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# Curriculum and Instructional Innovations In the Philippines

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AMELIA C. FAJARDO, PHD AUGUST 25, 2022

# OVERVIEW

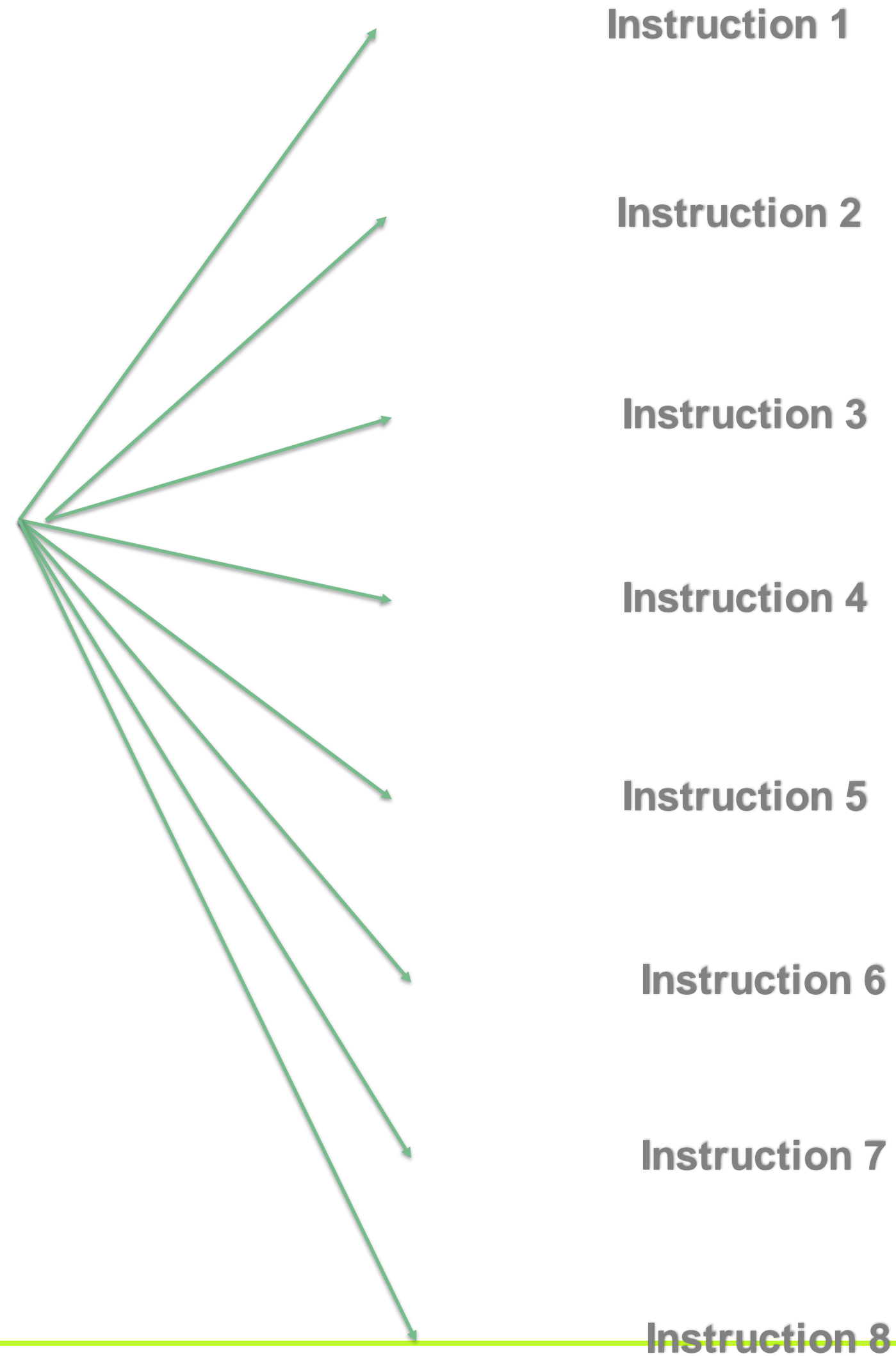
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- Curriculum and Instruction (definition)
- Curricular and Instructional Innovations (differences)
- Examples of C&I Innovations
  - Cluster 1: Thematic, CBI, Focusing Inquiry
  - Cluster 2: Competency Model, OBE, UBD (understanding by design)
  - Cluster 3: Ladderized Curriculum
  - Cluster 4: Home-school, Use of Technology (MOOC), HELA

# Curriculum and Instruction

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Curriculum



# Curriculum

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## PLAN

- \* Learning Intent (goals)
- \* Learning Content
- \* Approaches
- \* Evaluation

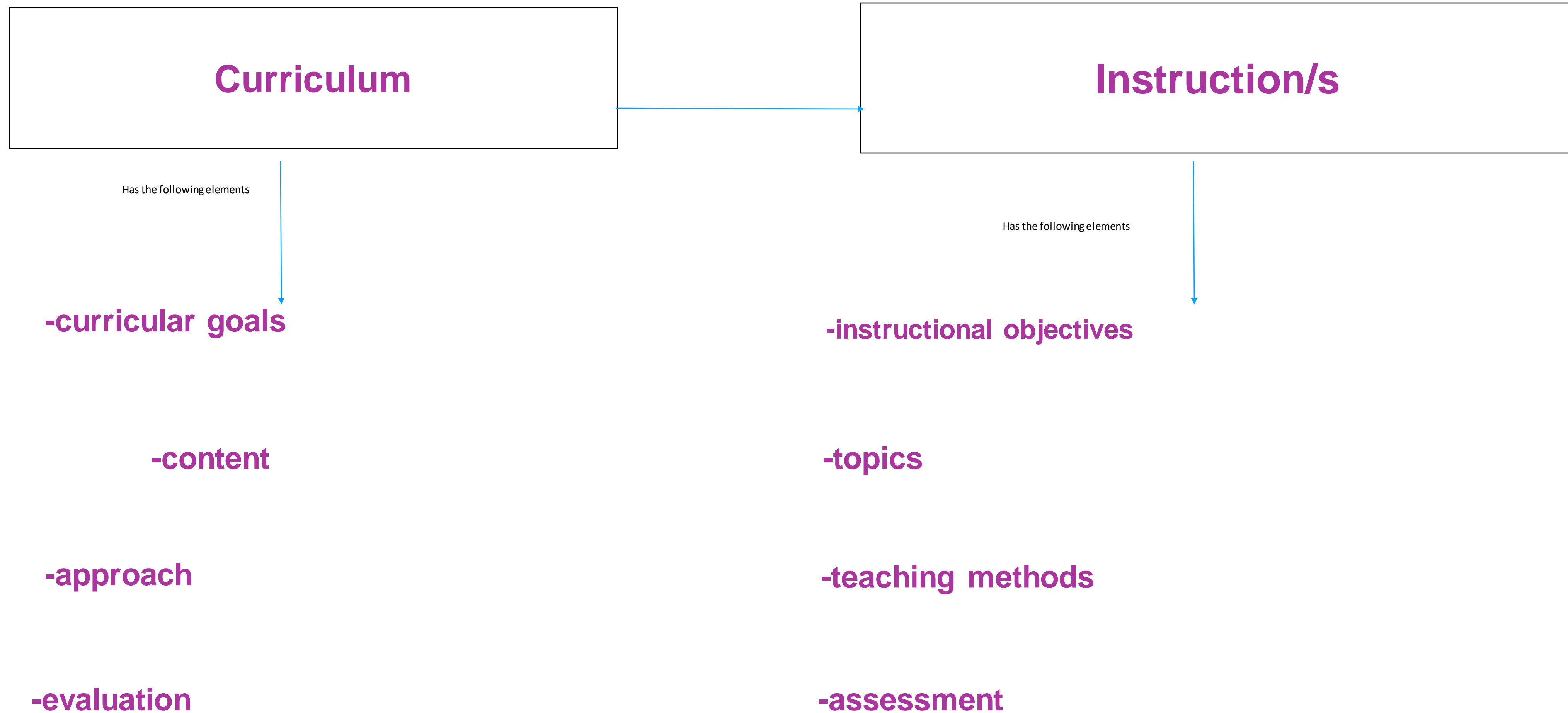
# Instruction

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## PLAN

- \* Learning Intent (specific objectives)
- \* Learning Content
- \* Teaching Strategies
- \* Assessment

