

TIM CARR

Avenues of Disruption

FEBRUARY 2019



Association for the Advancement of
International Education

AVENUES GOAL

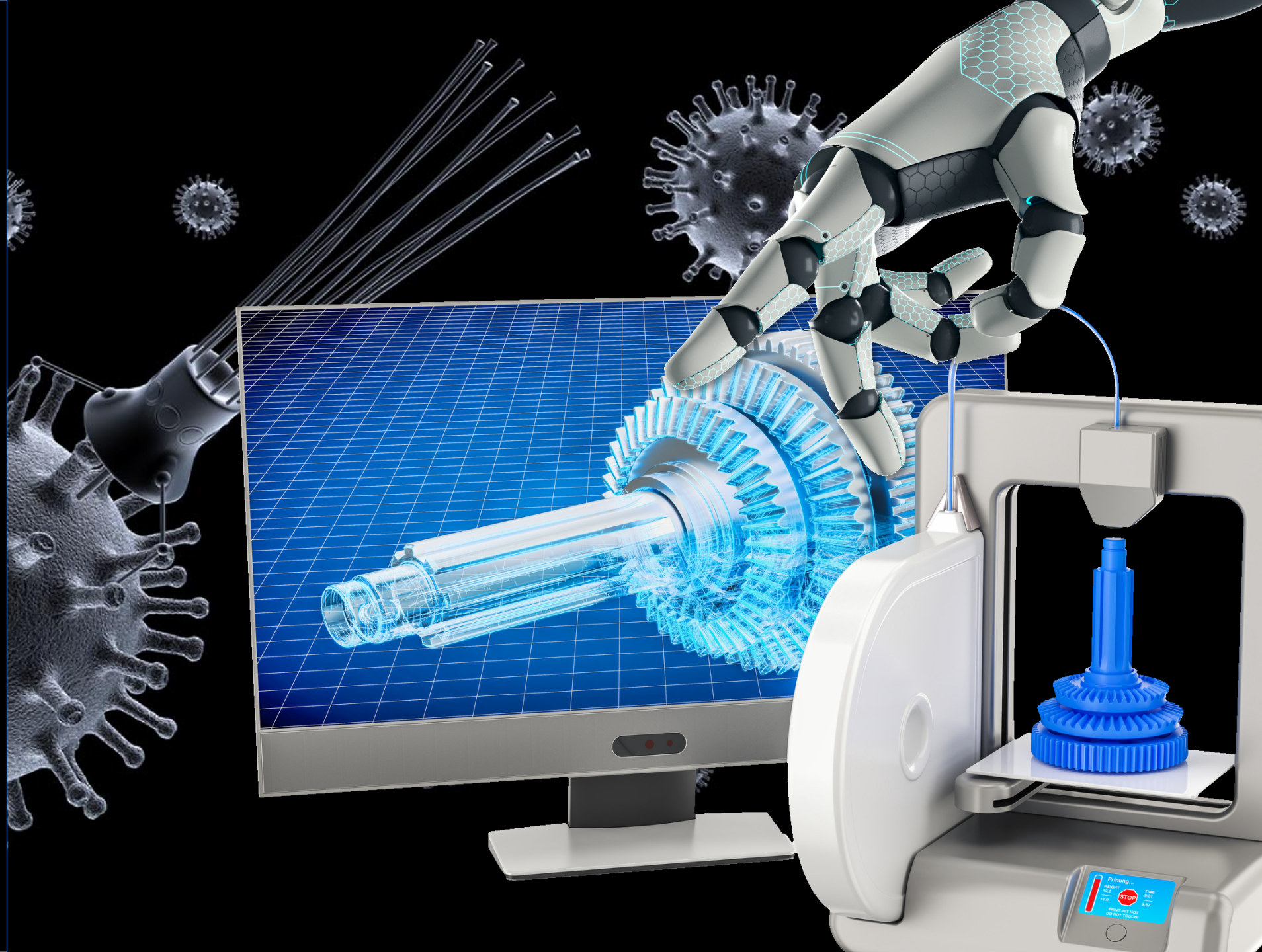
To develop future worldwise leaders uniquely equipped to
understand and solve global-scale problems



FOURTH INDUSTRIAL REVOLUTION

1. Physical
2. Digital
3. Biological

The underlying basis for 4IR lies in advances in communication and connectivity rather than technology.



