




**Critical Thinking and Problem Solving** 


- Solves meaningful, real-life, complex problems (1), (6)
- Takes concrete steps to address issues
- Designs and manages projects
- Acquires, processes, interprets, and analyses information to make informed decisions (critical and digital literacy)
- Engages in an inquiry process to solve problems (1)
- Makes connections and transfers learning from one situation to another (1), (6)

**Innovation, Creativity, and Entrepreneurship** 


- Contributes solutions to complex problems (3)
- Enhances a concept, idea, or product
- Takes risks in thinking and creating
- Makes discoveries through inquiry research (1)
- Pursues new ideas to meet a need of a community (3), (6)
- Leads and motivates with an ethical entrepreneurial spirit (1), (3)

**Learning to Learn / Self-Aware & Self-Directed Learning** 


- Learns the process of learning (metacognition) (1),(3),(4),(5),(7)
- Believes in the ability to learn and grow (growth mindset) (1), (4), (5)
- Perseveres and overcomes challenges to reach a goal (1), (5)
- Self-regulates in order to become a lifelong learner (1), (4), (5), (7)
- Reflects on experience to enhance learning (1), (7)
- Cultivates emotional intelligence to understand self and others (1), (2),(4)
- Adapts to change and shows resilience to adversity (1), (5)
- Manages various aspects of life – physical, emotional (relationships, self-awareness), spiritual, and mental well-being (5)

**Collaboration** 

- Participates in teams; establishes positive relationships
- Learns from, and contributes to, the learning of others (1)
- Co-constructs knowledge, meaning, and content (1)
- Assumes various roles on the team
- Manages conflict
- Networks with a variety of communities/groups
- Respects a diversity of perspectives (2), (3)

**Communication** 

- Communicates effectively in different contexts in oral and written form in French and/or English
- Asks effective questions to acquire knowledge (6)
- Communicates using a variety of media (1), (5)
- Selects appropriate digital tools according to purpose (1)
- Listens to understand all points of view (2), (3), (6)
- Gains knowledge about a variety of languages (2), (6)
- Voices opinions and advocates for ideas

**Global Citizenship** 

- Contributes to society and the culture of the local, global, and digital community in a responsible, accountable, and ethical manner (2), (6)
- Engages in local and global initiatives to make a difference (6)
- Learns from and with diverse people (2), (5), (6)
- Interacts safely and responsibly within a variety of communities (5), (6)
- Creates a positive digital footprint
- Relates to the environment and is mindful of the importance of all living things (2), (3)

**GLOBAL COMPETENCIES DRAFT SCOPING PLAN AND RELATED CMEC AREAS**

(1) <b>Teaching and Learning</b>	(2) <b>Aboriginal Education</b>	(3) <b>Education for Sustainable Development</b>	(4) <b>Early Childhood Education and Development</b>	(5) <b>Wellness and Mental Health</b>	(6) <b>Experiential Learning</b>	(7) <b>Assessment</b>
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