EDUCATION & SKILLS

The future of education Perspectives from PISA 2022

OECD Japan Seminar





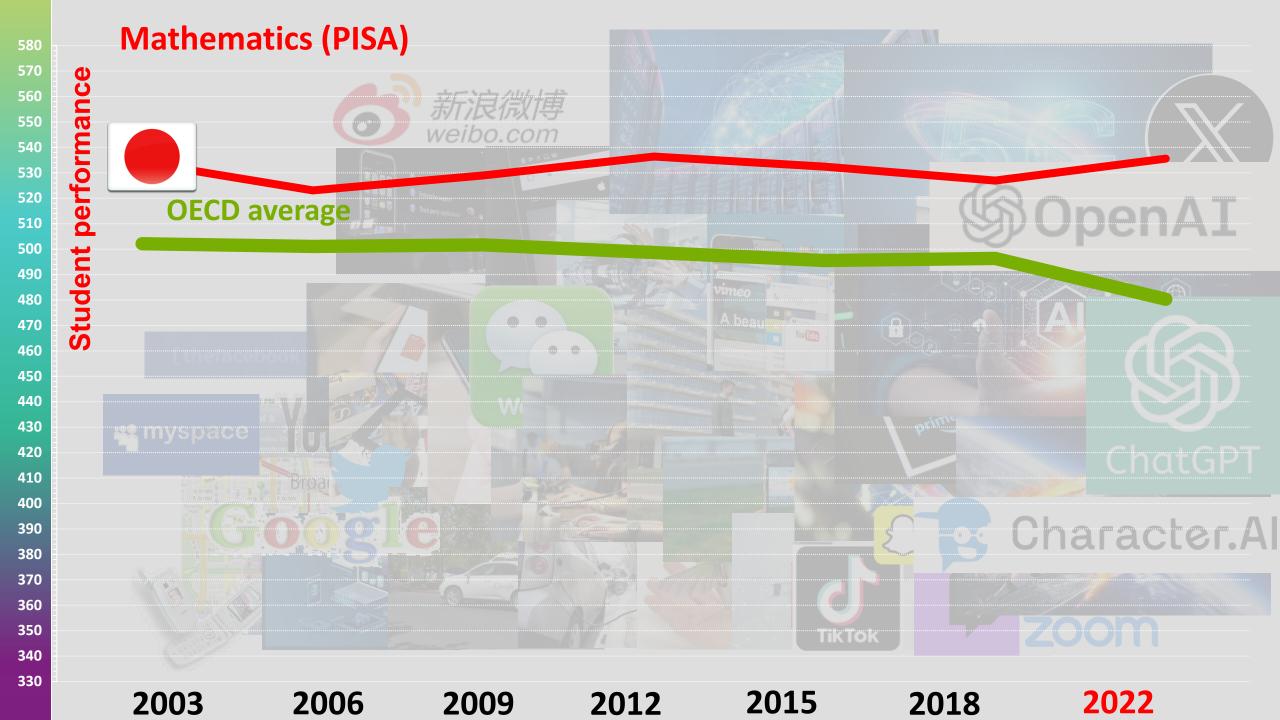


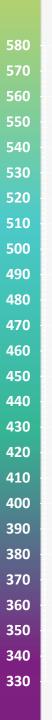


Around 690,000 15-year-old students in 81 countries and economies took PISA 2022

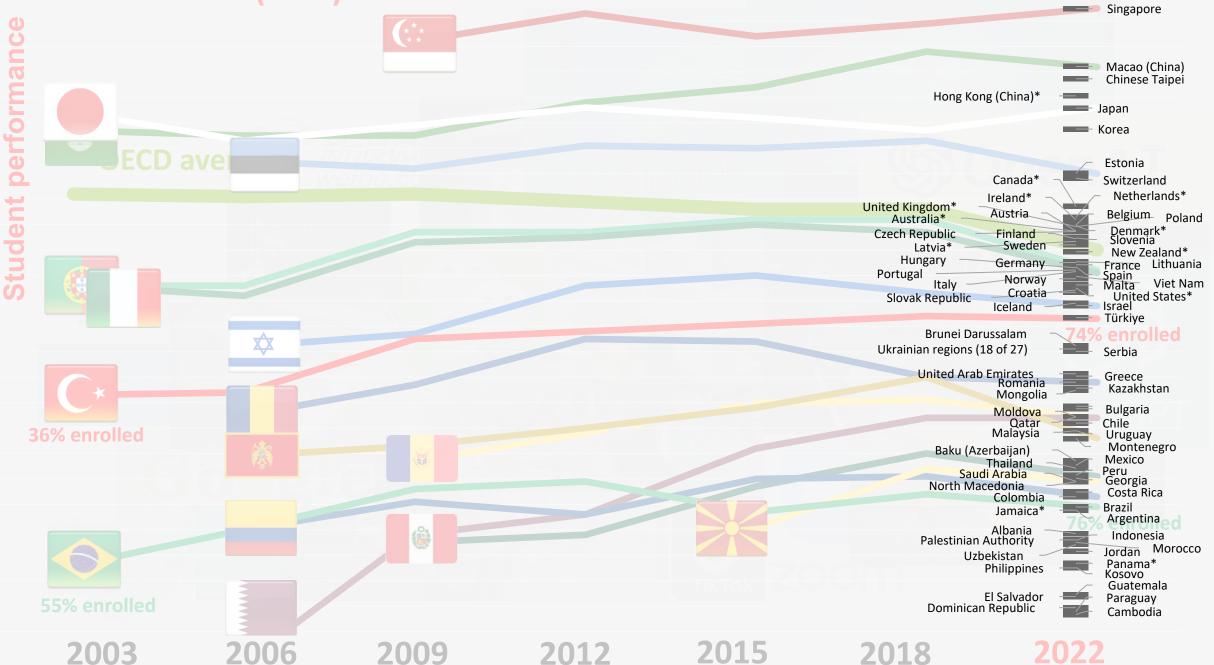
PISA Newcomers: El Salvador, Jamaica, Mongolia, the Palestinian Authority and Uzbekistan