# Curriculum and Instruction



# Dimensions of Curriculum

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Intended Curriculum

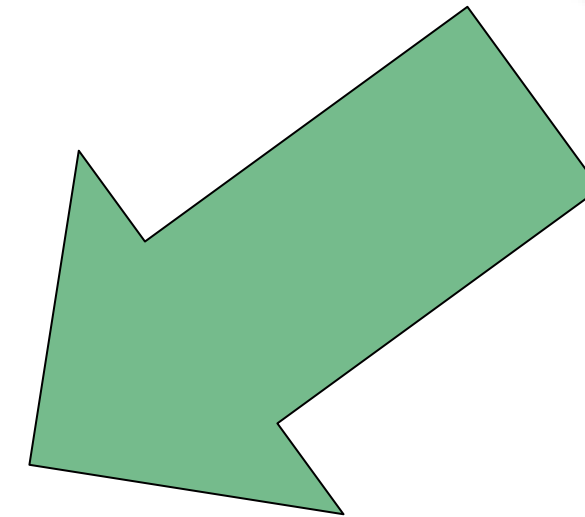
**PLAN**

Implemented Curriculum

**INSTRUCTION**

Attained Curriculum

**GAP**



# Curriculum Development/Designing

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- **Decision Making process in determining the four elements of the curriculum and their organization**



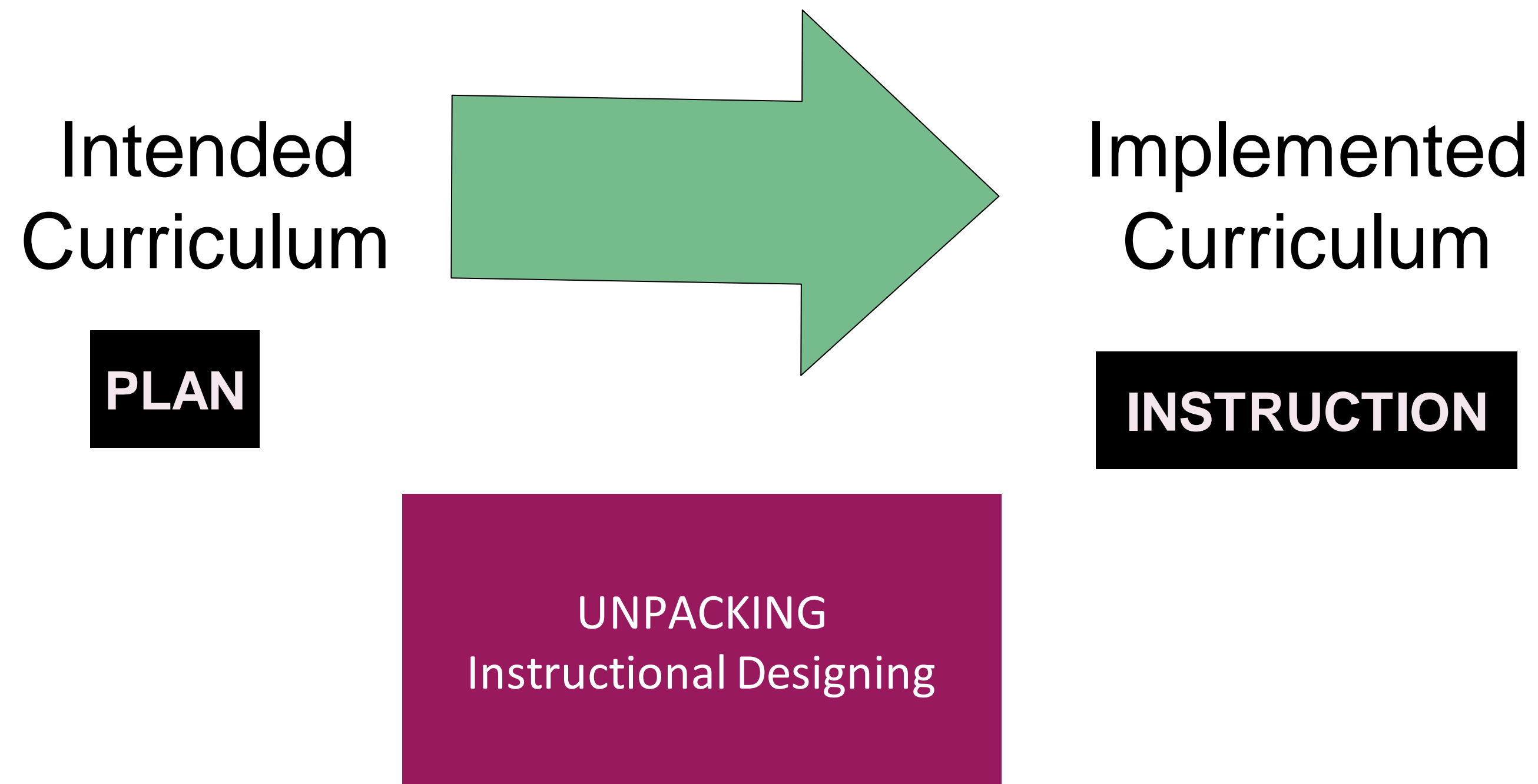
# Instructional Designing

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- **Decision making process on the four elements of instructional plan based on the intended curriculum (esp approach)**
- **The process of translating or unpacking the intended curriculum to instructional plan**

# Instructional Designing

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# Innovations



IMPROVEMENTS

PRODUCT



# Innovations

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# Innovations in Curriculum and Instruction



**Responsive**

**APPROPRIATE**

**EFFECTIVE**

efficient

# Curricular and Instructional Innovations

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- **Cluster 1: Thematic, CBI, Focusing Inquiry**
- **Based on integrated curriculum framework**
  - **Addressed issue on lack of transfer of learning and connectedness of different content areas**

