A Mega-Institution Design for Mass Access to Meaningful Education

Second Edition

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Decision-Making Needs: General Knowledge Critical Thinking, Problem Solving Power of Analysis, Talent and Skills of Design



Chapter 8.

Curriculum Analysis-II Perspectives on Content, Quality, and Strategy

 Imagining a Wholesome Curriculum
 Integration of High School and Undergraduate Education

- MCCE: A Mega Match Maker
- Project-Based versus Traditional Education
 Capitalizing on Job Prospects to Enhance
 Motivation and Pedagogy

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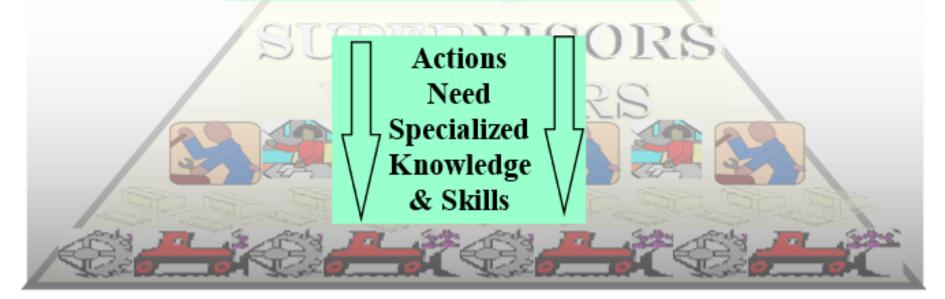


Figure 7.6, Required Knowledge/Skill-Base In the 21st Century

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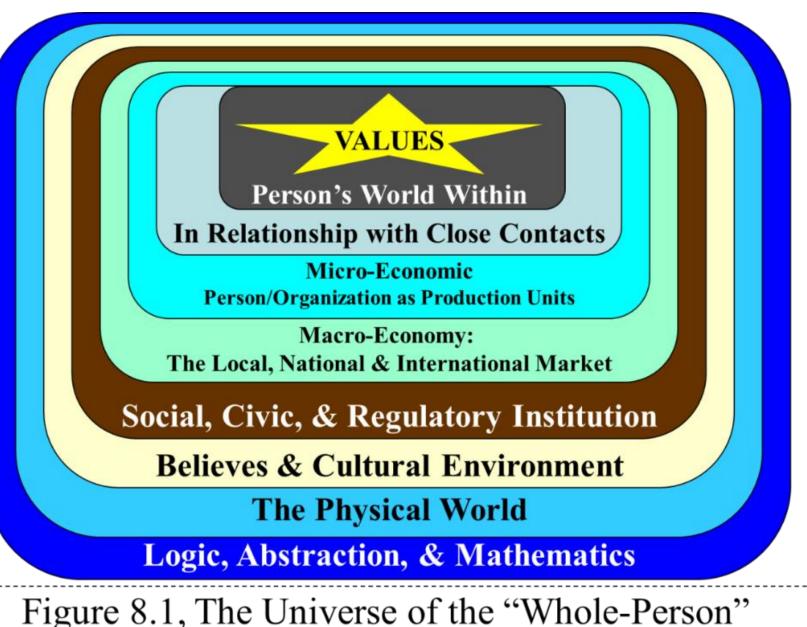
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> Decision-Making Needs: General Knowledge Critical Thinking, Problem Solving Power of Analysis, Talent and Skills of Design

> > Actions Need Specialized Knowledge & Skills

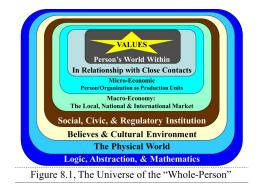
– Imagining a Wholesome Curriculum



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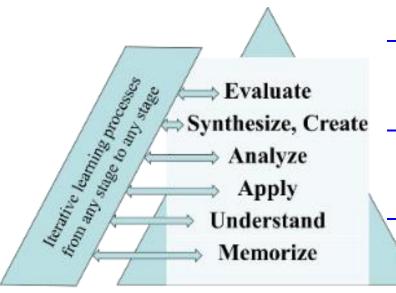
Cohesion: Conceptual Frameworks to Organize and Retain Knowledge

- Cohesion as a system concept, meaning elements and actions must have togetherness to achieve the highest achievable system performance (chapter 1).
- Cohesion as a professional necessity and a must in formal education. Hobbyists can be casual (chapter 1).
- > Program cohesiveness in relation to prerequisites (chapters 1 and 3).
- Cohesion in relation to whole-person education (chapter 7).
- Cohesion among courses in a program (chapter 7).
- Cohesion through High School- College Combination.
 Is it feasible? Is it desirable?

