#### DIGITAL BADGE & SKILLCOIN REWARDS MICRO-CREDENTIALING SYSTEM™













## The Revolution of STEAM Education

Financial Literacy • Blockchain Technology • Entertainment • Entrepreneurship



STEAM EDUCATION & LIFE SKILLS DEVELOPMENT COURSE

# **Measuring Our Program's Effectiveness**

#### **Change The Equation | STEMWorks**

NEXT Steps has been integrating the Change The Equation Design Principles Rubric as performance targets for our STEAM education programs. The Rubric aims to help us gauge the quality of our Partners In Education's philanthropic efforts that boost learning in science, technology, engineering, arts and mathematics (STEAM). The Design Principles Rubric



was created by Change the Equation (CTEq), a national, nonprofit coalition of more than 110 corporate CEOs who are committed to improving STEAM-learning for every child, with a particular focus on girls and students of color. The Rubric aligns with a set of common "Design Principles for Effective STEAM Philanthropy" drafted by representatives of CTEq member companies. Together, the Principles and Rubric aim to provide a framework for corporate engagement that measurably improves the STEAM performance of our nation's young people. They also help us ask the right questions of partners or grantees and give structure to our analysis of STEAM learning programs.

#### **PACTT Employability & Soft Skills Checklist**

NEXT Steps is using the PACTT Employability & Soft Skills Checklist as a benchmark along with the guiding principles of The Pennsylvania Academic and Career/Technical Training Alliance and The Youth Workforce Development Competencies (developed by the Three Rivers Workforce Investment Board, The Philadelphia Workforce Investment Board, and the Philadelphia Youth Network which is aligned with the Pennsylvania Academic Standards for Career Education and Work).

#### The International Society for Technology in Education (ISTE®)

The curriculum and training components for this operaton integrates standards from the International Society for Technology in Education (ISTE®) to better evaluate not only the skills and knowledge of our students but to measure the skills, knowledge and ability of our JEM Teams within each Community On Demand marketplace and digital learning ecosystem. The ISTE Standards set the bar for excellence and best practices in learning, teaching and leading with technology in education and will ensure that they are always inspired to learn.



The benefits of using the ISTE Standards include:

- Improving higher-order thinking skills, such as problem solving, critical thinking and creativity
- Preparing students for their future in a competitive global job market
- Designing student-centered, project-based and online learning environments
- Guiding systemic change in our schools to create digital places of learning

Inspiring digital age professional models for working, collaborating and decision making

### The SUNY Micro-Credentialing Task Force

The State University of New York (SUNY) created a Micro-Credentialing Task Force which was comprise of presidents, provosts, representatives from the University Faculty Senate, Faculty Council of Community Colleges and the SUNY Student Assembly, registrars, business officers, institutional researchers, and continuing education officers.



Over the course of 18 months, the Task Force identified the potential of micro-credentials (which may take the form of digital badges, Massive Open Online Courses (MOOCs), or other micro-awards) to:

- enable campuses to more quickly respond to student need and industry demand,
- establish new academic/industry partnerships,
- motivate students to persist toward academic and career goals, and
- bridge noncredit and credit-bearing coursework and experiences.

In 2018, the Task Force provided a report that included the SUNY definition for micro-credentials, guiding principles for development and recommendations for implementation. Their proposed micro-credentialing implementation plan is consistent with SUNY's ongoing commitment to providing New Yorkers with the credentials they need to continue their education, find a job and/or advance in their careers and serves as a benchmark for NEXT Steps Digital Badge & Skillcoin Rewards System and Community On Demand STEAM Education & Life Skills Development Platform.