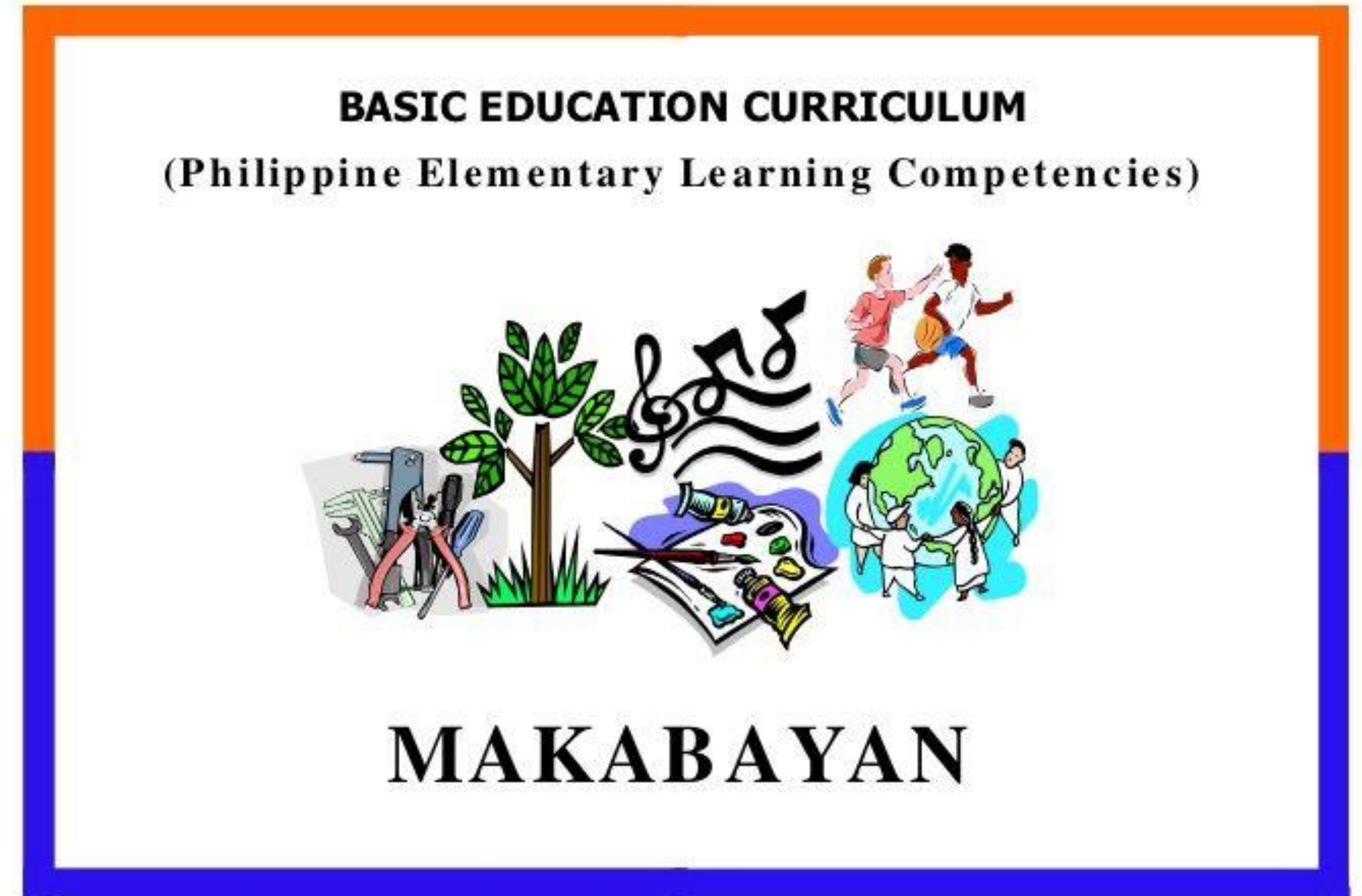
# Examples of C&I Innovations

- Thematic Curriculum (Learning intent and content)



# Examples of C&I Innovations

- Thematic Curriculum





# Examples of C&I Innovations

- Thematic Curriculum (LI & LC)

BASIC HUMAN NEEDS



# Examples of C&I Innovations

- **Content-based instruction**

“Natural language acquisition occurs in context; natural language is never learned divorced from meaning, and content-based instruction provides a context for meaningful communication to occur”








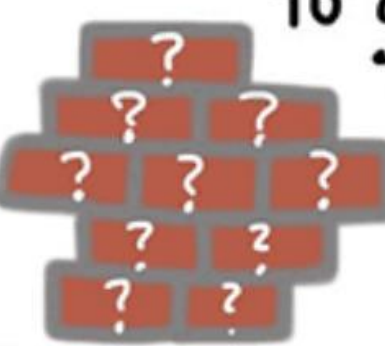


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-Helena Curtain, *Languages and children: Making the match*

# Examples of C&I Innovations

- Inquiry based Instruction

**10** Reasons to use Inquiry-based Learning

@Trev\_Mackenzie @sylviaaduckworth

- 1 Nurture student passions & talents 
- 2 Empower student voice & honour student choice 
- 3 Increase motivation and engagement 
- 4 Foster curiosity and a love for learning 
- 5 Teach grit, perseverance, growth mindset & self-regulation 
- 6 Make research meaningful & develop strong research skills 
- 7 Deepen understanding to go beyond memorizing facts and content 
- 8 Fortify the importance of asking good questions 
- 9 Enable students to take ownership over their own learning and to reach their goals 
- 10 Solve the problems of tomorrow in the classrooms of today 