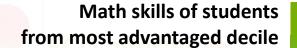
Mathematics (PISA)



performance

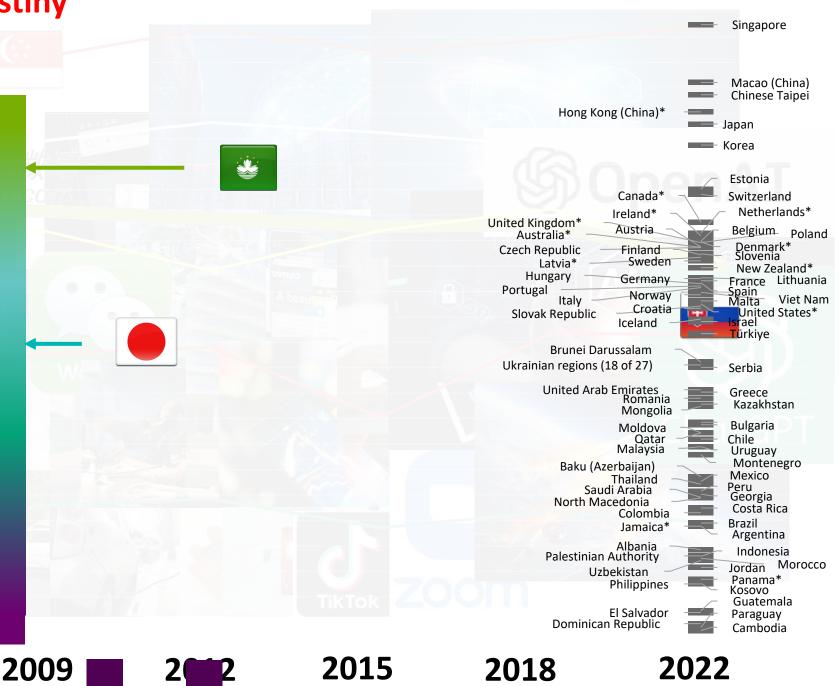
Student

Poverty need not be destiny



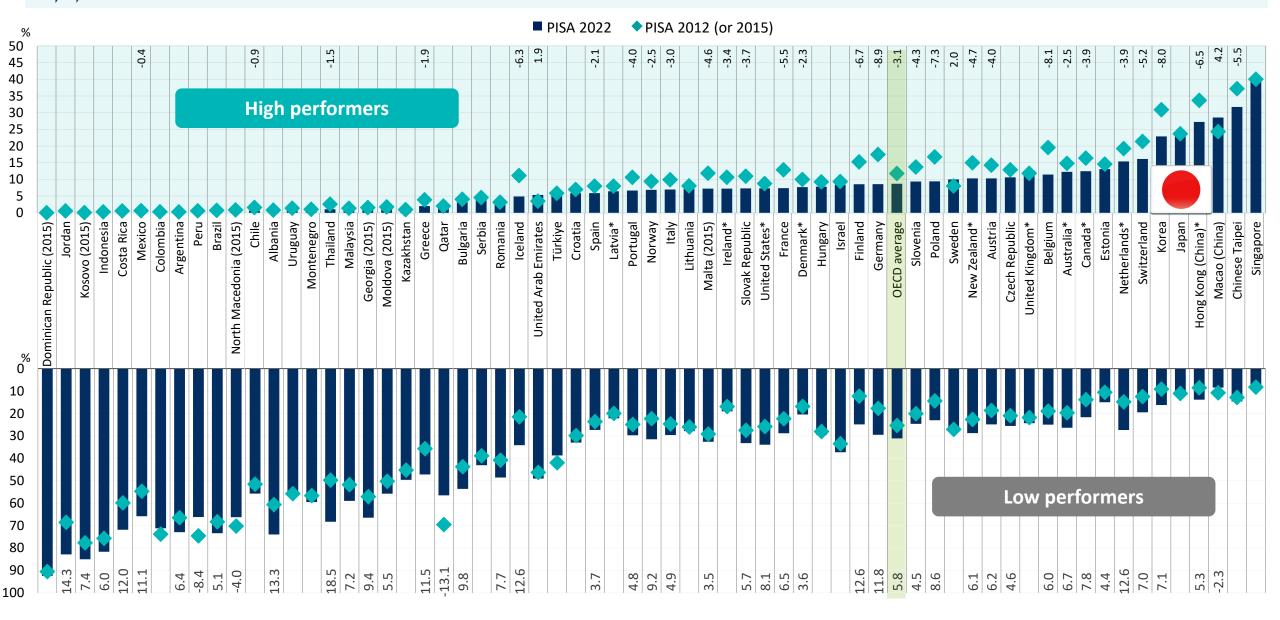
Math skills of students

from poorest decile



Percentage of low-performing students and top performers in mathematics in 2012 and 2022