WHAT ARE THE IMPLICATIONS OF 4IR (and SIR) FOR EDUCATION?

- COLLABORATION
- COOPERATION
- OPENNESS
- PARTNERSHIP
- SHARE
- TRUST

We are not competitors!





We will share our prosperity with those who need it.

We will advance education by ... making available our discoveries, large and small, to colleagues in the cause of education.

from the Avenues Mission Statement



TIGER WORKS R&D

5 AVENUES OF DISRUPTION

1. Avenues World Elements
2. Avenues Mastery Academy
3. Global-Scale Solutions Fund
4. Avenues Online
5. Project “Hello World”



TIGER WORKS R&D

5 AVENUES OF DISRUPTION

1. Avenues World Elements

- 2. Avenues Mastery Academy
- 3. Global-Scale Solutions Fund
- 4. Avenues Online
- 5. Project “Hello World”

AVENUES WORLD ELEMENTS

The Avenues World Elements (AWE) is the intended curriculum of Avenues.

MISSION

Set learning priorities across campuses and communicate them in one eye span.

Avenues World Elements™

The Essential and Enduring Learning Outcomes for Graduates of Avenues: The World School

1 Em EMPATHY E 1 2 3 4 5 6 7 8 9 10 11 12	2 C CREATIVITY E 1 2 3 4 5 6 7 8 9 10 11 12	<div>AVENUES NUMBER — 24</div> <div>ELEMENT SYMBOL — Cs</div> <div>ELEMENT NAME — CLASSICS</div> <div>GRADE LEVELS — E 1 2 3 4 5 6 7 8 9 10 11 12</div> <div>THINKING CHARACTER WELL-BEING UNDERSTANDING PURPOSE HUMANITY BIG HISTORY NATURE INNOVATION INVESTIGATION</div>												3 Ab ABSTRACTION E 1 2 3 4 5 6 7 8 9 10 11 12	4 Me METACOGNITION E 1 2 3 4 5 6 7 8 9 10 11 12				
5 Ct CRITICAL THINKING E 1 2 3 4 5 6 7 8 9 10 11 12	6 Ma MENTAL AGILITY E 1 2 3 4 5 6 7 8 9 10 11 12	7 Pl PLANNING E 1 2 3 4 5 6 7 8 9 10 11 12	8 Co CONFIDENCE E 1 2 3 4 5 6 7 8 9 10 11 12													9 H HUMILITY E 1 2 3 4 5 6 7 8 9 10 11 12	10 Ge GENEROSITY E 1 2 3 4 5 6 7 8 9 10 11 12	11 Tr TRUSTWORTHINESS E 1 2 3 4 5 6 7 8 9 10 11 12	12 Gm GLOBAL MINDSET E 1 2 3 4 5 6 7 8 9 10 11 12
13 Hm MENTAL HEALTH E 1 2 3 4 5 6 7 8 9 10 11 12	14 Hp PHYSICAL HEALTH E 1 2 3 4 5 6 7 8 9 10 11 12	15 R READING E 1 2 3 4 5 6 7 8 9 10 11 12	16 W WRITING E 1 2 3 4 5 6 7 8 9 10 11 12	17 O ORATION E 1 2 3 4 5 6 7 8 9 10 11 12	18 Di DISCUSSION E 1 2 3 4 5 6 7 8 9 10 11 12	19 Es ESTIMATION E 1 2 3 4 5 6 7 8 9 10 11 12	20 Mm MEASUREMENT E 1 2 3 4 5 6 7 8 9 10 11 12	21 Pt PATTERN E 1 2 3 4 5 6 7 8 9 10 11 12	22 Ae AESTHETICS E 1 2 3 4 5 6 7 8 9 10 11 12	23 Be BELIEFS E 1 2 3 4 5 6 7 8 9 10 11 12	24 Cs CLASSICS E 1 2 3 4 5 6 7 8 9 10 11 12								
