

3DE

by Junior Achievement

At OSBORNE High School



3DE[™]
BY JUNIOR ACHIEVEMENT

**EDUCATION FOR EVERY
DIMENSION OF LIFE**

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WHAT IS 3DE AT OSBORNE HIGH SCHOOL?



EDUCATION FOR EVERY
DIMENSION OF LIFE



ENGAGING:

We spark interest, build curiosity and inspire participation

CONNECTED:

We connect academic concepts and skills to life beyond the classroom

COLLABORATIVE:

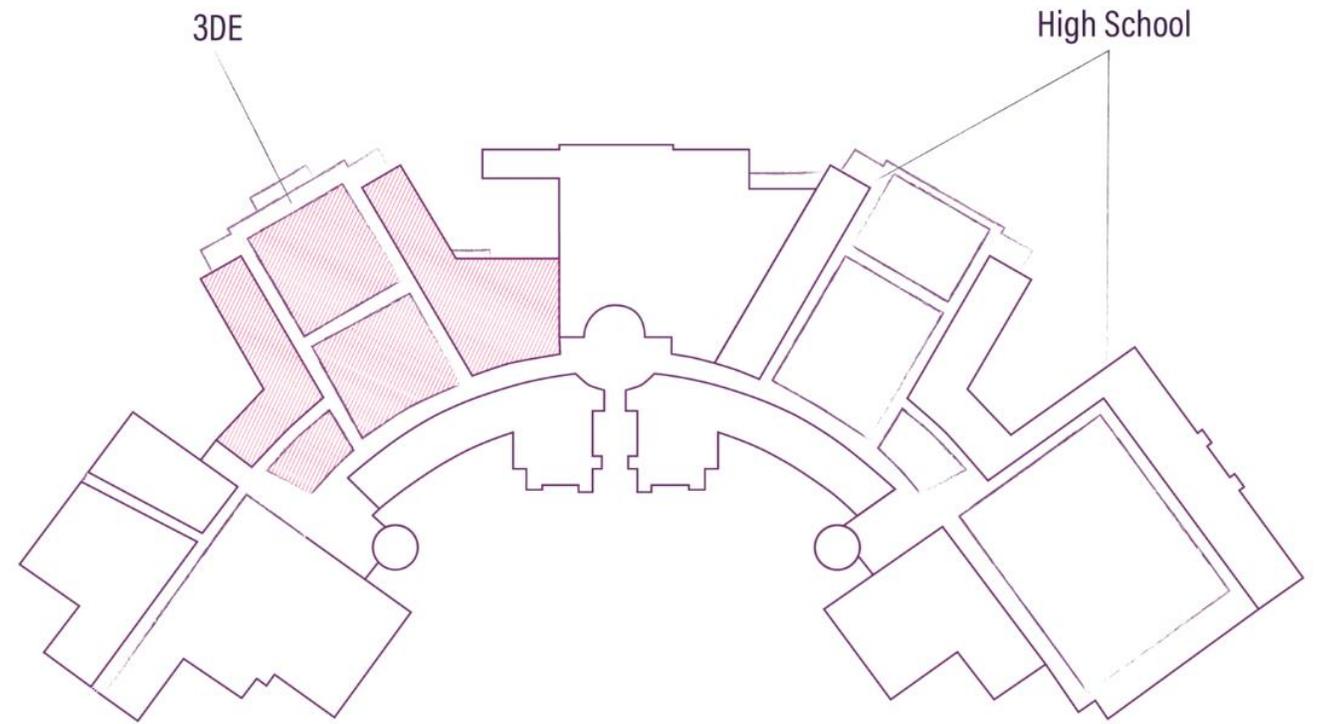
We create learning communities to build competencies

3DE is a "School within a School" at Osborne High School.

We have a dedicated 3DE teacher cohort

We have student cohorts no larger than 150 students per grade with an inclusive culture dedicated to supporting each child.

3DE is open to ALL students and there are ZERO COSTS associated with the program.