Genius Hour  
Passion Projects  
20% Time

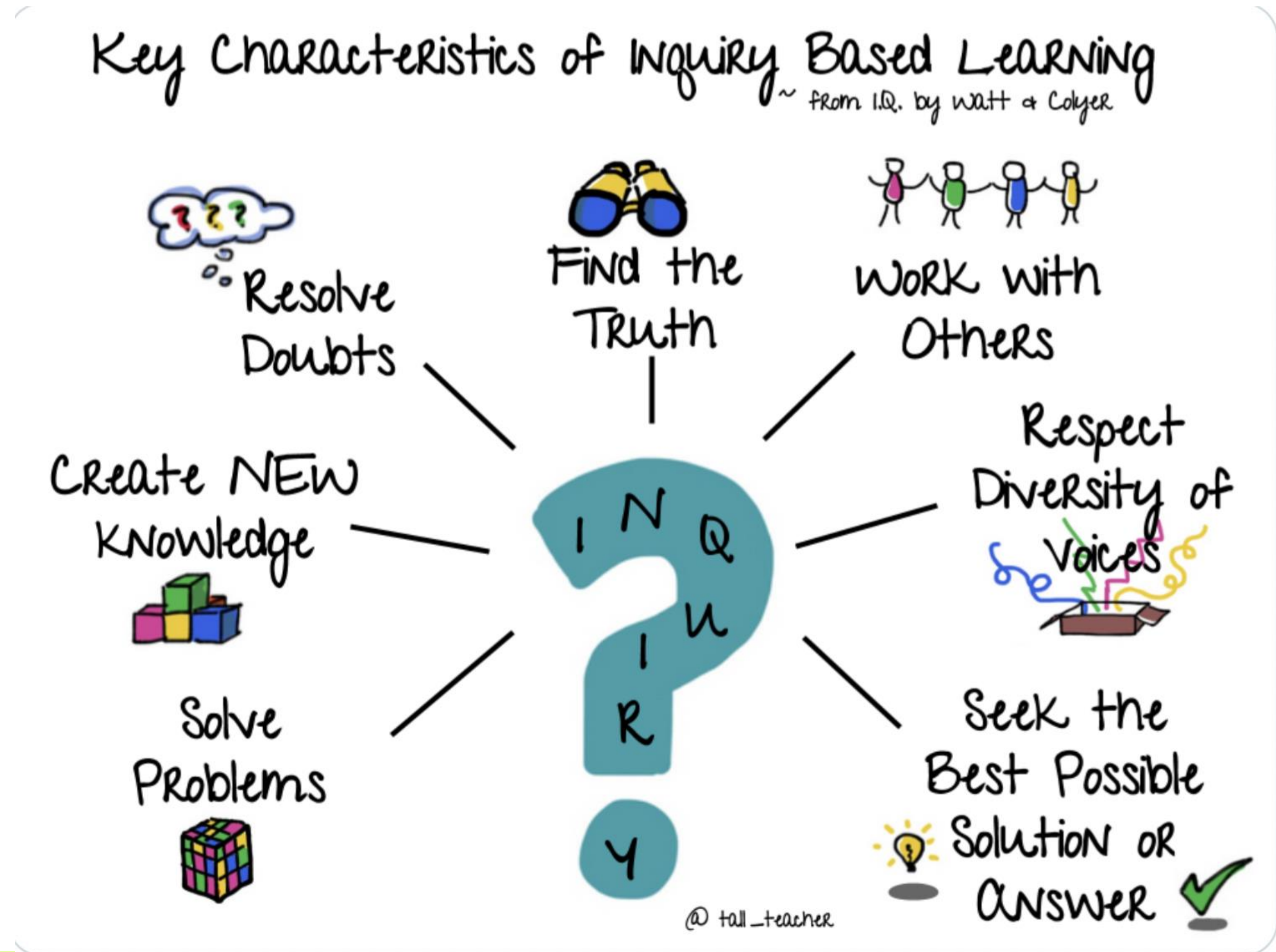
STUDENT VOICE

YAY, Let's do this!

I wonder if...?

# Examples of C&I Innovations

- Inquiry based Instruction



# Curricular and Instructional Innovations

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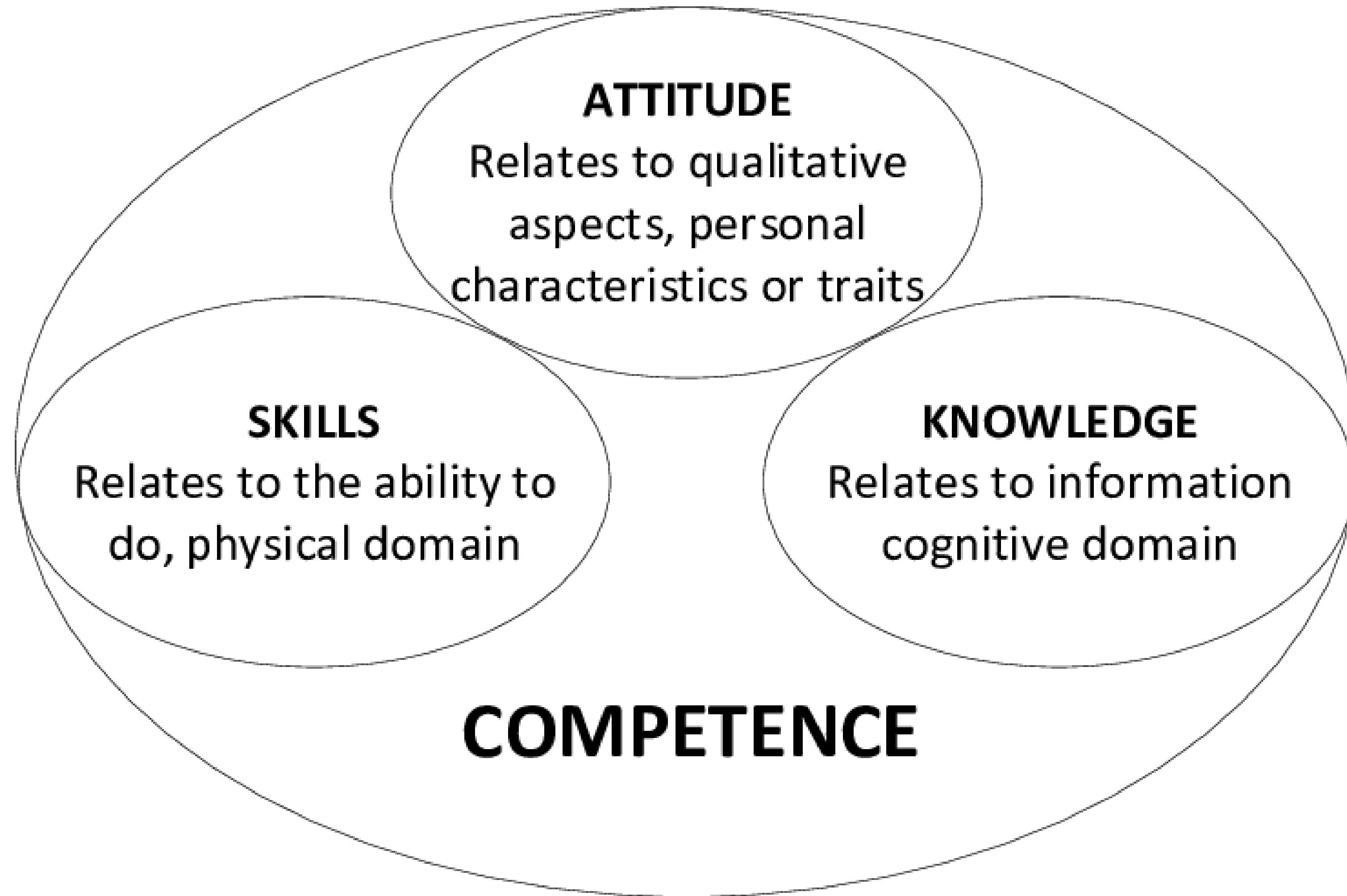
- **Cluster 2: Competency Model, OBE, UBD (understanding by design)**
- **Based on importance of clarity of focus**
- **Addressed issue on development of essential standards**

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# Examples of C&I Innovations

- Competence-based curriculum Model  
(LI expressed as competence)