25 Et ETHICS E 1 2 3 4 5 6 7 8 9 10 11 12	26 I IDENTITY E 1 2 3 4 5 6 7 8 9 10 11 12	27 Mn MEANING E 1 2 3 4 5 6 7 8 9 10 11 12	28 Cv CIVILIZATIONS E 1 2 3 4 5 6 7 8 9 10 11 12	29 Cu CULTURES E 1 2 3 4 5 6 7 8 9 10 11 12	30 Ec ECONOMICS E 1 2 3 4 5 6 7 8 9 10 11 12	31 G GEOGRAPHY E 1 2 3 4 5 6 7 8 9 10 11 12	32 T GLOBAL TRENDS E 1 2 3 4 5 6 7 8 9 10 11 12	33 Su SUSTAINABILITY E 1 2 3 4 5 6 7 8 9 10 11 12	34 Bb BIG BANG E 1 2 3 4 5 6 7 8 9 10 11 12	35 U UNIVERSE E 1 2 3 4 5 6 7 8 9 10 11 12	36 So SOLAR SYSTEM E 1 2 3 4 5 6 7 8 9 10 11 12								
37 Ea EARTH E 1 2 3 4 5 6 7 8 9 10 11 12	38 L LIFE E 1 2 3 4 5 6 7 8 9 10 11 12	39 Hu HUMANS E 1 2 3 4 5 6 7 8 9 10 11 12	40 Cl COLLECTIVE LEARNING E 1 2 3 4 5 6 7 8 9 10 11 12	41 Ag AGRICULTURE E 1 2 3 4 5 6 7 8 9 10 11 12	42 In INTERCONNECTIONS E 1 2 3 4 5 6 7 8 9 10 11 12	43 Nh NATIONAL HISTORY E 1 2 3 4 5 6 7 8 9 10 11 12	44 A ATOMS E 1 2 3 4 5 6 7 8 9 10 11 12	45 Cr CHEMICAL REACTIONS E 1 2 3 4 5 6 7 8 9 10 11 12	46 E ENERGY E 1 2 3 4 5 6 7 8 9 10 11 12	47 Mo MOTION E 1 2 3 4 5 6 7 8 9 10 11 12	48 Wa WAVES E 1 2 3 4 5 6 7 8 9 10 11 12								
49 Ce CELLS E 1 2 3 4 5 6 7 8 9 10 11 12	50 Ev EVOLUTION E 1 2 3 4 5 6 7 8 9 10 11 12	51 Eo ECOSYSTEMS E 1 2 3 4 5 6 7 8 9 10 11 12	52 D DESIGN E 1 2 3 4 5 6 7 8 9 10 11 12	53 Ee ELECTRONICS E 1 2 3 4 5 6 7 8 9 10 11 12	54 En ENTREPRENEURSHIP E 1 2 3 4 5 6 7 8 9 10 11 12	55 Mc MACHINES E 1 2 3 4 5 6 7 8 9 10 11 12	56 Mk MAKING E 1 2 3 4 5 6 7 8 9 10 11 12	57 St STRUCTURES E 1 2 3 4 5 6 7 8 9 10 11 12	58 Al ALGORITHMS E 1 2 3 4 5 6 7 8 9 10 11 12	59 Da DATA ANALYSIS E 1 2 3 4 5 6 7 8 9 10 11 12	60 Fn FUNCTIONS E 1 2 3 4 5 6 7 8 9 10 11 12								
61 Md MODELING E 1 2 3 4 5 6 7 8 9 10 11 12	62 Pb PROBABILITY E 1 2 3 4 5 6 7 8 9 10 11 12	63 Rs REASONING E 1 2 3 4 5 6 7 8 9 10 11 12	64 Sm SCIENTIFIC METHOD E 1 2 3 4 5 6 7 8 9 10 11 12	65 Sd SYSTEM DYNAMICS E 1 2 3 4 5 6 7 8 9 10 11 12															