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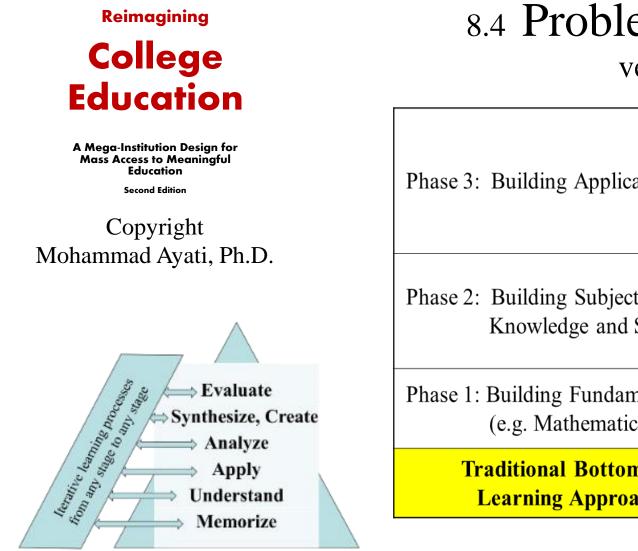
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8.4 **Problem-Based**/Project-Based Approach versus Traditional Education

- Education for the Uncertain Tomorrow
- The Paradigm Shift from Traditional Education to Project-Based
- An Example of How Project-Based Learning May Work in MCCE Curriculum Structure
- Why is Problem/Project-Based Learning not Spreading?
- The MCCE Curriculum Strategy: From Exposure-Based Learning to Project-Based Learning
 Day-One Competency

Recalling FIGURE 1. Boom's Taxonomy with Slight Modification



8.4 **Problem-Based**/Project-Based Approach versus Traditional Education

Phase 3: Building Application Cases Phase 1: Building the Vision of Applications (e.g. Toy, Mockup or Working Model Applications)		Project-Based Top-Down Learning Approach
	Phase 3: Building Application Cases	
e s i rerequisites	Phase 2: Building Subject Knowledge and Skills	
Phase 3: Building the Prerequisits		Phase 3: Building the Prerequisits
Phase 1: Building Fundamentals (e.g. Mathematics) Phase 4: Building Subject Knowledge and Skills	U —	
Traditional Bottom-Up Learning Approach Phase 5: Cases in Building Serious Application		Phase 5: Cases in Building Serious Application

Recalling FIGURE 1. Boom's Taxonomy with Slight Modification

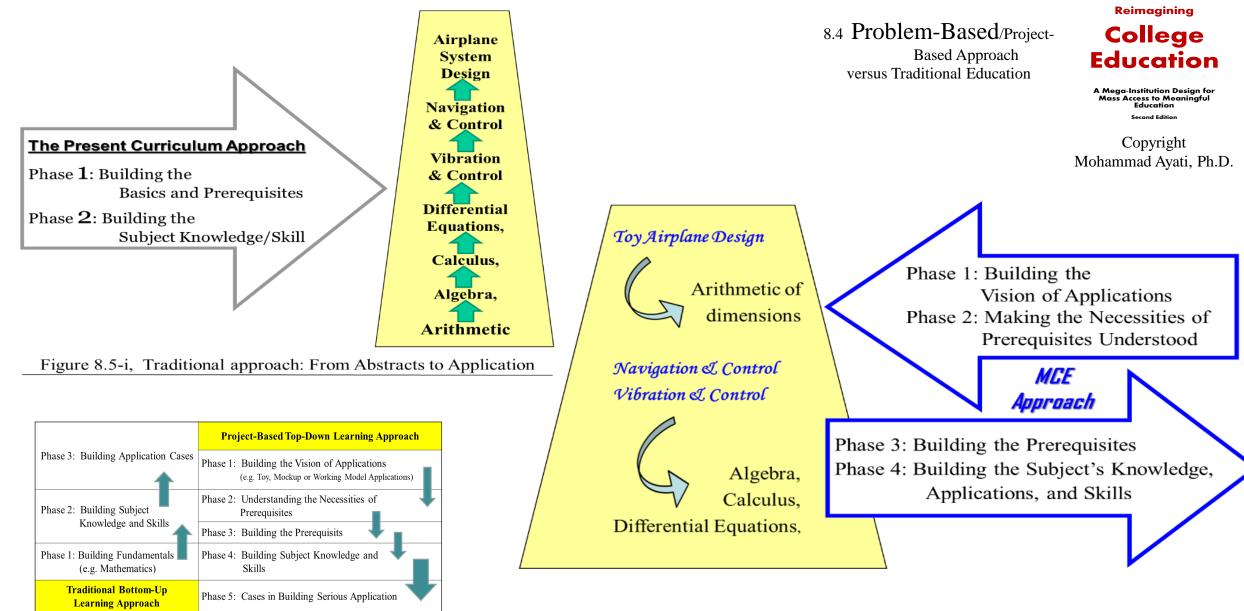


Figure 8.5-ii, Experienced Based Approach: From Application to Abstracts