We approach teaching & learning differently by applying Competency-Based Case Methodology



AUTHENTIC BUSINESS CASES

Case Challenges are real-time and relatable to students



COLLABORATIVE COHORTS

Students and teachers work in interdisciplinary teams



PROTAGONIST VIEWPOINT

The case actively places students in the strategic decision



INCOMPLETE INFORMATION

Students are challenged to problem-solve in ambiguity



FACILITATED DEBATES

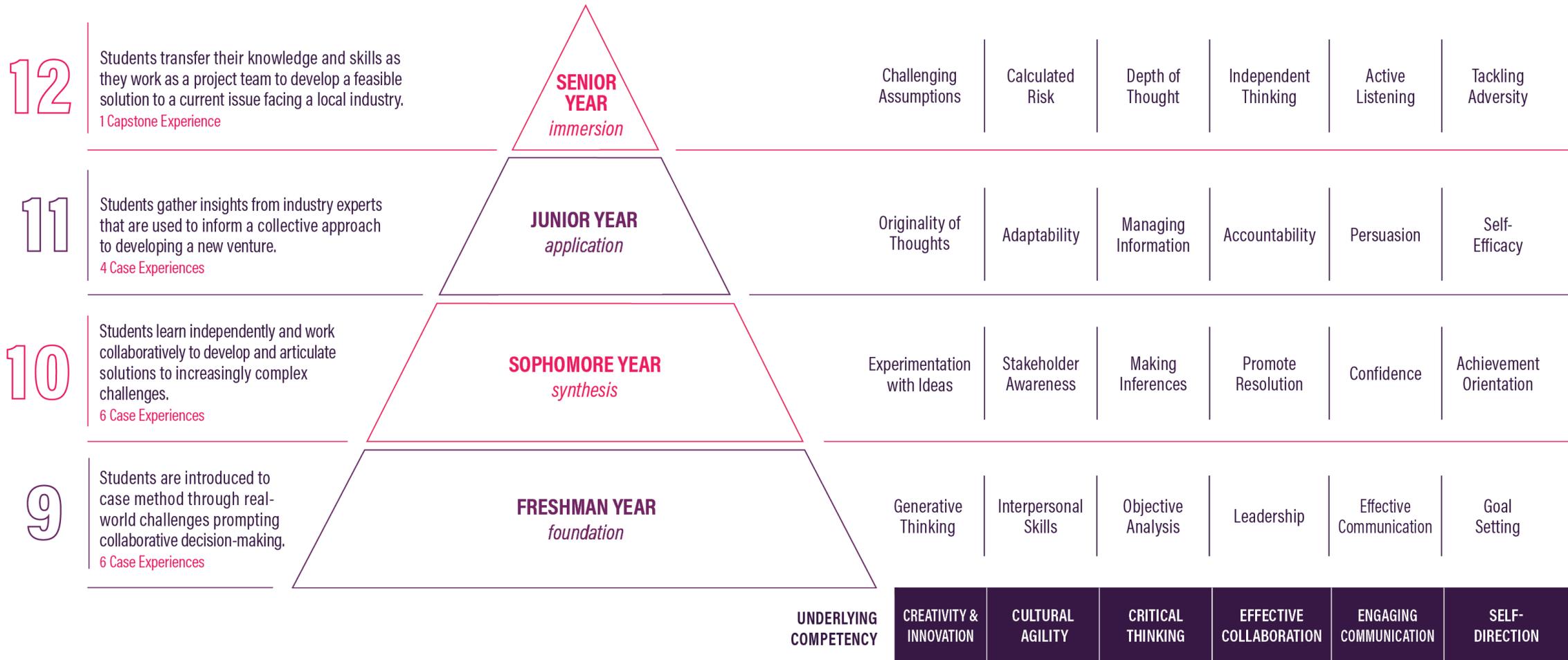
Discussions encourage students to think outside the box

Through 3DE's Competency-Based Case Methodology:

Case progression is iterative from 9th-12th grade, focused on the development of foundational competencies that have proven utility within post-secondary environments.