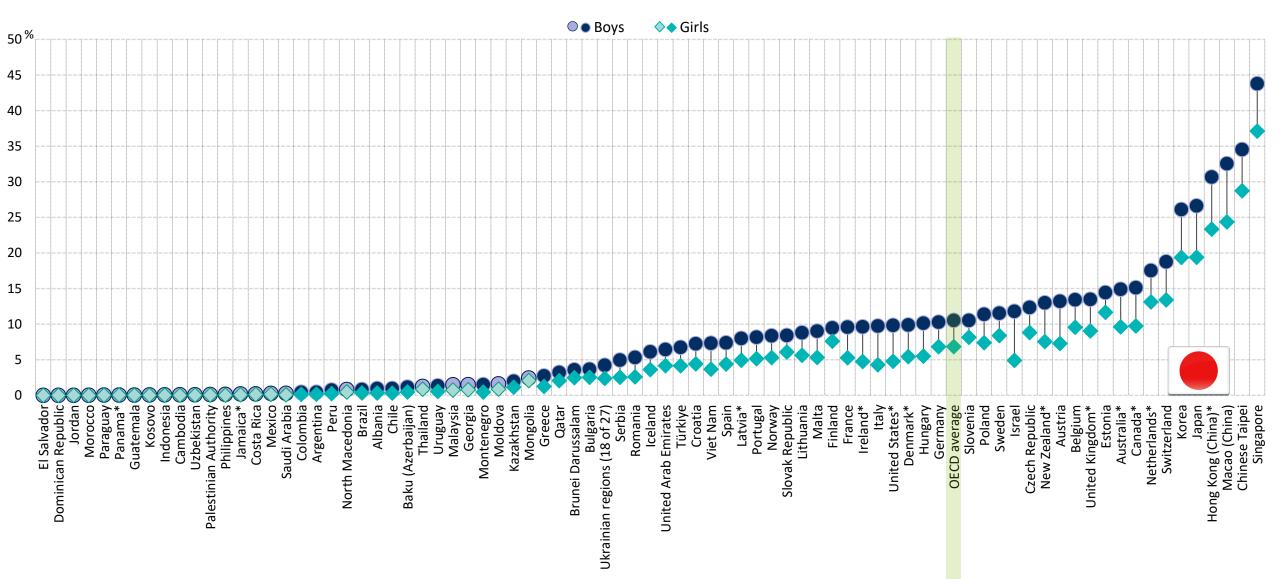
Figure I.6.5



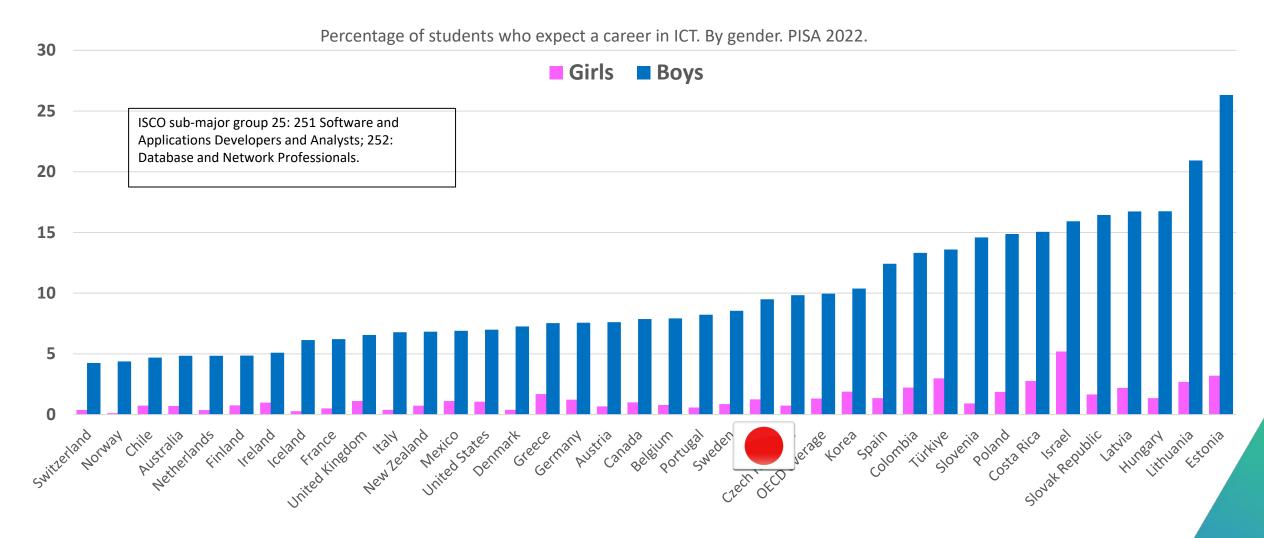
Top performers in mathematics, by gender

Figure I.4.11

Percentage of students who scored at proficiency Level 5 or above in mathematics, by gender



