

Skills rubric sustainable learning - USE SMALL AND SLOW SOLUTIONS



BRIDGING THE GAP									
Skill	Entry educator	Entry youngster	Basic educator	Basic youngster	Advanced educator	Advanced youngster	Assessment educator	Assessment youngster	Validation
Name of the skill	What does the educator do before starting.	What does the youngster do before starting.		What does the youngster do to grow towards (self)awarenesss and self esteem. A youngster at a basic level should have practiced but still need coaching to perform independently.	What does the educator do to coach towards master the skill.	What does the youngster do to master the skill A youngster at this level can perform the skill independently in different situations	What does the educator do to assess the skill?	What does the youngster do to get the skill assesed. A youngster at this level can perform independently and reflect on their abilities.	
Use small and slow solutions	The educator reasearch the skill and the related abilities. They think about how the skill can be useful for the youngsters' personal and professional growth. Educators design learning activities based on the skill. The theme of "incremental and sustainable change" requires a multidisciplinary approach and a broad base of knowledge that ranges from psychology, pedagogy an behavioural science to economics, enviromental science, Sustainable Engineering and data analysis. Some of the skills and concepts the educator needs to master involved analytical thinking, communication skills, risk and resource management and Problem Structuring (= breaking down a complex issue into manageable parts). In our grid, we include knowledge and skills we believe can be acquired independently of any specific formal academic or technical path. Many fundamental skills and pieces of knowledge related to incremental and sustainable change can be acquired through informal and non-formal learning, supporting long-term development and critical thinking, and having a direct impact on youngsters' everyday lives.		The educator focuses his attention on bringing out the pieces of knowledge and the ablities that youngsters intuitively already possess and put into practice when making choices and solving everyday problems. The educator analyses the choice process put into practice by the youngsters through practical exercises and targeted questions. During this initial phase, the educator focuses their attention on the set of skills that youngsters already possess.	better understanding of what is meant by 'use small and slow solutions' (basic concept)? How do you apply this skill in practice? Are you able to use this type of knowledge and skill in simple, familiar situations with guidance and specific instructions?		you still need to learn. If necessary, discuss with your educator how you can work on the ablities required. Collect evidence of your acquired abilities. This can be done in different ways.	per objective, identify the evidence you need to determine whether a young person has mastered the	Provide evidence of your proficiency. You may choose how to demonstrate what you are able to do: Show your understanding of what 'use small and slow solutions' means and the abilities required to master this skill. Apply the knowledge and abilities related to this skill in different situations. Reflect on your learning process and explain how you applied the skill.	The abilities associated with 'use small and slow solutions' are outlined in BadgeCraft. Both the educator and the youngsters have received instruction on how to use BadgeCraft. When a youngster believes they have mastered the skill, they go to BadgeCraft and provide evidence of their acquired ability. The educator then evaluates whether this evidence is sufficient to award the badge or if further instruction is needed.
Patience & Perseverance	Collect information on: 1)Stress Management Techniques 2)Time Management Techniques 3) Methods to manage unexpected situations in advance and developing contingency plans 4) Breathing excercises	How do I react to stressful situations? How do I handle problematic and complex situations? How do I bounce from disappointments and mistakes?	Do you find the learner has emotional bases to manage complex situations? Do you think that when completing a task, the youngster is able to maintain focus and patience until its completion? Do you think youngsters are able to resist the urge for immediate gratification?	Since starting this activity, do you reckon you allow yourself more room to make mistakes when dealing with complex tasks or problems? Are you now able to notice when you're making small improvements, even if they feel slow? Do you stay motivated when progress feels slow? Do you stay calmer when things don't go your way right away? Do you take breaks when you're frustrated, instead of quitting? Do you stay more focused on your goals, when distractions come up? REQUIREMENTS: self-awareness, self-reflection, basic emotional regulation, the ability to track progress, Knowing when to pause or take a break rather than quitting	ability to apply the skill in different situations and to different tasks and problems. How can others see that the learner is able to use these abilities and apply this type of knowledge	skill and what still needs to be learn and perfected. Detail what you could do to perfect the skill and collect evidence of the acquired knowledge and abilities. Self-	to takle different tasks and more complex situations with patience and perseverance? Did they use the ability in a complete way? Are they comfortable in applying different strategies to deal with risks, frustrations and mistakes? Are they self aware of the progress made during the learning	provide evidence to prove you have acquired the ability and that you undestand what it entails. Provide evidence you have applied the ability to different situations and problems.	The youngster can upload his collected evidence in BadgeCraft and the educator can judge on this basis (and of what he has seen in practice) whether the youngster has achieved the ability or whether he needs to do something additional. If the ability is achieved, the educator can award the Open Badge.