# Examples of C&I Innovations



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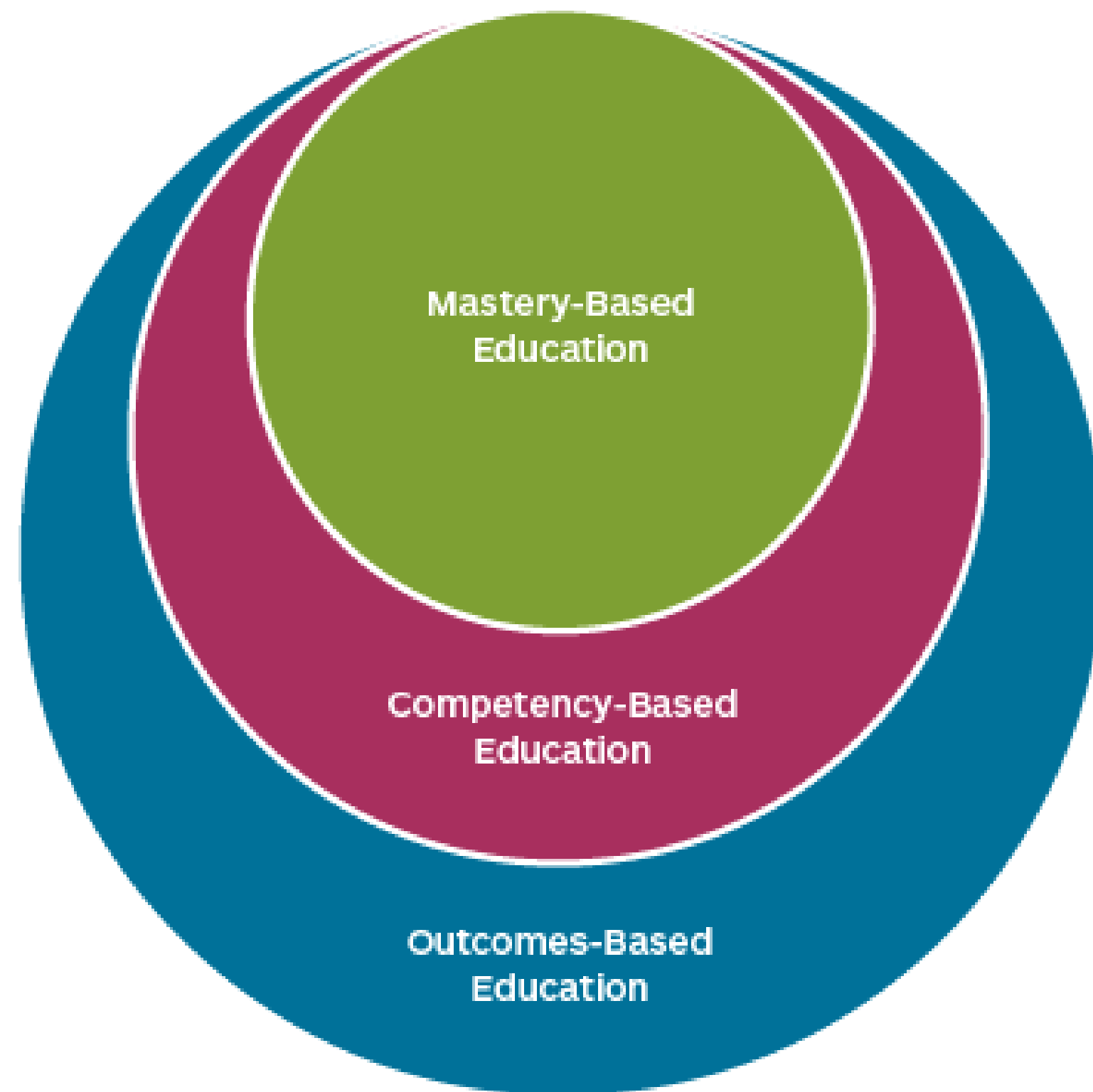
# Examples of C&I Innovations

- OBE (outcomes based education)
- Proponent - William Spady
- (All 4 elements)



# Examples of C&I Innovations

## Outcomes-Based Education vs. Other Models



### Mastery-Based Education

Criteria for measuring proficiency

Learner support provided

Adaptive to learner needs

Adequate time to achieve proficiency

### Competency-Based Education

*All characteristics of mastery-based education, plus*

Self-paced

### Outcomes-Based Education

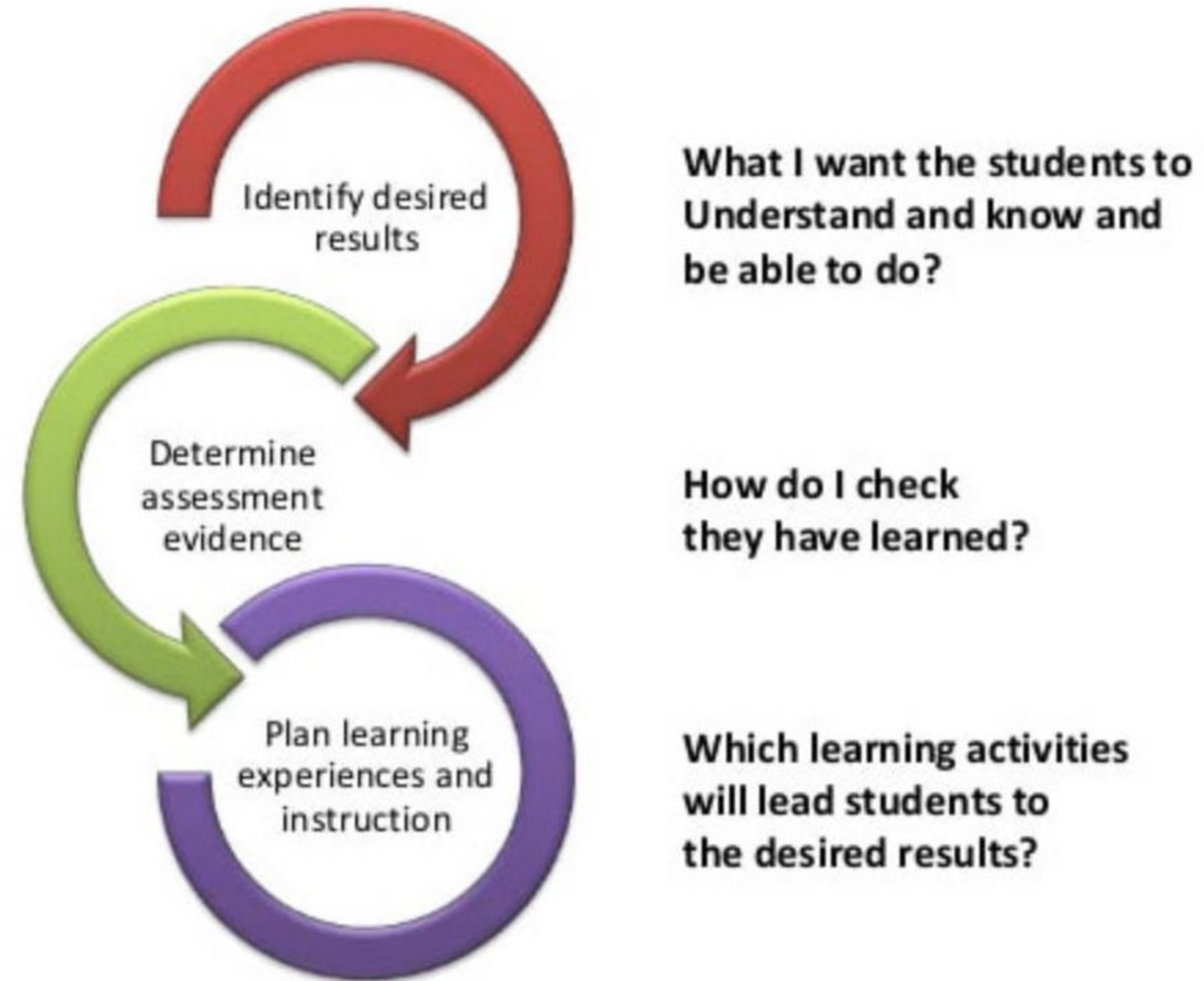
*All characteristics of competency-based education, plus*

Understanding why proficiency matters

# Examples of C&I Innovations

- UBD understanding by design (effective teaching and learning)

## The Backward Design Process



# Examples of C&I Innovations

- UBD understanding by design (effective teaching and learning)