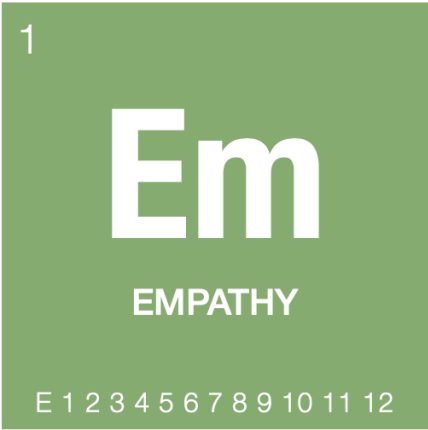
LEARNING EXPERIENCES

X EXCHANGE E 1 2 3 4 5 6 7 8 9 10 11 12	Hi HIGH-INTENSITY PRACTICE E 1 2 3 4 5 6 7 8 9 10 11 12	Im IMMERSION E 1 2 3 4 5 6 7 8 9 10 11 12	Ir INQUIRY E 1 2 3 4 5 6 7 8 9 10 11 12	Is INTERDISCIPLINARY STUDIES E 1 2 3 4 5 6 7 8 9 10 11 12	M MASTERY E 1 2 3 4 5 6 7 8 9 10 11 12	Mt MENTORSHIP E 1 2 3 4 5 6 7 8 9 10 11 12	P PLAY E 1 2 3 4 5 6 7 8 9 10 11 12	Pr PROJECTS E 1 2 3 4 5 6 7 8 9 10 11 12	Se SERVICE E 1 2 3 4 5 6 7 8 9 10 11 12	Sa STUDY ABROAD E 1 2 3 4 5 6 7 8 9 10 11 12
--	--	--	--	--	---	---	--	---	--	---

AVENUES WORLD ELEMENTS

Each element contains detailed descriptions, learning outcomes, and sample activities.

AWE is the primary driver of professional development, enacted curricula, and assessment.



THINKING
Avenues Number: 1
Grades: E-12



Empathy comes from the Greek *empathēia*—*em* (into) and *pathos* (feeling)—a penetration, a kind of travel. It suggests you enter another person's pain as you'd enter another country, through immigration and customs, border crossing by way of query: What grows where you are? What are the laws? What animals graze there?"

—Leslie Jamison

Humans aren't as good as we should be in our capacity to empathize with feelings and thoughts of others, be they humans or other animals on Earth. So maybe part of our formal education should be training in empathy. Imagine how different the world would be if, in fact, that were "reading, writing, arithmetic, empathy.

—Neil deGrasse Tyson

DEFINITION

Empathy is the ability to recognize, understand, and experience the feelings of others (human or non-human). Empathy promotes pro social behavior, mediates aggression, and allows people to relate to others. Empathy is a key element in the development of emotional intelligence and the executive function known as cognitive flexibility.

LEARNING OUTCOMES

1. Recognize how others are feeling and respond in appropriate ways.
2. Take the perspective of others and accurately reflect back their feelings.
3. Experience others directly without bias or prejudgment, irrespective of reputation or stereotypes.
4. Consider the viewpoints of others in earnest, even when they behave or communicate in a way that offends you.
5. Transpose with historical or fictional characters, experiencing events as they experienced them.
6. Troubleshoot errors, problems, and disputes by analyzing the emotions, motivations, and thought processes of those involved.
7. Distinguish between empathy and sympathy, and between cognitive and emotional empathy.
8. Describe scenarios in which cognitive and emotional empathy can be productive and counterproductive.

SAMPLE ACTIVITIES

Have students discuss a dispute between two characters in a book or a movie, describing the feelings of each.

Have one student assume the persona of a character in a recently read book and act, speak and react as the other for an hour, a morning or an entire day. Have all the students in the class write, and then discuss, what they saw and heard; what they think the character was feeling; and how they felt about that character when they read the book and when s/he was "live" with them.

Have the students discuss a work such as a scene from T. H. White's *The Once and Future King* in which the young King Arthur is taught empathy by taking on the guise of vulnerable animals.



