

— **ARISE-NET.WORLD** —

THE

ALTERNATIVE

REAL-WORLD-IMPACT-

STUDENT EMPOWERMENT

EDUCATION NETWORK

OF INDIVIDUALS, SCHOOLS AND GROUPS DOING

CONTINUOUS REAL-WORLD-IMPACT STUDENT PROJECTS

WITH MEASURABLE POSITIVE IMPACT ON THEIR WORLD

ARISE-NET.WORLD — THE ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT NETWORK OF INDIVIDUALS, SCHOOLS, AND PROGRAMS DOING CONTINUOUS REAL-WORLD-IMPACT PROJECT EDUCATION — is a curated network of people, programs and schools who are creating and offering kids and parents an alternative real-world-impact, project-based education for empowerment. It is based on a different perspective on our kids, and a different idea of what an education is and should be. We are a growing network of individuals, programs and schools around the world—from pre-K to university—who view all young people as far more capable and empowered than our current academically-ranked education does—people who see our kids in need of a new type of team-based, real-world-impact, project education that directly supports and applies the unique dreams, concerns, capabilities and passions of each individual. This new alternative education model produces **DIFFERENTLY-EDUCATED KIDS** who continuously:

- ACCOMPLISH REAL-WORLD PROJECTS** with Measurable Positive Impact,
- BECOME GOOD, UNIQUE, EFFECTIVE, WORLD-IMPROVING PEOPLE**, who
- IMPROVE THEIR WORLD** in meaningful ways while students, and
- GO ON TO BETTER THEIR WORLD** in meaningful ways for the rest of their lives

ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT
Empowerment → Accomplishment → Impact → A Better World

ARISE-NET.WORLD IS NOT ANY SINGLE SOLUTION OR BRAND,
but rather a
GROWING, WORLDWIDE “UMBRELLA” MOVEMENT
OF PEOPLE, PROGRAMS AND SCHOOLS, ALL HEADED IN THE SAME,
NEWLY EMERGING—AND DIFFERENT—EDUCATIONAL DIRECTION

**ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT
EDUCATION IS NOW EMERGING TO MEET THE NEEDS OF TODAY’S AND
TOMORROW’S KIDS**

The new alternative of **REAL-WORLD-IMPACT PROJECT EDUCATION** is currently emerging all around the globe **to meet the needs of our newly empowered kids**—needs resulting from both technological and societal changes—combined with the world’s inability to “fix” our current, mainstream “ranked on academics” education through incremental improvements.

In contrast to “ranked on academics” education, **REAL-WORLD-IMPACT PROJECT EDUCATION** has students **CONTINUOUSLY**:

- **ACCOMPLISHING**, in teams, Real-world Projects they design
- **CREATING** Measurable Positive Impact on their world and communities
- **BECOMING**, each in his or her own unique way, Good, Effective, World-improving people
- **EMPOWERING** themselves further with skills and technology, and
- **BETTERING THEIR WORLD** for others—every day

ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT EDUCATION is based on viewing **ALL** kids as **HIGHLY EMPOWERED INDIVIDUALS** who are:

- **ALREADY EMPOWERED** by their unique dreams, concerns, strengths, passions—and new technology—to act and accomplish to better their world—and seeking more.
- **NOT “PETS” WE CONTROL**, but rather empowered humans who can, with our guidance, accomplish real and useful things from the start.
- **VERY MUCH MORE CAPABLE** than we often think, from day one.

ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT EDUCATION is NOT suggested, or offered, as an immediate replacement for the current mainstream education for all kids (although it may turn out to be that in the long run.) It is rather a side-by side, equally valuable

“education of choice” that we can provide—**either inside our current schools (as a separate track) or alongside current schools in separate facilities**—for those parents and kids who opt to educate based not on a curriculum of soon-to-be-outdated content, but instead on our kids’ growing empowerment to act in the world — a choice that is today increasingly becoming available. **REAL-WORLD-IMPACT PROJECT EDUCATION for EMPOWERMENT, ACCOMPLISHMENT, IMPACT and A BETTER WORLD** is a **PARALLEL ALTERNATIVE** to our current education that:

- **HAS REAL-WORLD IMPACT PROJECTS AS ITS CORE**—with the MESS (math, English, Science, Social studies) as peripheral, and only when needed.
- **IS EVALUATED ON ACCOMPLISHMENT**—not on grades or “content mastery.”
- **IS WELCOMED BY KIDS**, because they individually serve their unique dreams, concerns, strengths & passions.

