

Our Approach: Competency-Based Case Method

3DE is an instructional model that transforms high school education to be more relevant and experiential by authentically integrating real-world connectivity into the academic experience. This pedagogy is proven to heighten student engagement, increase academic comprehension, and build critical-thinking skills.

3DE's instructional design is structured around **competency-based case method**.

- **COMPETENCY-BASED:** 6 transferable skills made up of 24 observational behaviors that anchor curriculum design, student developmental objectives, and methods to measure progress.
- **CASE METHOD:** a teaching approach that presents students 17 real-world challenges facing today's high-growth industries and requires students to problem solve and present their approach to effective decision making.

3DE Competencies

3DE anchors its instructional approach in developing foundational competencies. Competency development allows students to apply and measure their mindset, skills, knowledge, and abilities when presented with real-world scenarios. These transferrable behaviors make students competitive regardless of their chosen path after high school. The six foundational competencies are:

1. **SELF-DIRECTION:** Learners will take the initiative to set goals/priorities to achieve maximum productivity - through inquisitiveness, resourcefulness, and positivity
2. **EFFECTIVE COLLABORATION:** Learners will promote cooperation for diverse, collective input and output; seek a range of perspectives; create open and productive environments
3. **CRITICAL & ANALYTICAL THINKING:** Learners will use logic, research, data, and intuition to break down complex problems; determine feasible strategies for solutions through observation, evaluation, and reflection.
4. **CULTURAL AGILITY:** Learners will assess situations to navigate cultural, structural, and situational norms, reading context and identifying stakeholders' perspectives to foster positive relationships.
5. **ENGAGING COMMUNICATION:** Learners will transfer information through appropriate channels to influence desired outcomes, articulating a position through knowledge, experiences, confidence, and compassion.
6. **CREATIVITY & INNOVATION:** Learners will determine opportunities to use original thoughts/approaches to create or disrupt status quo assumptions, constantly looking for improvements and advancements.



What is Case Method?

The case method is a teaching approach used in many business schools, which uses decision-forcing cases to put students in the role of people forced with a difficult decision at some point in the past. This student-centered approach increases engagement, strengthens learning outcomes, and builds critical thinking.

3DE adapts the case method for high school learners to achieve its competency development learning objectives.

3DE adapts the case method for high school learners to achieve its competency development learning objectives. Distinguishing features of our approach include:

- **AUTHENTIC BUSINESS CASES:** A case refers to a real situation that requires problem-solving and analysis to recommend a solution.
- **INCOMPLETE INFORMATION:** Cases intentionally feature ambiguous problems for which no clear or immediately obvious solution exists.
- **COLLABORATIVE COHORTS:** Cases require students to cooperate, research, and develop solutions. Teachers work in teams to plan and integrate the case into their lessons and coursework, providing connectivity between the classroom curriculum and the demands of the current economy. Cohorts drive connections and build a sense of belonging.
- **PROTAGONIST VIEWPOINT:** Cases actively place students in the shoes of a strategic decision-maker, exposing them to career pathways and industries.
- **FACILITATED DEBATES:** Case discussions facilitate group inquiry and encourage students to anticipate opposing viewpoints and defend ideas with evidence.

Case Challenges versus Case Studies

A **case challenge** is a five-week experience that requires students to present a deliverable for judging. *Case Challenges are real-time opportunities a company faces presented to students. A case challenge brief gives context and a call to action.*

By contrast, *Case Studies are problems companies have solved in the past.* A **case study** is a shorter, intensive experience that includes a lively in-class discussion, which closely aligns with the traditional case method. Each case study is extended by a project or activity that requires students to apply their learnings from the discussion.

