Curriculum Design

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Teaching as Art - Week 1 Assignment

Exploration and Experiment

Context

      I design the curriculum in the context of education system in Taiwan where 10th grade is the first year in senior high school, which is following after nine years of mandatory education. We have three years in total in senior high school, and nearly all students take the exam for college entrance in the final year. The entrance examination is extremely competitive and challenging, causing enormous pressure to students. It's also designed to be the first time for students to choose what kind of education they want in future four years.

      The constraint I set for this assignment is that students need to take the entrance exam in three years as the way they should be. Therefore, they are still required to learn basic common subjects from math to history. But the purpose and goal of each class are totally different from conventional design.

Design philosophy

      Because students have to make one of the most vital choice in three years, it's important to learn how to make choices, being responsible for the choices one make, and finally to explore what students genuinely love. In short, students should do lots of explorations and experiments in the precious first year time, and try to find out few paths to pursue in following years. Once a students find the path they love, the passion is the best motivation to propel them getting good grades in entrance exam.

Curriculum

      I don't have exact title or content for the courses in the moment, only the purpose or goal as design philosophy of each course. The syllabus or structure of the class should be designed based on top of the design philosophy afterwards.

- **Math**
  Goal - Understand the applications of math knowledge in life

- **Mandarin and Chinese**
  Goal - Learn ability of critical thinking and analysis

- **Science (physics, chemistry, biology)**
  Goal - Learn research ability and skill

- **English (literature, speaking, writing, listening)**
  Goal - Learn power of communication and language

- **Social Science (history, geology, economics)**
  Goal - Understand and learn from the recurring patterns in history

- **Programming**
  Goal - Cultivate problem solving(hacker) spirit

- **Art**
  Goal - Experience the relationship between humanities and environment

- **Physical Education**
  Goal - Learn how to strike work life balance

- **Clubs**
  Goal - Explore extracurricular interests and cultivate leadership

- **Weekly Group Meeting**
  Goal - Provide career path consultancy (from school)
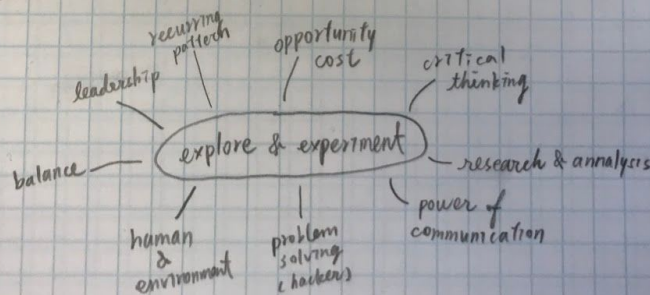
Teaching as ART = curriculum design   ?

- first year at senior high

△ constraint : exam for college in three years

* what did I learn? fundamentals
* new relationships. new expectations,
  (immedrate pressure for college exam),
  new hopes, power of making choices,
  clubs, responsibility, 成就感, self-esteem,
  time management, research ability,
  media literacy, self-discovery,
  learning method, hacker spirit,
  think about what's the best for you,
  find the genuine self, confidence,
  value of labels, find your own value & talent,
  satisfaction, life & environment
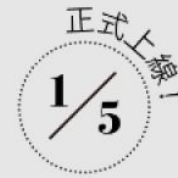
* captain fantastic, Interstellar

* self-identity

- math (economic?) → power of choices? why do we learn math.
- Mandarin & chinese → annalysis and literacy, critical thinking
- Science (physics, chemistry, biology) → research ability
- English → power of communication
- CS → hacker spirit. solve problem
- Art → relationship between humanity & environment
- PE → balance of life
- clubs → self-exploration, time management, leadership
- social science (history, geography, economics) → self-identity, common pattern exploration
- weekly group meeting (career path)
  → career assistance,
    respects to others, self-expression

recurring pattern   opportunity cost   critical thinking

leadership

balance — (explore & experiment) — research & annalysis

     power of communication

human & environment   problem solving (hackers)

The sketch for the curriculum design

Civil organization in Taiwan is trying hard to make changes on textbooks to improve education in recent years. Image source: https://www.flyingv.cc/projects/15219