TIGER WORKS R&D

5 AVENUES OF DISRUPTION

1. Avenues World Elements
- 2. Avenues Mastery Academy**
3. Global-Scale Solutions Fund
4. Avenues Online
5. Project “Hello World”

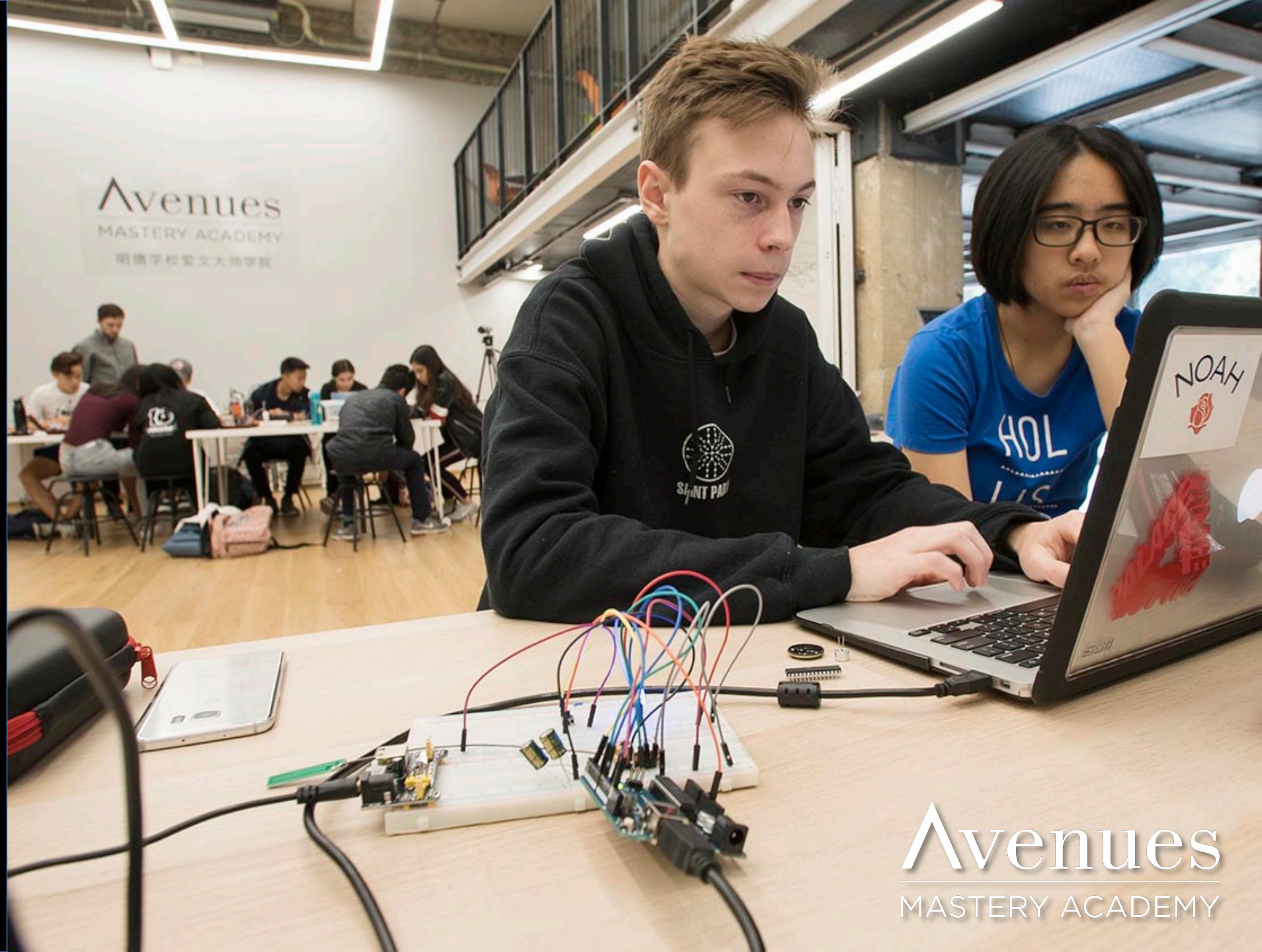
AVENUES MASTERY ACADEMY

MISSION

Explore modern versions of a Renaissance studio learning using an apprenticeship model.

