

Project 3 (Term 5–6): From Theory to Practice: Real-World Problem Solving with 21CLD

Guiding Question:

How can your teaching practice evolve to embed real-world problem solving, integrating all 21CLD principles to prepare learners for authentic challenges?

Project Focus:

- Use the 21CLD rubric for *Real-World Problem Solving and Innovation*, integrating previous dimensions (Knowledge Construction, Self-Regulation, Collaboration, Skilled Communication, ICT for Learning).
- Design authentic, open-ended projects where students address real-world issues, propose solutions, and implement or present outcomes to external audiences.
- Foster interdisciplinary approaches and require students to use ICT creatively—not just as consumers, but as designers and problem-solvers.

Example Activities:

- Students work in teams to tackle a community or global issue, using digital tools to research, collaborate, and present solutions.
 - Implement a capstone project with external feedback (from industry, community partners, or academic peers).
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