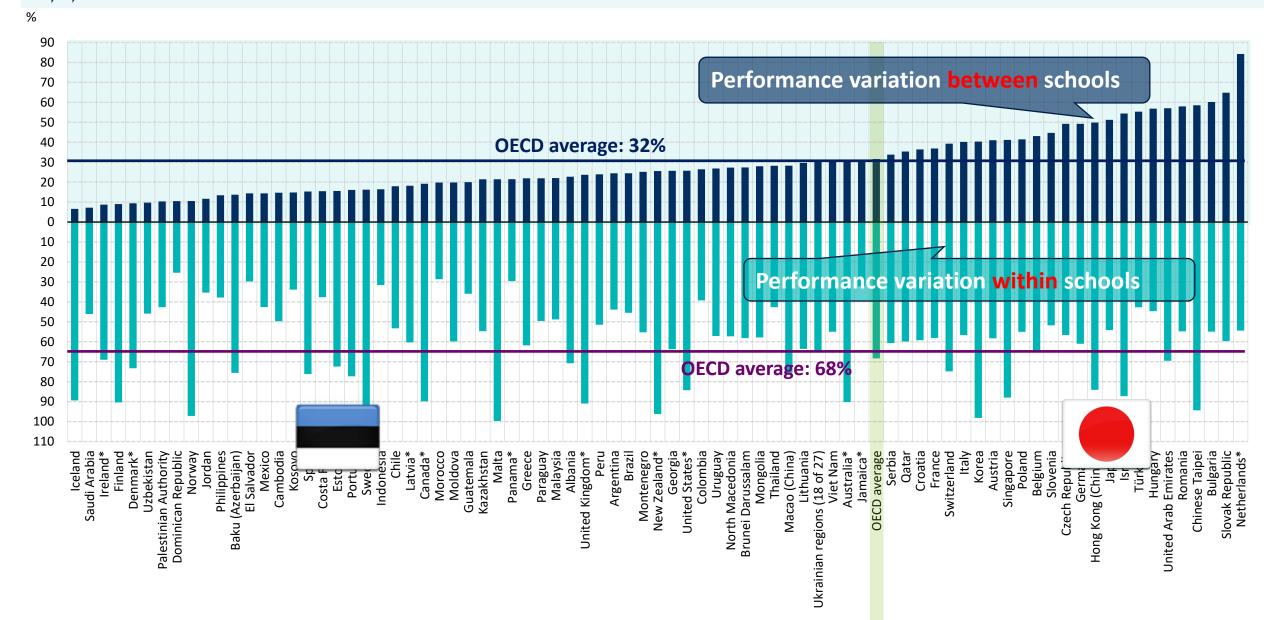




Can the closest school be the best school?

Variation in mathematics performance between and within schools

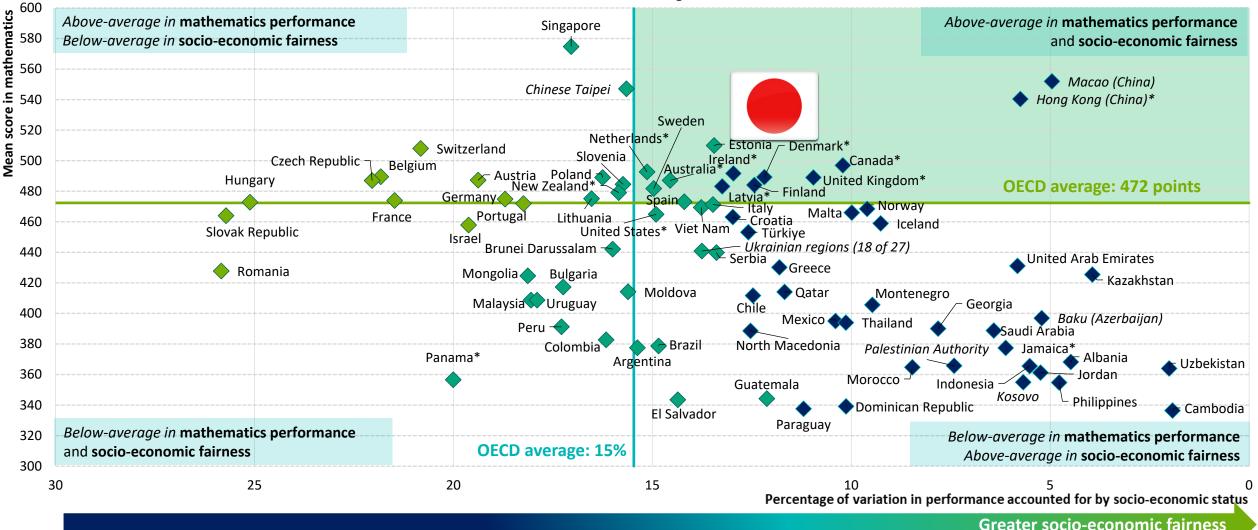
Figure I.2.6



Combining excellence and equity

Strength of socio-economic gradient and mathematics performance

- Socio-economic fairness is below the OECD average
- Socio-economic fairness is not statistically significantly different from the OECD average
- Socio-economic fairness is above the OECD average





Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



Academic performance refers to the knowledge and cognitive skills students have acquired throughout their education and the extent to which they can use what they have learnt to solve real-life problems.

Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



Psychological wellbeing refers to the extent to which students experience positive emotions, are satisfied with their life and believe their life has meaning and purpose. Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



The agency and engagement dimension looks at whether students have the ability and willingness to positively influence their own lives and the world around them, by setting goals, reflecting on their roles and responsibilities and acting responsibly to improve themselves and bring about positive change.

Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



The resilience dimension considers students' beliefs in their ability to withstand stressful and difficult situations, their confidence in themselves and their autonomy as learners Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



Engagement with school refers to the extent to which students assign value to their time at school, put effort in their studies so to achieve good results, and help their teachers create a productive learning environment.

Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



The quality of relationships and community vitality dimension captures both the quantity and the quality of students' social networks. It reflects the extent to which students feel accepted and appreciated by their peers, and whether they perceive support and care from their parents and their teachers.

Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



Study-life balance means putting enough time into academic work while also taking time to enjoy the other parts of one's life, including social, sporting and cultural opportunities. Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



Material and cultural wellbeing considers whether students enjoy living conditions that are sufficient for their cognitive and emotional development, as well as their access to a home environment that provides opportunities for cultural development. Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

School-leisure balance

Material and cultural well-being



Openness to diversity refers to students' capacity to establish deep and respectful connections with people from different cultural backgrounds, being aware and open to different perspectives and willing to learn other people's language, habits and conventions.

Academic performance

Psychological well-being

Agency and engagement

Resilience

Engagement with school

Quality of relationship & community vitality

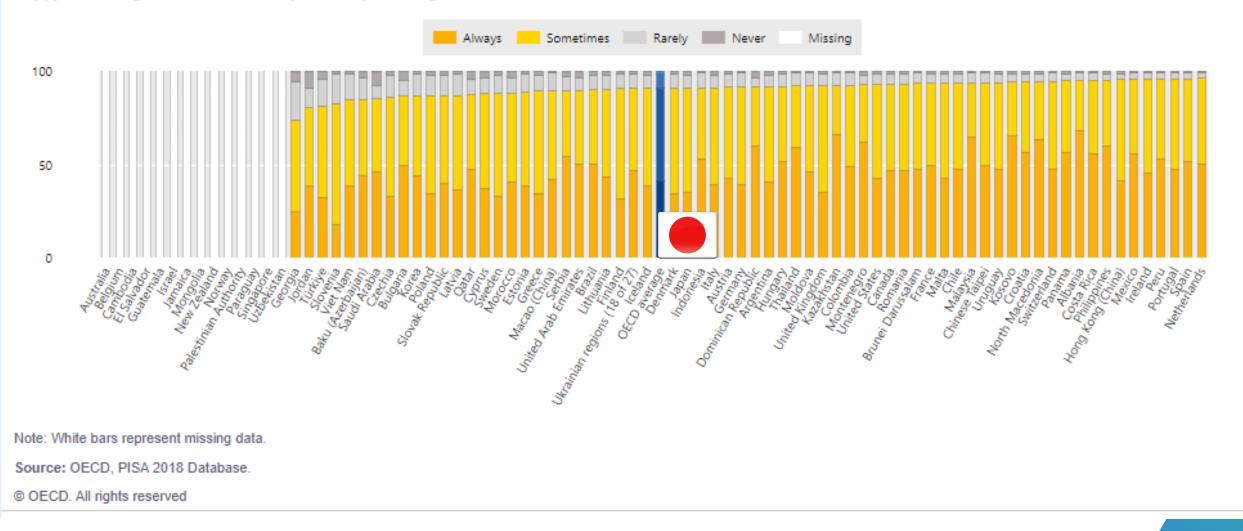
School-leisure balance

Material and cultural well-being



Emotional states

Happy: Percentage of students who reported experiencing this emotion



(i) 占



Life satisfaction ⁽ⁱ⁾ Percentage of students who reported the feeling satisfied or not satisfied about life Not satisfied (levels 0-4) Somewhat satisfied (levels 5-6) Satisfied (levels 7-10) Missing 100 50 0 Unei Dan United A Morth Alec New Urainian regions Ē

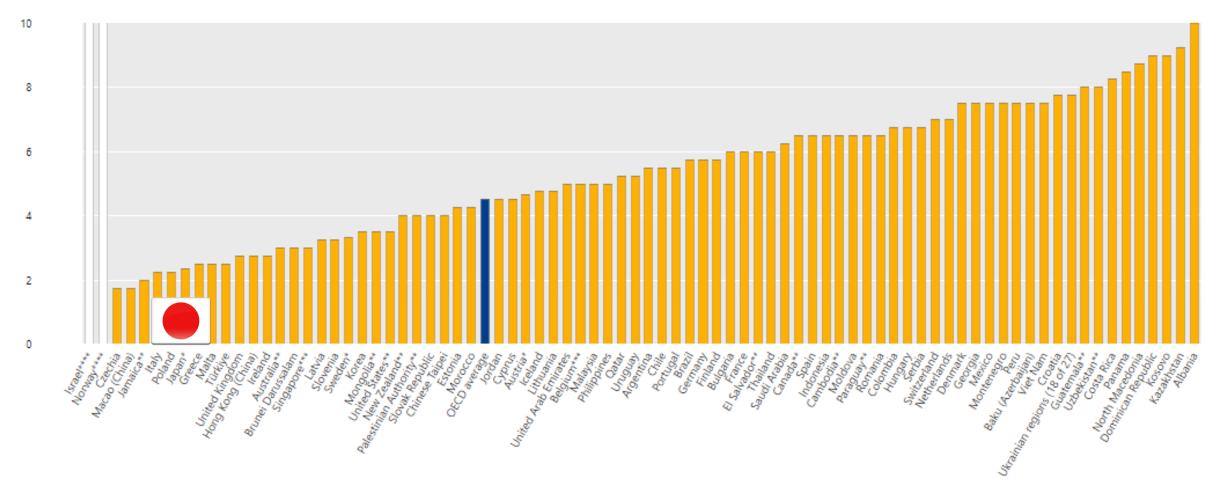
Note: The life-satisfaction scale ranges from 0 to 10 where "0" means 'not at all satisfied' and "10" means 'completely satisfied'.

