

Core Learning Outcomes

THINK • ENGAGE • CREATE • COMMUNICATE • APPLY

Think critically

Definition: Critical thinking is an evaluation process that involves questioning, gathering, and analyzing opinions and information relevant to the topic or problem under consideration. Critical thinking can be applied to all subject areas and modes of analysis (historical, mathematical, social, psychological, scientific, aesthetic, literary, etc.). Students who think critically:

- **Identify** and define key issues
- **Determine** information need, find and cite relevant information
- **Demonstrate** knowledge of the context and complexity of the issue
- **Integrate** other relevant points of view of the issue
- **Evaluate** supporting information and evidence
- **Construct** appropriate and defensible reasoning to draw conclusions

Engage diverse values with civic and ethical awareness

Definition: Engaged students actively participate as citizens of local, global and digital communities. Engaging requires recognizing and evaluating one's own views and the views of others. Engaged students are alert to how views and values impact individuals, circumstances, environments and communities. Students who engage:

- **Recognize and clarify** personal values and perspectives
- **Evaluate** diverse values and perspectives of others
- **Describe** the impact of diverse values and perspectives on individuals, communities, and the world
- **Demonstrate** knowledge of democratic values and practices
- **Collaborate** with others to achieve shared goals.

Create ideas and solutions

Definition: Creative thinking is the ability and capacity to create new ideas, images and solutions, and combine and recombine existing images and solutions. In this process, students use theory, embrace ambiguity, take risks, test for validity, generate new questions, and persist with the problem when faced with resistance, obstacles, errors, and the possibility of failure. Students who create:

- **Experiment** with possibilities that move beyond traditional ideas or solutions. Embrace ambiguity and risk mistakes
- **Explore** or resolve innovative and/or divergent ideas and directions, including contradictory ideas
- **Utilize** technology to adapt to and create new media
- **Invent** or hypothesize new variations on a theme, unique solutions or products; transform and revise solution or project to completion
- **Persist** when faced with difficulties, resistance, or errors; assess failures or mistakes and rework
- **Reflect** on successes, failures, and obstacles

Communicate effectively

Definition: To communicate effectively, students must be able to interact with diverse individuals and groups, and to adjust messages according to audience, purpose, language, culture, topic, and context. Effective communicators also value and practice honesty and respect for others, exerting the effort required to listen and interact productively. Students who communicate effectively:

- **Select** an effective and appropriate medium (such as face-to-face, written, broadcast, or digital) for conveying the message
- **Create and express** messages with clear language and nonverbal forms appropriate to the audience and cultural context
- **Organize** the message to adapt to cultural norms, audience, purpose, and medium
- **Support** assertions with contextually appropriate and accurate examples, graphics, and quantitative information
- **Attend** to messages, negotiate shared meaning, identify sources of misunderstanding, and signal comprehension or non-comprehension
- **Demonstrate** honesty, openness to alternative views, and respect for others' freedom to dissent

Apply Learning

Definition: Applied learning occurs when students use their knowledge and skills to solve problems, often in new contexts. When students also reflect on their experiences, they deepen their learning. By applying learning, students act on their knowledge. Students who apply learning:

- **Connect** theory and practice to develop skills, deepen understanding of fields of study and broaden perspectives
- **Apply** skills, abilities, theories or methodologies gained in one situation to new situations to solve problems or explore issues
- **Use mathematics and quantitative reasoning** to solve problems
- **Integrate and reflect** on experiences and learning from multiple and diverse contexts