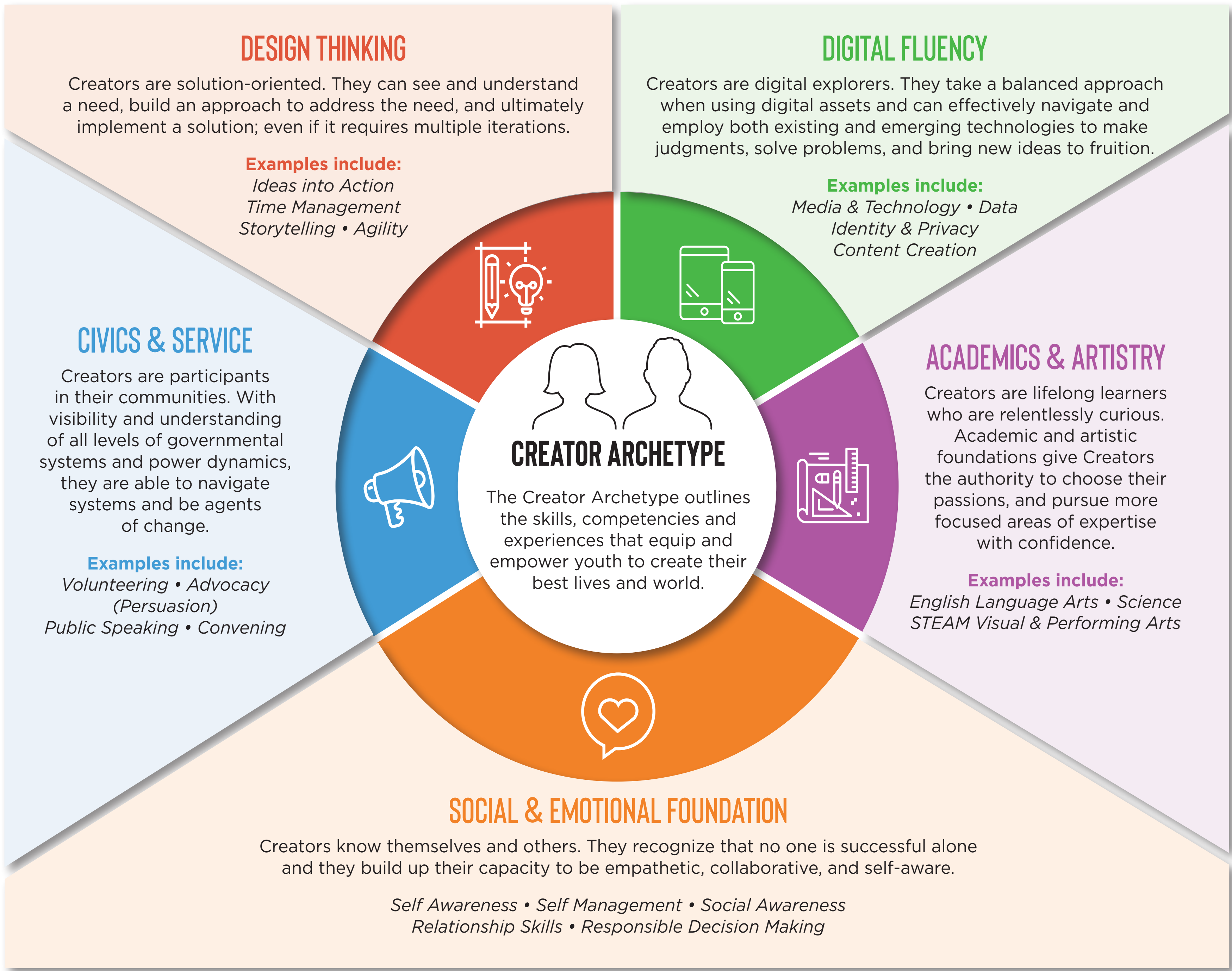
CREATIVITY AND SOCIAL-EMOTIONAL SKILLS DOMINATE THE LIST OF MOST HIGHLY DESIRED JOB SKILLS

◀ IN 2015

1. Complex problem solving
2. Coordinating with others
3. People management
4. Critical thinking
5. Negotiation
6. Quality control
7. Service orientation
8. Judgment and decision making
9. Active listening
10. **CREATIVITY**

IN 2020 ▶

1. Complex problem solving
2. Critical Thinking
3. **CREATIVITY**
4. People Management
5. Coordinating with others
6. **EMOTIONAL INTELLIGENCE**
7. Judgment and decision making
8. Service orientation
9. Negotiation
10. Cognitive flexibility



DCOL LEARNING PATHWAYS

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LEARNING PATHWAYS
**AS A SCALABLE SOLUTION TO
BUILDING 21ST CENTURY SKILLS
ALONGSIDE OUR SCHOOL SYSTEMS**

**WE AIM TO CREATE A WORLD IN WHICH
THE SKILLS YOUTH DEVELOP OUT OF
SCHOOL ARE MORE **VISIBLE**, AND
LEVERAGED AS **ASSETS** IN PURSUIT OF A
FUTURE OF THEIR CHOOSING.**



20
22

Learning Pathways

STRATEGY


BIG THOUGHT

CREREDENTIALS AS DYNAMIC AS OUR STUDENTS

Our mission is to create a world in which the skills youth develop out-of-school are more visible, and leveraged as assets in pursuit of a future of their choosing.

As part of our mission to equip all youth to imagine and create their best lives and world, Big Thought has set out to reduce the goal attainment gap between youth in marginalized communities and their peers by 10% by 2030.

A key strategic pillar of this work is our Learning Pathways. The Learning Pathways Project is a city-wide effort to help youth connect skills developed during out-of-school experiences to the pursuit of a high school degree, post-secondary attainment, and ultimately a livable wage.

Micro-credentials (earned through Digital Badges) are the mechanism utilized to define, measure, and fulfill Learning Pathways. Through these tools, **Big Thought is ready to help calibrate creative skill development and catalyze credentials as dynamic as our students.**

Success for our students is about more than getting a degree or job. It is youth becoming their full selves, prepared to lead in a world of unpredictable possibility.



learning
pathways


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HOW DOES DIGITAL BADGING CONNECT TO THE CREATOR ARCHETYPE

- ☁️ **Each program in the Dallas City of Learning ecosystem can be mapped to one or multiple domains of the Creator Archetype.**
- ☁️ **Programs' badges demonstrate with Creator skills (21st-century skills) the youth has mastered.**
- ☁️ **Students are issued a badge upon completion of a program by submitting their evidence of proficiency. (artifact)**

LEARNING PATHWAYS APPLIED

YOUTH EARNING, LEARNING, & AGENCY

 **Community Action Team - Brass Tacks**

 **D Magazine**

 **Empowering Through The Arts**

ENGAGEMENT OPPORTUNITIES

☁ **City of Dallas has engaged the DCoL system**

☁ **Dallas Public Libraries**

☁ **Dallas Parks & Rec**

☁ **Office of Arts & Culture**

☁ **The Opportunity: Connect city agencies to Learning Pathways work in Dallas City of Learning that increases opportunities for civic learning, earning, and skills-building**

NEXT STEPS

- ☁ **Big Thought is seeking to partner with the City for more of these opportunities serving more youth.**
- ☁ **Co-design with City departments to create more of these Creator Archetype badged experiences**
- ☁ **Primary Contact for the City collaboration**
 - ☁ **Erin Offord: erin.offord@bigthought.org**



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**THANK YOU
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