## The “Big Ideas” of UbD

<i>UbD big idea</i>	<i>Why is this important?</i>	<i>If not...</i>
<b>Backward Design</b>	Plans need to be well aligned to be effective	Twin sins: Aimless activity and coverage
<b>Transfer as goal</b>	The essence of understanding and the point of schooling	Students fail to apply learning
<b>Understanding via Big Ideas</b>	How transfer occurs; creates connections in learning	Fragmented learning; more difficult, less engaging
<b>Meaningful Learning</b>	This engages and invites students	Plans need to be well aligned to be effective

<https://slideplayer.com/slide/3200496/>

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# Curricular and Instructional Innovations

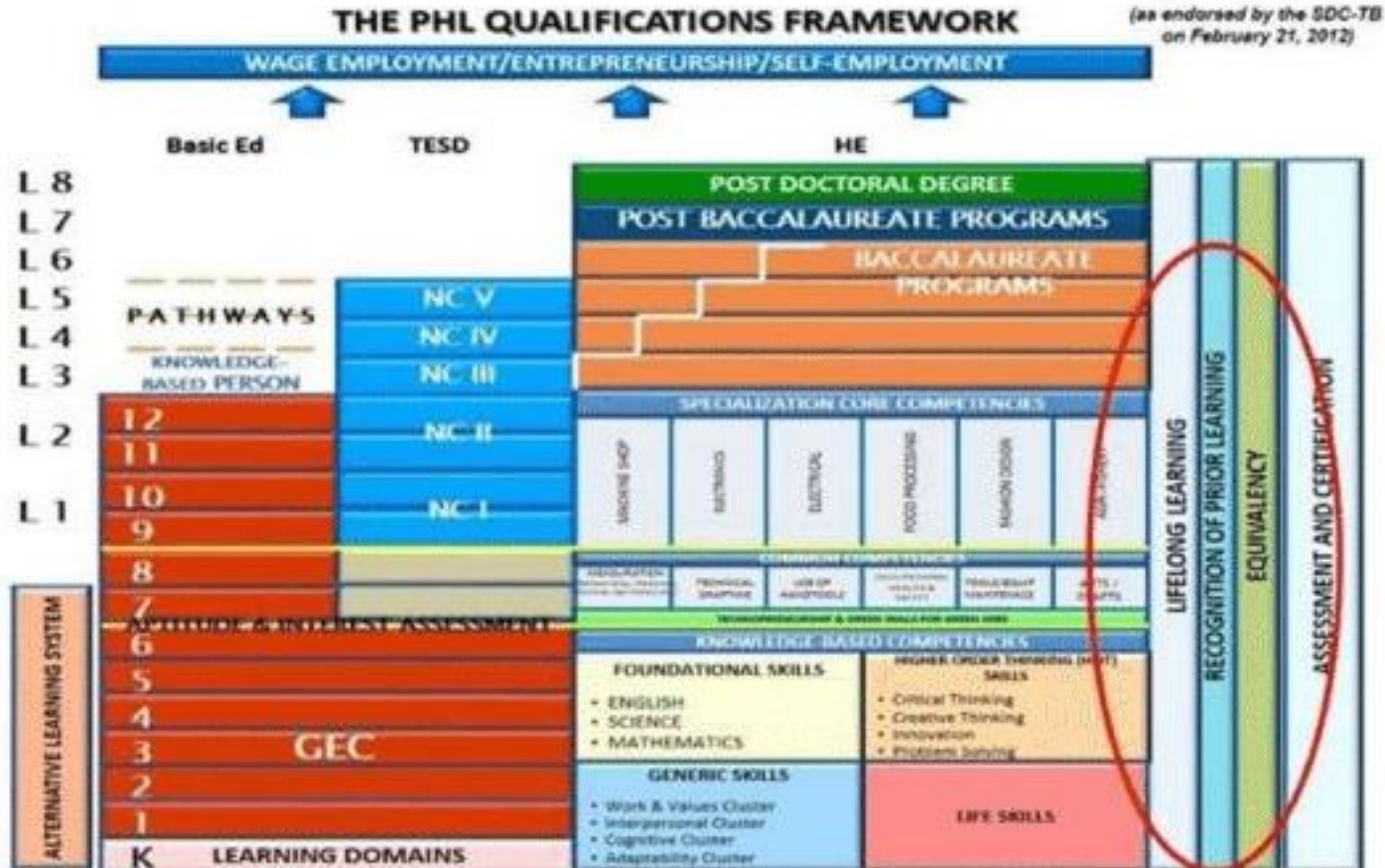
- **Cluster 3: Ladderized Curriculum**
- **Continuity**
- **Life-long learning**
- **Equivalency**

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# Examples of C&I Innovations

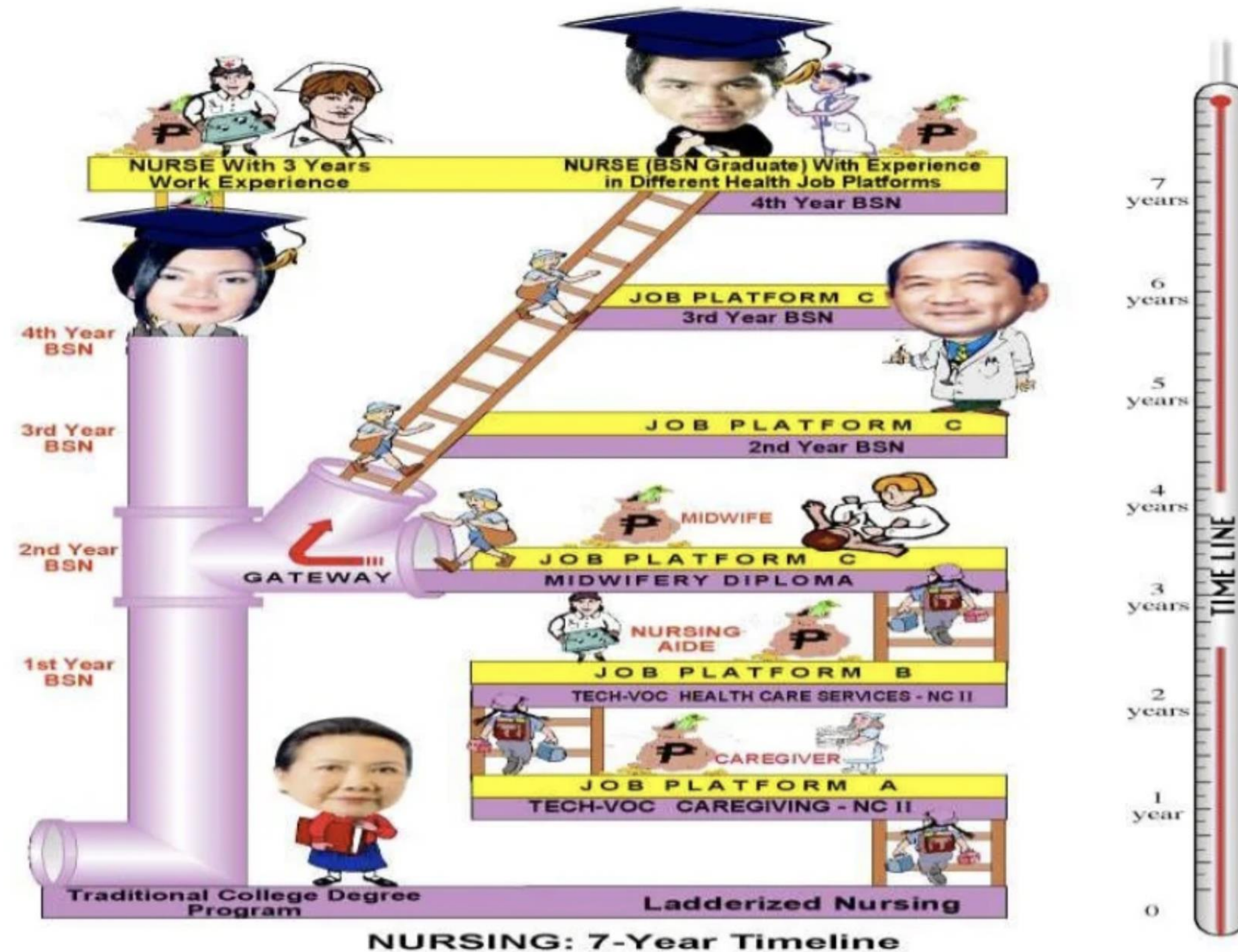
- Ladderized Curriculum
  - Linking Programs
  - Scaffolding of competence/outcomes
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# Examples of C&I Innovations



