



# ACADEMY

OF TEACHING AND LEARNING

## September 2016

Category	Progress to Date			
Competency Development	●	●	●	
Licensure & Accreditation	●	●		
Challenges & Assessment Design	●			
Strategic Partnerships & Collaboration	●	●		
Technology & Product Development	●	●		
Clinical Experience	●			
Financial Support	●	●		

## Competency Development



*Developing a fully competency-based program; measuring what students know and are able to do.*

- Teacher competencies drafted
- Competencies cover five student-focused domains: outcomes, learning environment, design, facilitation, and leadership
- Content knowledge competencies built for biology, chemistry, math
- Drafts currently being reviewed by teacher educators, content experts, K–12 teachers
- Final draft of competencies available late 2016

## Licensure & Accreditation



*Achieving licensure by the Commonwealth of Massachusetts and accreditation by NEASC.*

- Informally approved, with no conditions, by Massachusetts Department of Elementary and Secondary Education to offer post-baccalaureate licensure program for middle and high school biology, chemistry, math teachers (as of May 2016)

## Challenges & Assessment Design



*Designing problem-based challenges to teach competencies, along with assessments to measure learning.*

- Initial interactive challenge completed by Fall 2016
- Challenges designed for dual application as in-service PD for current teachers
- Challenge-based microcredentials to be developed and implemented

## Strategic Partnership & Collaboration



*Building a wide network of partners & critical friends to help develop and implement all components of the WW Academy's work.*

- Design/development support for WW Academy provided by MIT's Teaching Systems Lab
- Initial WW Academy design tested with MIT students
- School district partnerships launched with Burlington, Cambridge, Natick, Revere, and Somerville (MA) Public Schools

## Technology & Product Development



*Creating a technology platform to support a challenge-based curriculum, assessment-based learning portfolio, and interactive online spaces for learning and collaboration.*

- Four interactive games for teacher candidates developed with MIT
- Program tech infrastructure under development at MIT
- Partnership with Mursion created to develop clinical simulators
- Initial WW grants awarded through MIT TSL to support projects with the potential to make a significant impact on teacher education

## Clinical Experience



*Building a rich clinical experience to ensure that all aspiring teachers are prepared to lead 21st-century classrooms.*

- Cohort of experienced STEM teachers from partner districts participated in summer design workshop to aid in program development
- Leading experts on clinical experience convened fall 2016 to develop frameworks for competency-based clinical experience

## Financial Support



*Raising \$35M for development and launch of graduate school & Walter Buckley Teaching and Learning Lab.*

- \$17M raised to date
- Phase II secured support from Bezos Family Foundation, Carnegie Corporation of New York, Nellie Mae Education Foundation, anonymous funders
- Phase I secured support from Amgen Foundation, the Bill & Melinda Gates Foundation, Simons Foundation