REAL-WORLD-IMPACT PROJECT EDUCATION IS GOOD FOR ALL, INCLUDING:

- **ADMINISTRATORS AND POLITICIANS.** Those who want to serve the now empowered and underserved in new ways can create a separate **ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT TRACK** for them. (This avoids making difficult or unpopular changes within existing systems.)
- **PARENTS.** Those who are unhappy with their kids’ current school can opt-in to a **ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT EDUCATION**. (Those who prefer “Academic MESS” —Math, English, Science, Social studies— education for their kid can still get it.)
- **KIDS.** Those who dislike their current school and classes can find themselves an **ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT EDUCATION**. (Those who prefer an education of sitting and listening in class can still get it.)
- **TEACHERS.** Those who want to do something better for kids can opt-in to becoming **ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT EDUCATION** teachers! (Those who are happy with what they are currently doing will have less pressure to change.)

**OUR NETWORK’S PURPOSE IS TO HELP PEOPLE CREATE & NURTURE VERSIONS OF THIS
ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT
EDUCATION**

BOTH INSIDE AND OUTSIDE EXISTING SCHOOLS

Empowerment → Accomplishment → Impact → A Better World

EXISTING SCHOOLS AND PROGRAMS

Already today, many ALTERNATIVE REAL-WORLD-IMPACT STUDENT EMPOWERMENT EDUCATION schools & programs exist around the globe...

(partial list)

Pre-k to 8	High School	College/University
Design for Change (60 countries)	High Tech High (USA)	Ecole 42 (France)
Riverside School (India)	Apple Challenge Program	Holburton (USA)
Escola Concept (Brazil)	AWEcademy (Canada)	Aalto University (Finland)
HTH Elementary Schools (USA)	World Bridge	Worcester Polytechnic (USA)
"I Can" Schools (Global)	IowaBIG (USA)	Microsoft Imagine Cup (Global)
Lyubimy Zhuk (Russia)	Moonshots (USA)	CRI (France)

...AND THE LIST IS GROWING!

MULTIPLE ROUTES

Already today, people are taking different routes toward this new, alternative education:

- **Inserting Real-World-Impact Projects (not “PBL”) into existing school classes**
 - Design for Change
 - Real World Scholars
 - Institute for Humane Education
 - Lee Hartwell’s courses at ASU
 - Worcester Polytechnic Institute
 - ??’s course at Georgetown

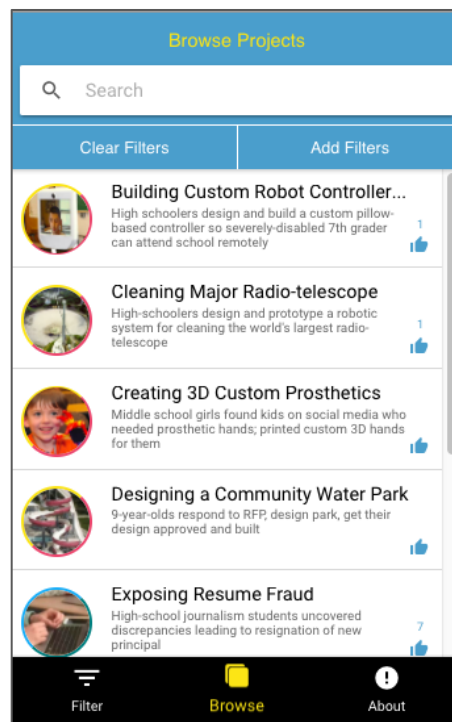
- **After / outside school programs and competitions**
 - Microsoft Imagine Cup
 - Conrad Challenge
 - Apple Challenge Program
 - [Engineering Site]
 - World Bridge

- **Separate Accomplishment programs and tracks inside schools**
 - Palo Alto HS Journalism Program

- **Separate Accomplishment-based schools**
 - High Tech High
 - Escola Concept
 - iCan schools
 - Ecole 42
 - Holburton
 - Iowa BIG

EXISTING PROJECTS

Already today, many REAL-WORLD-IMPACT PROJECTS with a **Measurable Positive Impact** on their communities and the world have been accomplished by students around the globe. (View over 100 examples, at all levels, at www.btwdatabase.org — on the web and on mobile phones.)



...AND THE LIST IS GROWING!

FOUNDING SUPPORTERS

Already today, more and more **FORWARD-THINKING EDUCATORS AROUND THE GLOBE** support this new **ALTERNATIVE REAL-WORLD-IMPACT STUDENT EDUCATION**.