Source: OECD, PISA 2022 Database.

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Index of psychological well-being



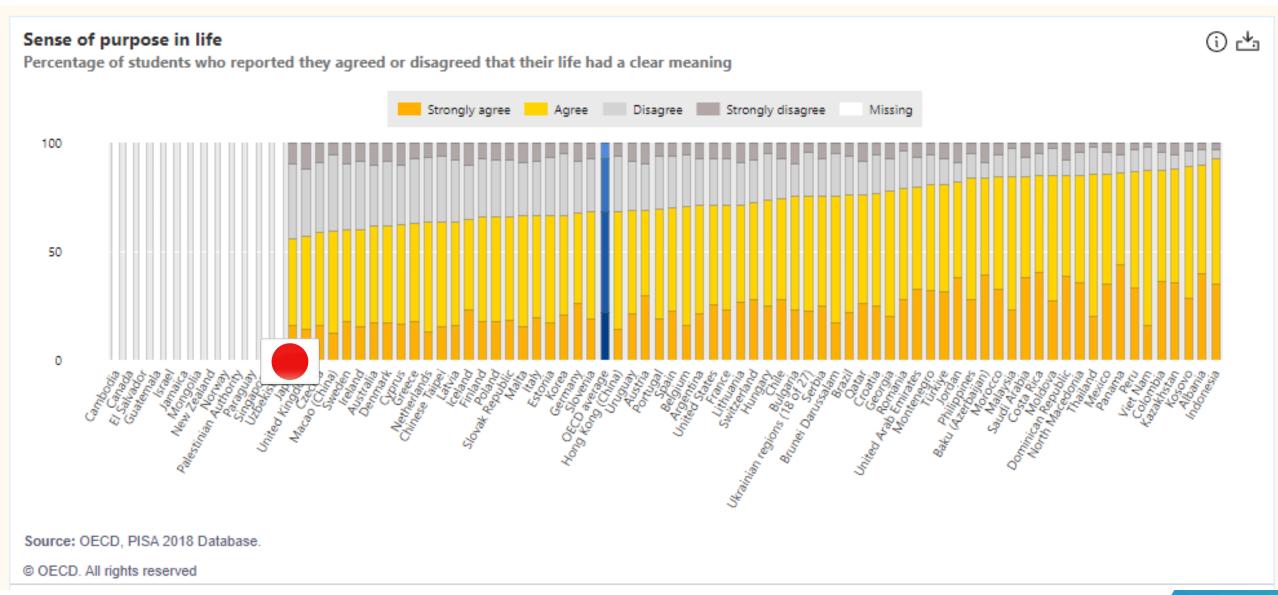
Note: White bars represent missing data and each * beside the country name represents the number of missing indicators in the index. Note that results for countries with missing indicators are not fully comparable with those of countries without missing indicators, and so should be used with caution.

Source: OECD, PISA 2018 Database and PISA 2022 Database.

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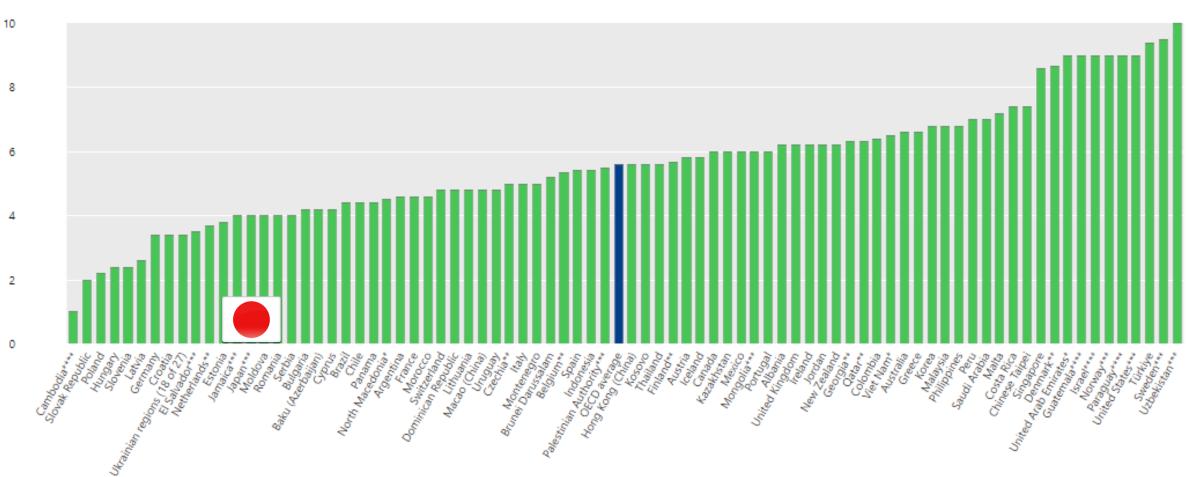
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Index of agency and engagement



Note: Each * beside the country name represents the number of missing indicators in the index. Note that results for countries with missing indicators are not fully comparable with those of countries without missing indicators, and so should be used with caution.