LEARNING & SKILL DEVELOPMENT ACROSS A 4-YEAR HIGH SCHOOL CAREER



HOW DOES 3DE WORK?



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COMPETENCY-BASED CASE METHODOLOGY

3DE represents a paradigm shift in education. By directly infusing real-world connectivity into the traditional instructional model, students are engaging in school at accelerated rates and graduating with the knowledge, skills and competencies to be competitive in the future of work.

Case methodology is at the core of 3DE's approach to instruction. The unique design creates a turnkey structure for high growth industries to engage in education and foster learning environments that are more relevant, experiential and authentically connected to life beyond the classroom. In every 3DE school, case methodology is activated through scenarios that seamlessly integrate industries, professionals and post-secondary exploration into the four-year high school experience.



What is a Case?

A case is a **real situation** presented to students that provides a specific instance with details and challenges that need to be addressed. The case positions a problem for which students devise solutions under the facilitated efforts of a trained educator. Key components include:

- Context – vital background and circumstantial information to frame the problem to be solved
- Problem or Issue – specific dilemma to be analyzed, debated and eventually solved for
- Critical Data – essential information/details necessary to address the problem, intentionally limited, forcing deductive and inductive reasoning
- Protagonist – the point of view from which the problem is presented and the lens in which the decision should be made

What is Case Methodology?

Case Methodology is a **teaching approach that uses decision-forcing cases** to put students in the current role of people who are faced with difficult decisions. Utilized primarily within higher education institutions, case method effectively **increases student engagement, strengthens comprehension through application, and builds critical and analytical thinking**. Distinguishing features of case methodology include:

- Facilitated **group inquiry** into a well-defined problem
- Lively, **evidence-based debate** within classroom setting
- **Guided analysis** of authentic, company-sourced data and artifacts
- Continuous feedback throughout a **collaborative decision-making** process
- Integrated application of core content skills to address authentic **industry-specific scenarios**

As a central element of 3DE's model, Case Method provides **ongoing connectivity between classroom curriculum and the demands of the current economy**, uniquely engaging our stakeholders in shaping what it means to be prepared for the next generation of work.



Case Challenges vs. Case Studies

3DE students are introduced to both decision-focused cases (called “Case Challenges”) and descriptive cases (called “Case Studies”). Each challenge or study centers around an organizing theme and competency that encourages students to think critically and use evidence to guide decision-making and problem-solving.

- Case Challenges: Cases that place students in the role of the decision-maker, requiring them to present evidence-based recommendations in a compelling way. Students use a variety of communication tools and mediums to communicate ideas and receive actionable feedback to inform the next step in the iterative process.
- Case Studies: Cases that describe a past set of circumstances, providing students with the detailed story behind “what really happened” to support their analysis of the universal principles used to make the decision.

Despite their design differences, both Case Challenges and Case Studies maintain key instructional components:

- **Iterative** – students have multiple interactions with cases to deepen and refine critical and analytical skills
- **Authentic** – cases are co-designed with diverse professionals who represent high-demand fields, providing relevant industry context for skill development and application
- **Interdisciplinary** – challenges and studies are applied across all disciplines, strengthening the value of learning beyond the confines of the classroom
- **Collaborative** – students work in various teams to research, design and present their solutions and ideas
- **Competency-Based** – learning is intentional in the development and demonstration of critical competencies

Case Methodology Experience

Through Case Methodology, 3DE is changing and refining how teachers teach and students learn. By creating engagement through highly experiential environments, students are asked to lean into learning through guided problem-solving and to see their peers as teammates in applying prior knowledge as well as exploring new concepts.

