# Curriculum for the 21st Century

- **Access to Information**

  ...reading ...listening & seeing ...direct experiment ...libraries & reference books ...computerized data retrieval ...data from newspapers, business, government agencies, etc. ...asking experts ...judging reliability ... managing information overload ...developing insight and intuition ...database management

- **Thinking Clearly**

  ...semantics ...proaganda & common fallacies ...values clarification ...ethics ...deductive logic ...mathematics ...analytical problem solving ...scientific method ...probability & statistics ...computer programming ...general systems ...creative problem solving ... forcasting & prediction ...visualization & modeling

- **Communicating Effectively**

  ...speaking informally ...public speaking ...voice & body language ...cultural barriers to communication ...formal drawing, sketching, still photography, etc. ...graphic design & layout ...outlines, flow-charts, tables & graphs ...organizing & editing ...handwriting, typing, dictating ...computer conferencing & networking ...computer literacy ...formal documentation skills

- **Understanding the Human Environment**

  ...astronomy, physics & chemistry ...geology & physical geography ...biology, ecology & ethnology ...meteorolgy ...genetics, evolution & population dynamics ...fundamentals of modern technolgy ...applied mechanics ...sciences of energy ...animal & human architecture

- **Understanding Humanity and Society**

  ...human evolution ...human physiology ...linguistics ...cultural anthropology [including history and the humanities] ...psychology and social psychology ...racism, ethnicity & xenophobia ...government & law ...economics & economic philosophy ...changing occupational patterns ...education & employment ...political geography ...issues in human survival ...traditions ...prospects for mankind

- **Personal Competence**

  ...physical grace & coordination ...survival training & self-defense ...safety, hygiene, nutrition & sex education ...personal health care ...consumer education & personal finance ...creative & performing arts ...basic interpersonal skills ...small group dynamics ...management & administration ...effective citizen participation ...knowledge of best personal learning styles & strategies ...mnemonics & and other learning aids ...bio-feedback, meditation, mood control ...super-learning ...self-knowledge & self motivation ...basic craft skills: carpentry, electronics, plumbing,mechanics, etc. ...developing "quest"

- **Design and Planning**

  ...anticipatory design ...aesthetics ...cybernetics ...chaos theory ...synergetics ...theory of games ...topology, projective geometry ...communication theory ...strength of materials ...production engineering ...design methods ...the study of cycles ...long range planning ...design & management of whole systems ...organizational theory ...project management ...mastering change

- **Art, Aesthetics and the Human Spirit**

  ...fine and performing arts ...painting ...ceramics ...sculpture ...photography ...print making ...music theory ...choral and instrumental music ...electronic music ...theater ...dance ...opera ...multimedia

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This curriculum was developed by Matt and Gail Taylor in 1981 and revised by the KnowledgeWorks Consortium in preparation of this proposal. It is an extension of a more limited curriculum put forth by Draper Kaufman in his book *Teaching the Future*, 1976. Sections on design science were inspired by Buckminster Fuller's book *Utopia or Oblivion*, 1969.

This curriculum is not taught as separate subjects, but by an integrated method fusing theory and practice. The "entire" curriculum is taught to all students, each year, going deeper into the material each iteration.