Incrementalism	Collect information on: 1)Behavior change theories 2)basic undestanding of the "Nudge Theory" to encourage behavior change 3) basic knowledge on habits formation 4) reasearch the 1% improvement principle 5) gradual learning, and adaptation applied to complex environmental issues		level, subconsciously break down complex tasks? Does the learner	changes?Are you comfortable with taking small, consistent steps toward your goals even if the you can't see the overall progress yet? Are you finding it challenging to break complex tasks into	levels and scales. How can others see that the learner	•	to implement small, consistent and incremental changes in different contexts and situations? Did they use the ability in a complete way? Are they comfortable breaking down complex tasks and goals into small steps, adopting small habits, and consistently making progress toward long-term goals?	undestand what it entails. Provide evidence you have applied the ability to different situations and problems.	The youngster can upload his collected evidence in BadgeCraft and the educator can judge on this basis (and what he has seen in practice) whether the youngster has achieved the ability or whether he needs to do something additional. If the ability is achieved, the educator can award the Open Badge.

Adaptability & Interaction	Collect information on: Emotional intelligence 2) Tools and methods for effective interaction in diverse contexts 3) Reflection and assessment methods for adaptability.		focused when unexpected changes happen? Are you able to adjust your approach if something isn't working? Can	different tasks, designed by the educator, at various levels and on different scales. How can others observe that the learner is able to use these abilities and apply this type of knowledge?	processes demonstrate your adaptability? What were your initial tendencies or reactions, and how have they changed? Evaluation of personal growth: What improvements have you observed in your ability to adjust, interact with others, and respond to uncertainty? What evidence supports this?	ability to adapt and interact effectively? Did they use these abilities to their full potential? Can they fully understand how different parts of the same task or problem interact with each other? Are learners able to track their personal	provide evidence to prove you have acquired the ability and that you undestand what it entails. Provide evidence you have applied the ability to different situations and problems.	The youngster can upload his collected evidence in BadgeCraft and the educator can judge on this basis (and what he has seen in practice) whether the youngster has achieved the ability or whether he needs to do something additional. If the ability is achieved, the educator can award the Open Badge.
Observation & Analysis	Collect information on: 1) Deductive and inductive logic 2) Cycle Analysis 3) Systems thinking 3) Empirical Thinking	problem before solving it? Do the learners know which information is important when looking at a task?Do the learners check their	important details in what you're observing? Do you use tools (like rulers, timers, thermometers) to make your	analysis to different phenomena and tasks, designed by the educator, at various levels, and on different scales. How can others see that the learner is able to use these abilities and apply this type of knowledge	you are observing, using precise language and avoiding assumptions orinterpretations? Do you deliberately separate what	observe different phenomena and situations? Did they use this ability fully? Are they comfortable applying	Provide evidence to demonstrate that you have acquired the ability and understand what it entails. Provide evidence that you have applied this ability to different situations and phenomena.	The youngster can upload his collected evidence in BadgeCraft and the educator can judge on this basis (and what he has seen in practice) whether the youngster has achieved the ability or whether he needs to do something additional. If the ability is achieved, the educator can award the Open Badge.