With application at the epicenter of learning, Case methodology benefits both the teacher and the students in the following enriching way:

Teacher Experience	Student Experience
<ul style="list-style-type: none">• Acts as facilitator, guiding thought process<ul style="list-style-type: none">○ Asking students questions to devise and defend solutions to the problem presented in the case• Serves as a conduit for real-world integration, interdisciplinary learning, standards application, and industry exposure• Co-creates knowledge and encourages everyone to participate in the process, versus asking the teacher to be the sole disseminator of facts and information• Creates consistent language and collaboration among educators to break the silos between courses and content	<ul style="list-style-type: none">• Increases student engagement & inquiry<ul style="list-style-type: none">○ Asking questions; challenging thoughts; making recommendations; building relationships• Strengthens comprehension<ul style="list-style-type: none">○ Putting theory into action; connecting the dots to make learning stick• Builds critical thinking<ul style="list-style-type: none">○ Solving for “Why”; finding evidence to support ideas and solutions; articulating points of views and defending positions• Forces interdisciplinary thinking<ul style="list-style-type: none">○ Creating a comprehensive understanding of subjects, as they relate in practice



WHAT IS A CASE STUDY?



An up-close, in-depth, and detailed examination of a case.



Something that has already happened.



Lessons learned.



Popular method of teaching in business schools.

Students defend their individual perspective on the best course of action to solve the Company Problem.

CASE STUDY: INSTRUCTIONAL VALUE

Research Shows:



Mimics the real world: Decisions are sometimes based not on absolute values of right and wrong, but on relative values and uncertainty



Exercises an administrative point of view: Students must develop a framework for making decisions.



Builds the capacity for critical thinking: It uses questioning skills as modeled by the teacher and employs discussion and debates.

3DE CASE METHODOLOGY: STUDY VS. CHALLENGE

9th- 10th Grades: Case Challenge

11th Grade: Case Study

Six (6) challenges Per school year	Four (4) studies Per school year
6 Analytical Tools	4 Analytical Tools
Student groups change per challenge	Business Teams are consistent *Merger possible
Students produce- a deliverable back to companies	Students discuss- Company Problem connected to entrepreneurial plan
Best deliverable is shared at culminating event	All groups engage in discussion connecting with entrepreneurial plan
Focus is on building critical thinking, (themes, organizing tool, competency)	Focus is on creativity & innovation, integrating previous lessons to entrepreneurial journey

WHY DOES 3DE EXIST?



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ABOUT

OUR PURPOSE

To inspire and prepare young people to succeed in a global economy.

OUR UNIQUE VISION

A high school model to break through traditional barriers and redesign the framework of education from the inside out.



WE BELIEVE:

Students **construct** meaning, develop competencies, and strengthen core academic skills through **guided exploration** of relevant **cases** that allow them repeated opportunity to work collaboratively to **produce** solutions to real-world problems.

Constructivism: learners experience, reflect, build their own meaning & incorporate new information to their pre-existing knowledge (schemas).

Guided-Inquiry: teachers provides framework & context; students own the learning and outcomes.

Case-Based Learning: learners work in small groups to discuss, dissect and make decisions around situations (cases) they are likely to face in real life.

Project-Based Learning: learners demonstrate learning by creating a product that is presented to people beyond the classroom.



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A group of students, including a young girl and a young man, are gathered around a laptop. They are looking at the screen with interest. The background is a dark, purple-tinted image of the students and the laptop.

2

YEARS

ENGAGE & ELEVATE POTENTIAL

Passionate teachers set high expectations and maintain interdisciplinary learning environments to better reflect the real world. As a result, students increase engagement in school and participate in a continuous cycle of personal and academic growth.

4

YEARS

INSPIRE & EXPAND BOUNDARIES

Embedded within the core curriculum, case methodology integrates industries and post-secondary exploration through a project-based design to create a space for students to build the cognitive skills necessary to successfully navigate today's complex economy.

8

YEARS

EMPOWER & EXCEL OPPORTUNITIES

Students are equipped to think independently, move strategically and work collaboratively to solve complex solutions, while discovering their passions along the way. Through this they are prepared to transition and matriculate through a meaningful post-secondary route.

15

YEARS

BOLSTER ECONOMIC MOBILITY

Young adults enter a myriad of high growth careers that align with their passions. Equipped with an expansive perspective, agility to maneuver complex situations and an appreciation for diversity of thought, 3DE graduates confidently excel in their careers.



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