Founding Network Members include:

Mark Anderson (USA), Raya Bidshahri (Canada), John Cahalin (USA), Nancy Conrad (USA), John Couch (USA), Monica Cantón de Celis (Spain), John Duhring (USA), David Engle (USA), James Paul Gee (USA), Jan Gejel (Denmark), Richard Gervr (UK), Georgina Guerra (Mexico), Leland Hartwell (USA), Stephen Heppell (UK), Luc Ibata (DRC), Vivienne Ming (USA), Marc Prensky (USA), Rohan Roberts (UAE), Larry Rosenstock (USA), Kiran bir Sethi (India), Nieves Segovia (Spain), Phillip Ullman (UK), Zoe Weil (USA), Don Wettrick (USA), Esther Wojcicki (USA), Thamila Zaher (Brazil), Yong Zhao (USA/China)

...AND THE LIST IS GROWING!

ARISE-NET.WORLD'S GOAL IS TO UNITE AND SUPPORT ALL THOSE WHO OFFER SUCH AN ALTERNATIVE EDUCATION, IN ORDER TO HELP MAKE IT AVAILABLE TO KIDS AND PARENTS EVERYWHERE

WE WANT ALL KIDS AND PARENTS TO HAVE ACCESS — AS AN OPT-IN CHOICE — TO AN ALTERNATIVE REAL-WORLD-IMPACT STUDENT EDUCATION

IN AS MANY WAYS AND FORMATS AS POSSIBLE, PUBLIC AND PRIVATE!

Empowerment → Accomplishment → Impact → A Better World

WE INVITE YOU TO JOIN

THE REAL-WORLD IMPACT PROJECT EDUCATION NETWORK OF INDIVIDUALS, SCHOOLS AND PROGRAMS DOING REAL-WORLD-TEAM-BASED ACCOMPLISHMENT EDUCATION

TO BE CURATED AS A MEMBER OF THE NETWORK AND MOVEMENT YOU NEED TO VIEW KIDS—AND THEIR EDUCATION— WITH A NEW PERSPECTIVE, AND SUBSCRIBE, IN YOUR WORK, TO THESE ELEMENTS OF THE REAL-WORLD-IMPACT PROJECT EDUCATION FOR EMPOWERMENT, ACCOMPLISHMENT, IMPACT AND A BETTER WORLD “PLATFORM.”

Our “platform”:

1. Viewing ALL kids—at all levels with all abilities—as already empowered to accomplish useful things in the world, and in need of further empowerment through teams, skills and technology and coaching.
2. Viewing EACH kid as having—individually—a unique set of dreams, concerns, strengths and passions, and seeing our job as educators as fostering those—and not making every kid master “standards” that particular groups of adults decide on.
3. Viewing the ultimate GOAL, or “ENDS” of our kid’s education as “Bettering Their World,” and NOT as just “improving individuals.” Better individuals are a welcome result (and co-product) of any education—and may lead indirectly to a better world eventually—but the new, and main goal we want all kids to focus on during their education is “bettering their world.”
4. Believing the REASON we learn—and educate our kids—is to accomplish useful things in the world; and promoting, therefore “real-world accomplishment” over “personal achievement” or just “knowing.” This means viewing projects as worthwhile ONLY if they produce **Measurable Positive Impact** on the team’s world and/or community (which can include “creating new knowledge” in the world).

BENEFITS OF ARISE-NET.WORLD FOR MEMBERS:

- 1. GAIN RESPECT AND LEGITIMACY.** Currently, only educations based on “academically-ranked achievement” in the four subject areas of “The MESS” (Math English, Science, Social Studies) are considered legitimate forms of education. Vocational education, for example, gets less respect from politicians, parents and educators. Our goal is to make Real-world Project Education an equally valued educational option in the world for all students—from the “best and brightest” to those with “special needs” and all in between, every student brings unique dreams, interests, strengths and passions to the table, which a “ranked academic achievement” education does not address, but a real-world project education does. We will strive to bring to this type of education the respect and legitimacy it now lacks—as a separate, equal, and we think better for most kids—education
- 2. BECOME PART OF A LARGER END-TO-END SYSTEM AND MOVEMENT.** Everybody doing or advocating for Real-World Project Education today is struggling, because “The MESS” has its own strong self-protection antibodies. Most parents are today afraid that giving their kid an education other than the MESS will harm them. We will be spreading the message that a Real-world project education is, in fact, far better for our kids’ future, and rather than deprive them of a worthwhile college experience, will lead to a much better one as tertiary schools adopt this kind of education.
- 3. INCREASE YOUR OWN ORGANIZATION’S MEMBERSHIP.** Through our overall marketing, and by increasing our movement’s legitimacy we will encourage and direct parents and kids to explore our members’ offerings and programs, and choose them over other alternatives.
- 4. LIST YOUR COMPLETED (AND PROPOSED) REAL-WORLD-IMPACT PROJECTS BY STUDENTS FROM AROUND THE WORLD.** A database of Real-world Projects by Students from K-university is free online at btwdatabase.org—and also available as an app for mobile phones (search for “Better their World” in the App Store or Google Play.) Each project is identified by organization, and we will quickly add any projects with measurable positive impact that your students have done.
- 5. RECEIVE UMBRELLA MARKETING.** As many in other industries have learned, having an association that markets and lobbies for what you do, in a general, non-brand-specific way, can be extremely powerful and helpful. We will do such marketing through articles, publications, press awareness, online presence, and in-person lobbying efforts with politicians around the globe (and potentially other means as well).
- 6. HELP PARENTS, STUDENTS AND TEACHERS DIFFERENTIATE** between “academically-ranked achievement” educations (i.e. those based on the MESS + incremental changes) and a different, and better kind of education—based on the kids having Measurable Impact in the real world.
- 7. SHOW THE WORLD THAT JUST “PBL” (i.e. “PROJECT-BASED LEARNING”) IS NOT ENOUGH** — even if it is “High Quality” or “Gold Standard.” Many tout PBL as an educational solution, but it is not, because PBL, as most do it, is just another pedagogy for teaching the same, insufficient MESS standards. PBL is NOT a different kind of education—we know this because each PBL project comes with its list of old-education “standards” that can be “checked off.” The true “better way” is having students solve real problems in their community and world with a measurable positive impact.

8. **HAVE FEATURED STORIES ABOUT YOUR ORGANIZATION’S WORK.** We will be publishing individuals online featured stories about all our members and their work, focusing on how they are helping advance a new meaning for education in the world.

9. **SHARE STORIES AND EFFECTIVE PRACTICES.** There are still a great many things we don’t know about how to do this type of education effectively in all contexts. In any new, fast growing field such as this there are no “best practices”—only “good and effective practices” and the need to share and invent new ones. The more quickly this happens, the faster the acceptance of Real-World projects will grow. We will help.

10. **LEARN ABOUT, AND TRY, NEW METHODOLOGIES AND TOOLS.** As Real-world Project Education quickly evolves and matures—which is now happening—new methodologies rapidly emerge and evolve, including various kinds of hackathons, design thinking methodologies such as those from IDEO and “FIDS” (Feel-Imagine-Do-Share). We will be encouraging the development of new tools in this area, e.g. for project management, distributed collaboration, and measuring impact, working with both developers and VCs

11. **CONNECT WITH BUSINESSES.** Businesses (both for profit and not-for profit) have great needs for projects with Impact, most of which they will not have the time or resources to do. We will create ways for these organizations to make such real-world projects available to students, either for credit or potential remuneration.

12. **CONNECT WITH YOUR COMMUNITY (AND OTHERS).** Place-based education, where students become part of solving real community problems, is becoming a growing and important tool. We have expertise that will help members get far better at doing this.

13. **ATTEND DEDICATED CONFERENCES.** We will organize conferences on Real-world Project Education around the world—initially for members and later for the public—to create awareness and share our joint work.

14. **CONTACT AND COMMUNICATE WITH OTHERS DOING SIMILAR WORK.** Many agree that the biggest barrier to the spread of a new idea such as this is the “ego” and brand names of the individuals and groups doing similar things. No single solution or brand will ever dominate our diverse world, so it is far better and more effective to all in the long run for us all to be acting in concert. We will create language that we all can agree on to promote the overall idea of Real-world Project Education and still enable each brand to flourish in its own way. We will also have a listserve so that members can easily communicate to all.

WE HOPE YOU SUPPORT THIS GROWING ALTERNATIVE PERSPECTIVE ON EDUCATION AND OUR KIDS!

ARISE-NET.WORLD is an initiative of:
THE GLOBAL FUTURE EDUCATION FOUNDATION
Marc Prensky, Founder and Executive Director