Long-Term Thinking	Cllect informaion on: 1) Definitions and principles of long-term thinking, systems thinking, and resilience 2) Research studies or evidence on the benefits and challenges of long-term planning 3) Local environmental conditions and challenges 4) Examples of communities or projects that successfully applied long-term thinking to solve environmental or social challenges.	or scenarios where long-term thinking made a difference or where short-term thinking caused problems.	your present situation. Try to imagine possible future scenarios and ask yourselves: What impact will my choices have in the future? How will this decision affect others around me, now and later? What problems might arise?	thinking skills, in various situations and contexts.	skill, and identify what still needs to be learned and refined. Develop a plan by choosing a long-term goal and detailing the small steps needed to achieve it. Define a timeline with intermediate deadlines. Show that you have	term thinking in different contexts and situations? Are they able to set long-term goals and apply effective	provide evidence to prove you have acquired the ability and that you undestand what it entails. Provide evidence you have applied the ability to different situations and problems.	The youngster can upload his collected evidence in BadgeCraft and the educator can judge on this basis (and what he has seen in practice) whether the youngster has achieved the ability or whether he needs to do something additional. If the ability is achieved, the educator can award the Open Badge.

Resilience	Collect information on:	Can learners describe times when they faced challenges and how	Write down what setbacks are you facing during the learning activity and how are	Youngsters have applied and tested their resilience and response to	Analyze and determine the extent to which you are able to apply this	Did the youngster prove to be resilient in different contexts and	provide evidence to prove you have acquired the ability and that you	The youngster can upload his collected evidence in BadgeCraft and the
	1)Behavior change theories 2)basic undestanding	they responded? Do they try	you responding, noting what is helping	setbacks in various situations and	skill, and identify what still needs to		undestand what it entails. Provide	educator can judge on this basis (and
	of the "Nudge Theory" to encourage behavior	multiple solutions, ask for help, or	you stay positive.	contexts.	be learned and refined. Evaluate	setbacks and failure and bounce	evidence you have applied the ability t	to what he has seen in practice) whether
	change 3) basic knowledge on habits formation 4)	give up easily? Do they use coping	When dealing with such seatbacks: what	Discuss the learning curve with them	the progress you have made in	back in a constructive way that	different situations and problems.	the youngster has achieved the ability
	reasearch the 1% improvement principle	strategies? How do learners	can they teach you about improving your	and give feedback on how they are	developing alternative and	transforms such setbacks into		or whether he needs to do something
	5) gradual learning, and adaptation applied to	approach problems or setbacks	approach? How can seatbaks and	developing their resilience skills.	regenerative solutions when faced	improvements? Did the youngsters		additional. If the ability is achieved, the
	complex environmental issues.	during activities or discussions?	mistakes help you build a stronger		with disastrous scenarios and	prove to understand the importance		educator can award the Open Badge.
			solution? Hold brief, consistent check-ins		resource scarcity	of being resilient especially when		
			to evaluate what's working and what	How can others see that the learner		dealing with environmental issues?		
			needs adjustment.	is able to use these abilities and	REQUIREMENTS: advanced self-			
				apply this type of knowledge.	reflection,ability to evaluate			
			REQUIREMENTS: Growth mindset, basic	; 	personal growth, comfort with			
			pblem solving skills, commitment,		uncertainty and complexity,			
			ongoing effort, ability to on progress and		baseline and post-intervention data			
			setbacks, willingness to prototype and		comparison.			
			iterate on solutions.					
Communication &	Interpersonal Skills and Kindness: 2.							
Collaboration	Communication Skills (Communication 1. Verbal							
	& Non-Verbal Expression, 2. Active Listening &							
	Understang, 4.).							
	Interpersonal Skills and Kindness: Teamwork &							
	collaboration. Teamwork & Collaboration							
	(Collaboration: 1. Teamwork & Group							
	Participation) .							