# Examples of C&I Innovations

- Ladderized Curriculum
- Multiple entry and exit



# Curricular and Instructional Innovations

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- **Cluster 4: Home-schooling and Use of Technology, MOOC, HELA**
- **Delivery of instruction (different mode of delivery)**



# Examples of C&I Innovations

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- Addressed some social issues
- Challenges: qualified and competent home school education; lack of socialization beyond family members
- Depended on quality Instructional materials



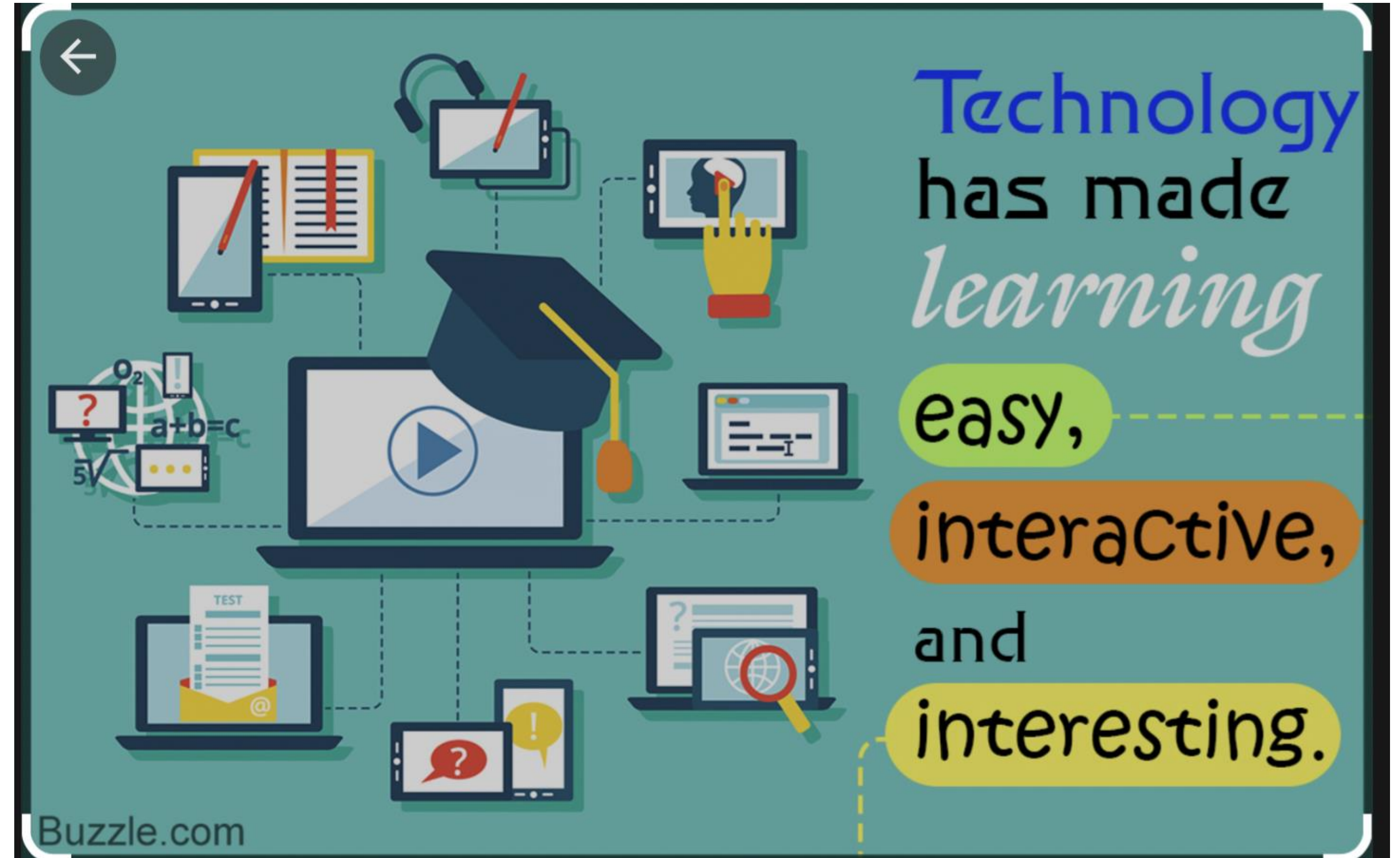
# Examples of C&I Innovations

- Use of Technology

Manipulation

Hands-on

Several senses are used



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# Examples of C&I Innovations

- **Uses of Technology**

As source of information

Stimulatory activity (introduction)

Communication

Management

Development/design tools

# Examples of C&I Innovations

**M**

**MASSIVE**

There may be 100,000+ students in a MOOC.

**O**

**OPEN**

Anyone, anywhere can register for these courses.

**O**

**ONLINE**

Coursework is delivered entirely over the Internet.

**C**

**COURSE**

MOOCs are very similar to most online college courses.