Source: OECD, PISA 2018 Database and PISA 2022 Database.

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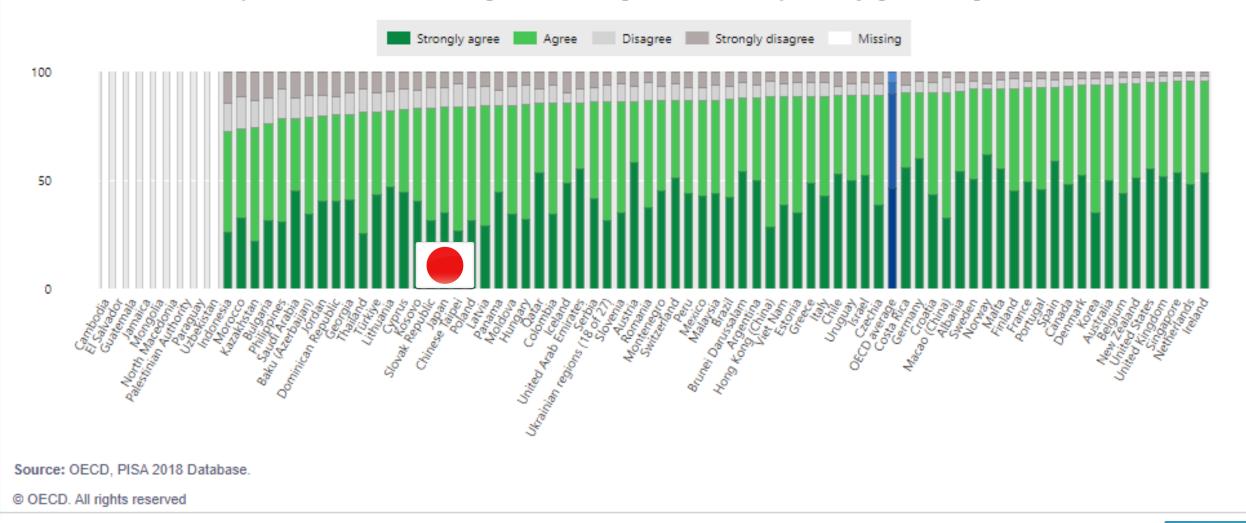
i 🕁



Engagement to stop bullying

I like it when someone stands up for other students who are being bullied: Percentage of students who reported they agreed or disagreed with this statement

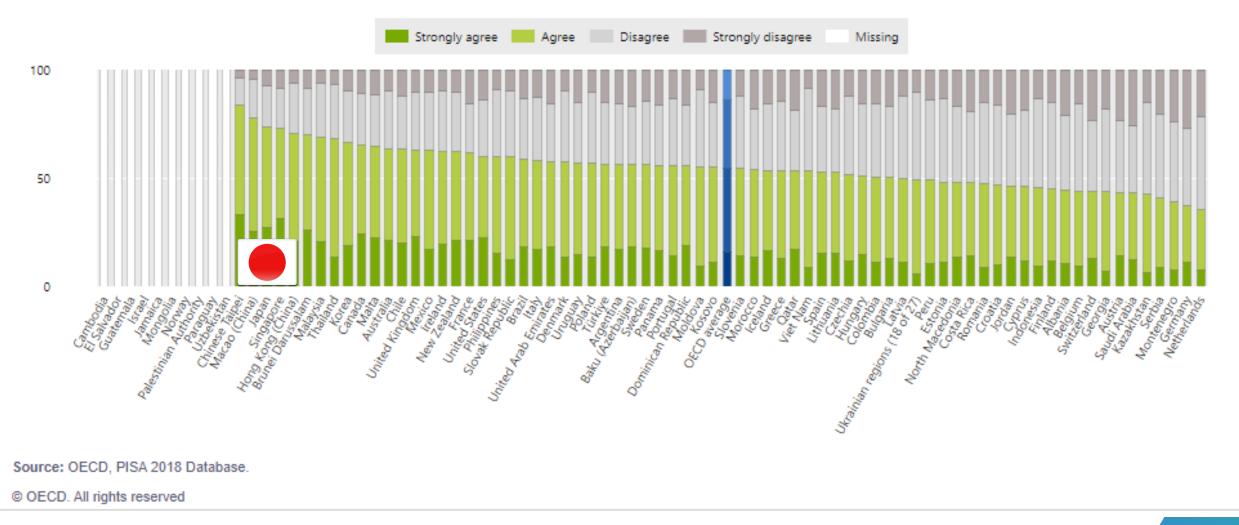
(i) 占





Fear of failure

When I am failing, I am afraid that I might not have enough talent: Percentage of students who reported they agreed or disagreed with this statement

