

FACING THE FUTURE – DISCOVERING THE BEAUTY Loris Malaguzzi International Center, 10-11 March



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Many disconnects

Infinite growth imperative **Financial economy** The wealthy **Gross domestic product** Technology Governance

Finite resources of planet Real economy The poor Well-being of people Social needs Voicelessness of people

The future will always surprise us



Uncertainty



Annual revenue of top four companies from the Fortune 500 in 1960 vs "Big Four" tech companies, 2005-2020



Source: OECD(2019), An Introduction to Online Platforms and Their Role in the Digital Transformation, https://doi.org/10.1787/53e5f593-en; companies' annual reports; and https://macrotrends.net

Figure 1.4

The kinds of things that are easy to teach...

... have now become easy to digitise and automate









Many jobs are digitally-intensive

Employment in digital-intensive sectors as a share of total employment (2016)

High digital-intensive industries





Source: OECD Going Digital Toolkit, based on European Labour Force Surveys, national labour force surveys and other national sources.

Human tasks are shifting

With many human tasks now automated with AI

Distribution of types of tasks

Automated with AI Automated with AI Humans only Humans only Humans & Al Humans & Al

Distribution of types of tasks

with new AI capabilities

Al versus humans – benchmarks











Agency as the core to competency





Percentage of students who disagreed or strongly disagreed that their intelligence cannot change very much (%)

Growth mindset and student attitudes

Change in the following indices when students disagreed or strongly disagreed that "your intelligence is something about you that you can't change very much": Fig III.14.5



15-year-olds report lower creativity than 10-year-olds

Age gaps in creativity



The multi-faceted world of knowledge



The human world of knowledge















The big real world

The True

The realm of human knowledge

The realm of ethics and judgement

The Just and Well-Ordered

The realm of political and civic life, binding social capital

> The Sustainable The realm of natural and physical health

The Beautiful The realm of creativity, esthetics and design

The Prosperous

The realm of economic life



Students participating in art activities reported higher levels of creativity and curiosity

Difference in skill scores, by participation in sports and arts activities, accounting for socio-economic status and gender



Students who report high levels of creativity exhibit higher levels of other social and emotional skills

A profile of 15-year-old students reporting high levels of creativity

Percentage of high-creativity students also reporting a high level of...



Instruction time for the Arts and Mathematics in compulsory general lower secondary education



Figure A4.5. Relationship between the share of tertiary new entrants and relative earnings, by field of study (2017)

Average across OECD countries with available data



Source: OECD (2020). Education at a Glance Database, <u>http://stats.oecd.org/</u>. See Source section for more information and Annex 3 for notes (<u>https://doi.org/10.1787/f8d7880d-en</u>).



Art for Art's Sake? Yes, but also to contribute to innovation

Share of graduates having a highly innovative job (Product /service innovation)



Critical skills for the most innovative jobs (according to tertiary-educated workers)

Likelihood (odds ratios) of reporting the following skills: people in the most innovative jobs vs. least innovative jobs



come with news ideas/solutions acquire new knowledge willingness to question ideas alertness to opportunities present ideas in audience analytical thinking master of your own field coordinate activities write and speak a foreign language use computers and internet make your meaning clear use time efficiently mobilize capacities of others work productively with others write reports or documents perform under pressure knowledge of other fields negociate assert your authority

Source: OECD, 9a9ed on REFLEX and HEGESCO data





A clear causal link







- (Classical) music education:
 - Causal impact on IQ (and on academic achievement)
- Possible explanations:
 - School-like activity (schooling also has such an impact)
 - Involves one-to-one interaction with an adult
 - could be mediated by conscientiousness





- Motivational outcomes:
 - Measures: attendance, persistence, dropout, engagement
 - Positive correlational evidence, which does not allow us to conclude yet
- Social and behavioural skills (social norms, self-concept, self-efficacy, emotion regulation, empathy, perspective taking)
 - Most promising on theatre



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