# Examples of C&I Innovations

M O O C

- Access
- Cost
- Micro-credentialing

- Coursera
- Skillsoft
- Udemy

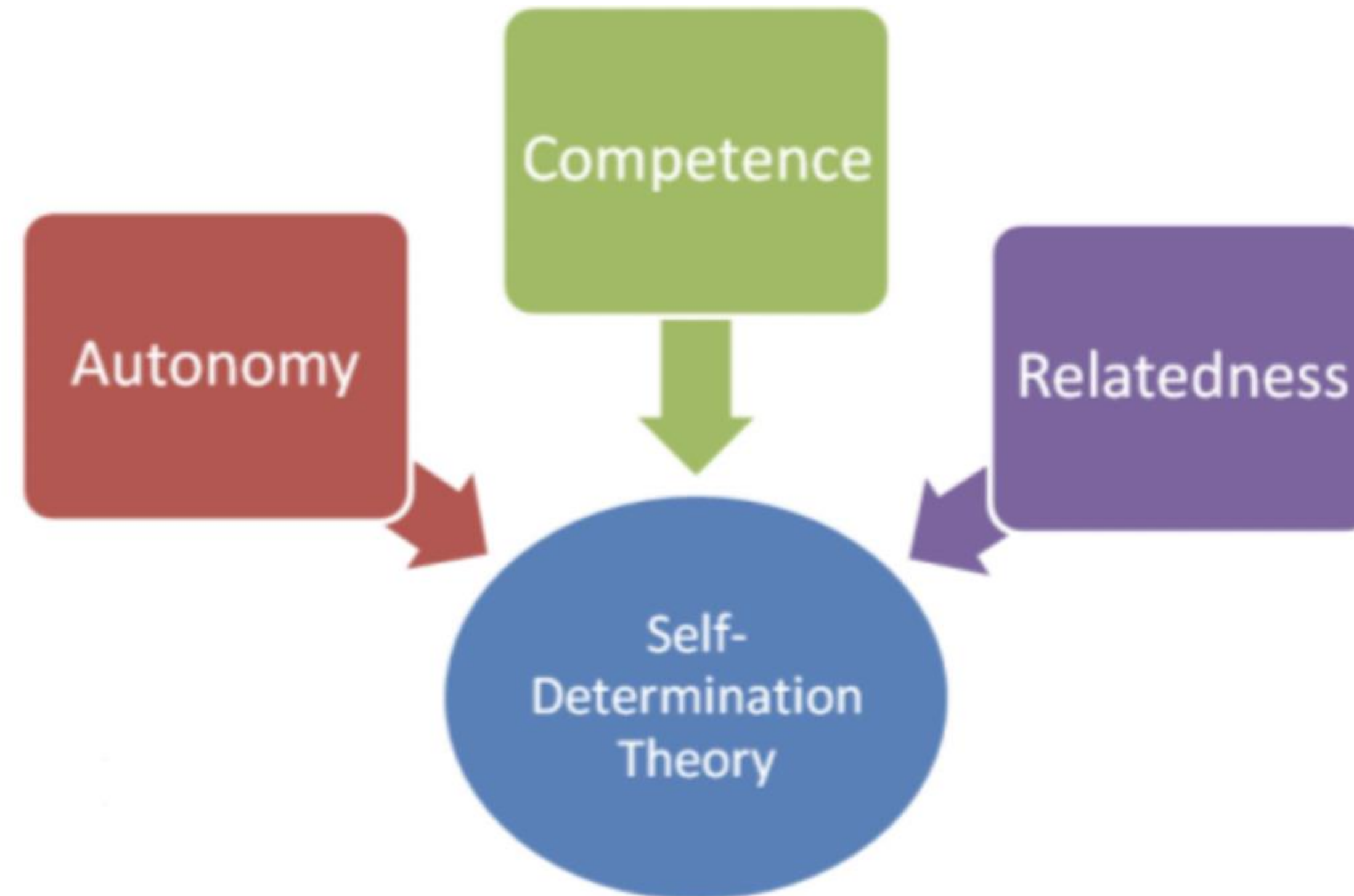
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# Examples of C&I Innovations

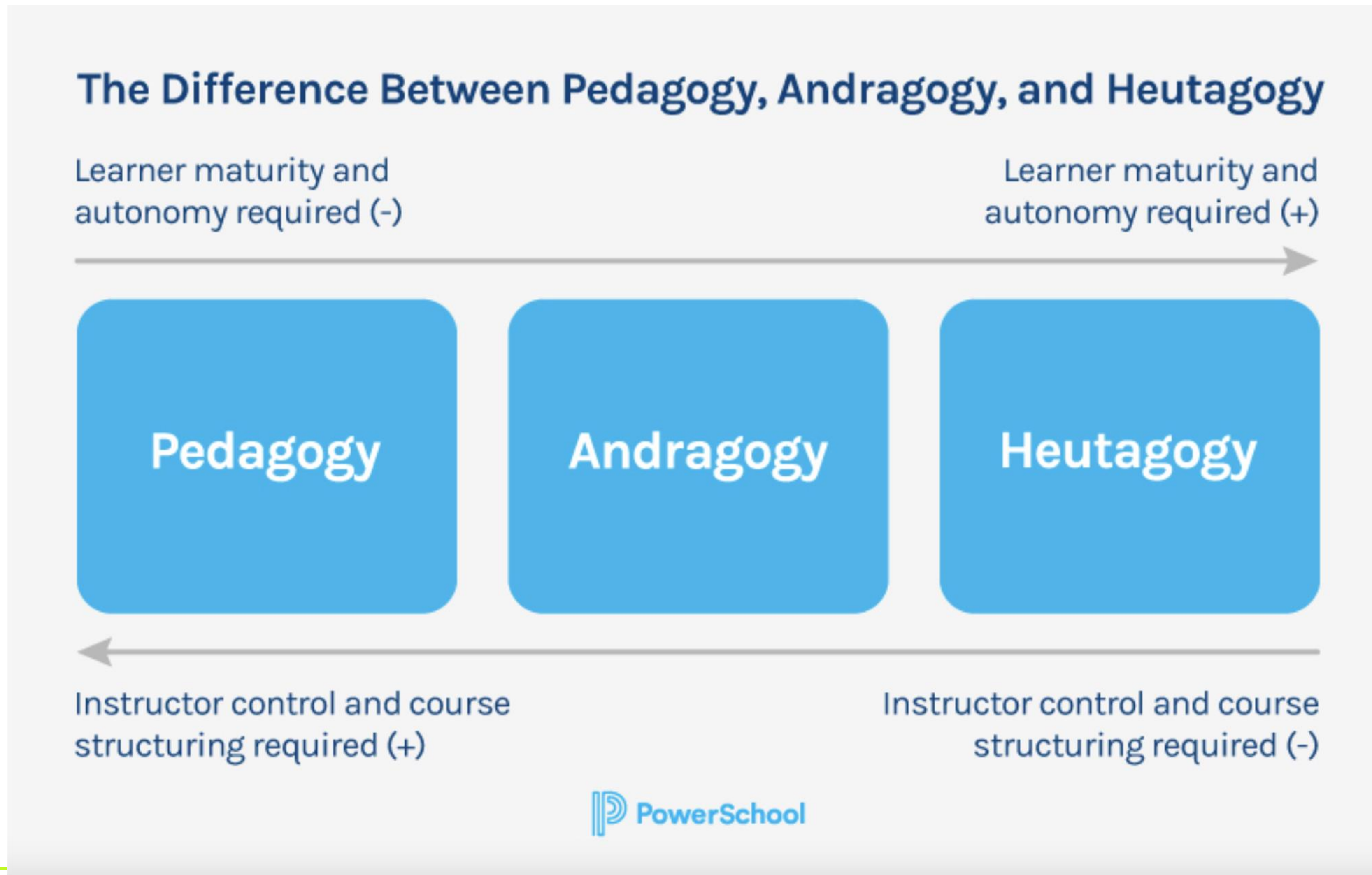
- Badges - Certification
- Major Challenge - assessment

# Examples of C&I Innovations

- Self-determined Theory (for digital learners)



# Examples of C&I Innovations





# Curricular and Instructional Innovations (Factors)

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- **Philosophy of Education (vision-mission)**
- **Learning Theories**
- **Socio Cultural Environment**
- **Demands of the Industries**

# Summary

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- Curricular and Instructional Innovations address issues on relevance, appropriateness and responsive of the curriculum.
  - Innovations can be a product or a process.
  - Innovations can be focused on one element of the curriculum. Mostly are on the Learning Intent.
  - Major factors include the philosophy of education, learning theories, nature of learners, socio cultural environment and demands of the industry.
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“being simple is the most  
difficult thing in the world. it  
is the last effort of a genius.”

# QUESTIONS

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