One part micro-boarding school and one part makerspace, placed in cities that are best in the world at a discipline.

First Avenues Mastery Academy pilot was held in Shenzhen, China—
Students created a smart phone from scratch.



Avenues
MASTERY ACADEMY

AVENUES MASTERY ACADEMY

Second Avenues Master Academy pilot will be held in the Cloud Forest of Monteverde, Costa Rica.

Students will conduct biodiversity research and search for the near-extinct Golden Toad.



Avenues
MASTERY ACADEMY



TIGER WORKS R&D

5 AVENUES OF DISRUPTION

1. Avenues World Elements
2. Avenues Mastery Academy
- 3. Global-Scale Solutions Fund**
4. Avenues Online
5. Project “Hello World”

GLOBAL-SCALE SOLUTIONS FUND

MISSION

Provide incubator support services to catalyze and nurture student solutions to impact the world's most pressing problems.

“You get what you incentivize.”

Peter Diamandis
Founder, X Prize Foundation



GLOBAL-SCALE SOLUTIONS FUND

Students submit proposals to prototype and pilot projects that address global-scale problems.

Avenues provides seed funding, planning support, and mentorship to winners each year.





TIGER WORKS R&D

5 AVENUES OF DISRUPTION

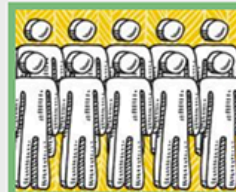
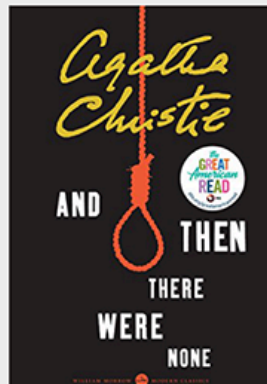
1. Avenues World Elements
2. Avenues Mastery Academy
3. Global-Scale Solutions Fund
- 4. Avenues Online**
5. Project “Hello World”

AVENUES ONLINE

Avenues Online (AON) is the online campus of Avenues: The World School, supporting middle and upper school grades 6-12.

MISSION

Provide students anywhere in the world access to a world-class education.



BOOK CLUB 1



RHYME OR REASON



BOOK CLUB 2



THOROUGHLY
MODERN MYSTERIES



BOOK CLUB 3



AND THEN THERE
WERE GAMES

AVENUES ONLINE

GREAT WORKS

AON curriculum blends a great books approach with project-based learning.

Most learning happens offline in project work and online collaborative sessions.

“Great works” are what students study and what they create.





TIGER WORKS R&D

5 AVENUES OF DISRUPTION

1. Avenues World Elements
2. Avenues Mastery Academy
3. Global-Scale Solutions Fund
4. Avenues Online
- 5. Project “Hello World”**

PROJECT “HELLO WORLD”

Avenues partners with non-profit organization Hello World.

MISSION

Give communities in remote places a modern “school-in-a-box”.

One 4'x5' crate contains:

- Geodesic Dome
- Solar Generator
- 8 iPads with Ed Apps
- Internet Satellite Dish

HELLO
WORLD



PROJECT “HELLO WORLD”

Hello World manages community engagement and shipping logistics.

Engineering and iPads donated by Avenues.

Community builds the “Hello Dome”, solar generator, and learns to maintain the equipment.

Long-term goal is to provide communities educational access via Avenues Online.





Our values created value.

