Welcome to Competency-Based Education:

The Why, What, and How!

About This Course

Many schools across the country are exploring competency-based education (CBE) as a pathway for transforming the school experience. In this course, instructor Justin Reich and the MIT Teaching Systems Lab team will help you develop an understanding of the characteristic elements of CBE and how schools are implementing it.

You will learn why so many educators are excited about CBE and its potential for closing opportunity gaps, as well as challenges and concerns. You will get a closer look at what the implementation of CBE looks and feels like for students, teachers, administrators, families, and community members. You will consider the kinds of system-wide shifts necessary to support this innovation in education.



By looking at research and hearing from experts and voices in schools, you will leave the course equipped to start or continue conversations about whether CBE is a good t in your context.

Overview

Unit 0: Welcome & What is Competency-Based Education? (available October 8, 2019)

Unit 1: Why Competency-Based Education? (available October 8, 2019)

Assignment 1: Preparation for Creating Your Artifact - Suggested Due Date: October 21, 2019

Unit 2: Competency-Based Education in the Classroom (available October 22, 2019)

Office Hours #1 Available October 22, 2019*

Assignment 2: Create an Artifact to Prompt a Conversation Around CBE (Draft 1) - Suggested Due Date: November 4, 2019

Office Hours #2 Available November 5, 2019*

Certificate Upgrade Deadline: November 9, 2019

Unit 3: Considering Competency-Based Education Systems (available November 5, 2019)

Assignment 3: Rene Your Artifact (Draft 2) - Suggested Due Date: November 16, 2019

Office Hours #3 Available November 19, 2019*

Completion Checklists due: November 19, 2019 11:00 PM UTC

Course Ends: November 19, 2019, 11:30 PM UTC

*Office Hours are pre-recorded videos, not synchronous live events as in previous courses. Release dates for office hours are subject to change.