— Marc Benioff

THE FUTURE OF SCHOOLS

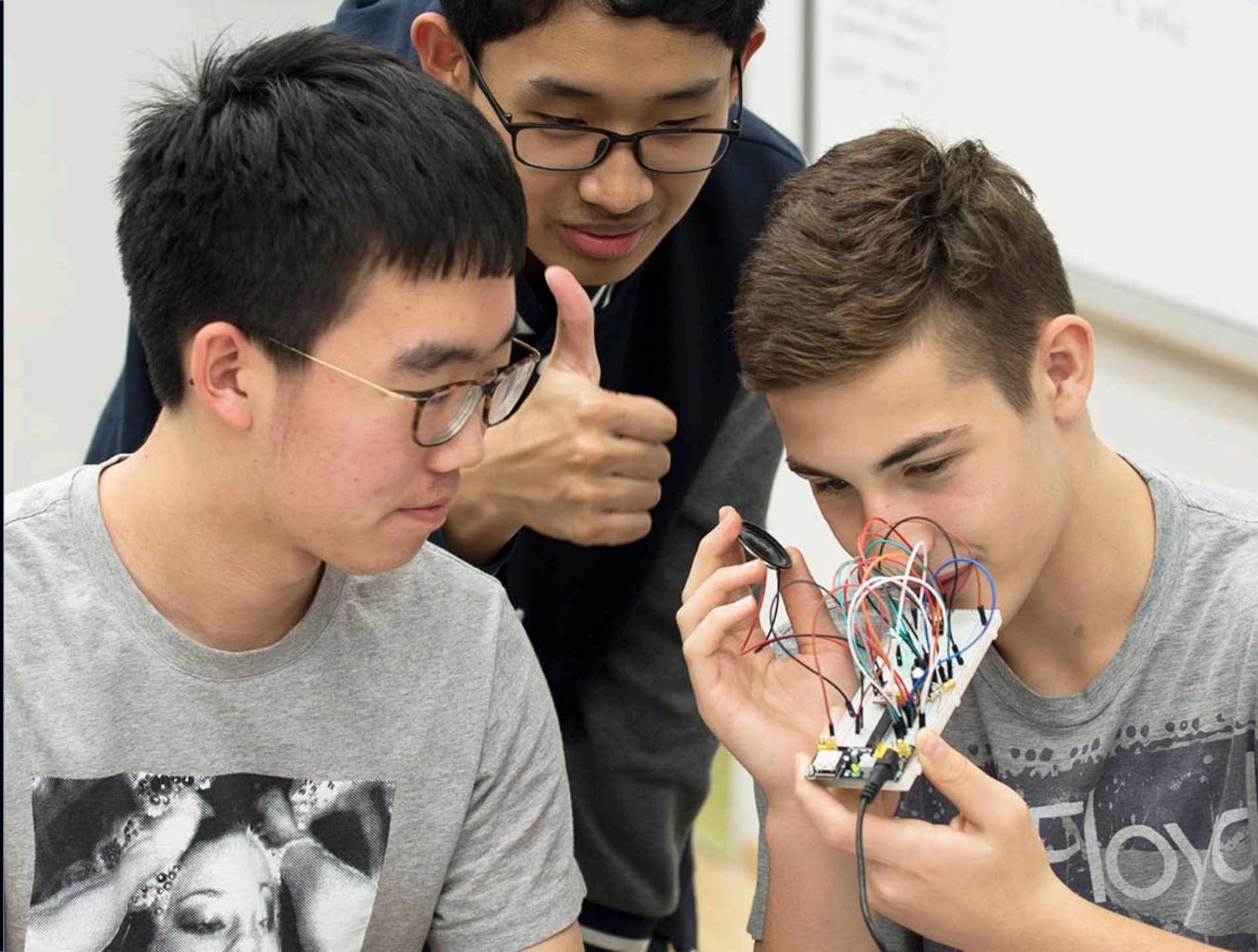


DISRUPTION NEEDED

Tired industrial models
must be transformed.

We can co-create a
different mode of learning,
a redesigned school of the
future.

Going it alone has not
served us well.



iGEN

Hyper-connected children
will inherit a challenging
future.

What will help them to be
their best selves?





Humans have the amazing ability to cooperate in very large numbers because we are able to create, spread, and believe in fictional stories.

— Yuval Harari



THANK YOU

TIM CARR
tim.carr@avenues.org

Avenues
THE WORLD SCHOOL