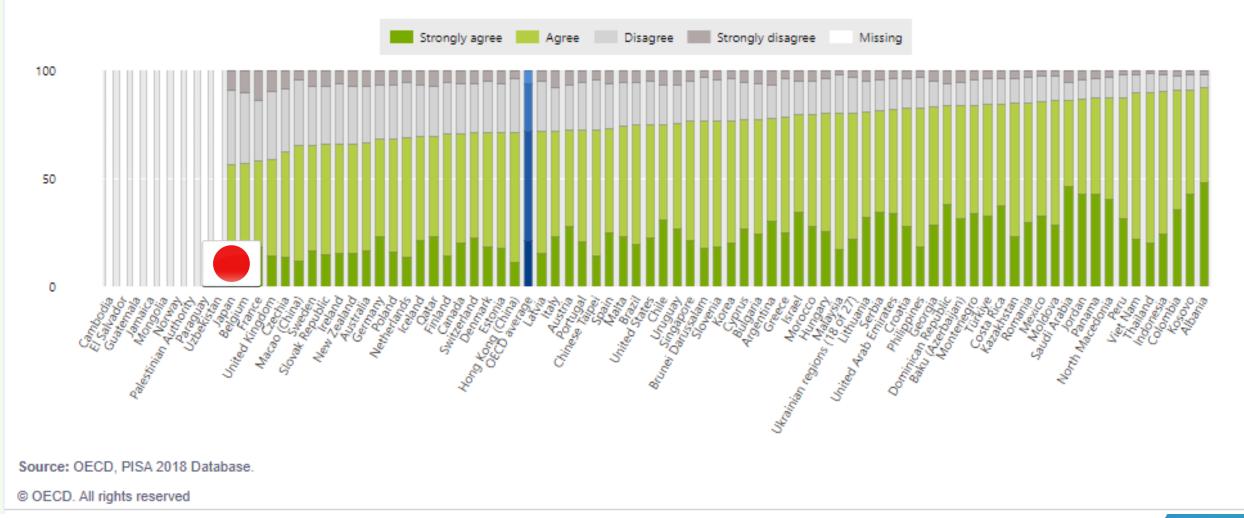


i 🕹



Belief in self

My belief in myself gets me through hard times: Percentage of students who reported they agreed or disagreed with this statement



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EDUCATION & SKILLS

Using resources effectively

Money matters up to a point

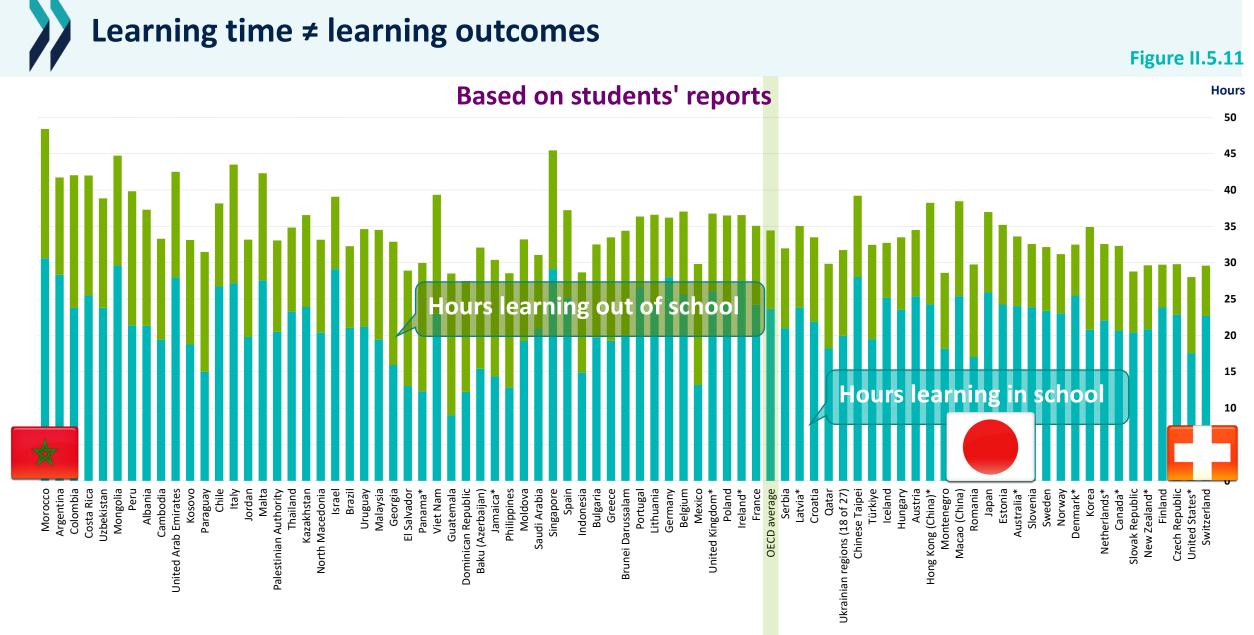


Money is necessary but not sufficient

600 580 Mean score in mathematics Singapore 560 Chinese Taipei Macao (China) ** 4 540 Hong Kong (China)* Korea Czech Republic 520 Canada* veenerlands* $R^2 = 0.54$ Ireland* New Zealand* United Kingdom* 500 Slovenia Austria Poland Denmark* Hungary Belgium **OECD** average: 472 points Latvia* — Australia 480 Lithuania Norway Sweden Spain Türkiye Finland 460 Malta Croatia Italy France Ukrainian regions (18 of 27 Serbia United States* Iceland Slovak Republic Israel Portugal 440 Mongolia Kazakhstan Brunei Darussalam Greece Germany Romania Bulgaria 420 Baku (Azerbaijan) Chile Malaysia Uruguav 400 North Macedonia Georgia Colombia 380 Jamaica Indonesia Argentina Albania Palestinian Authority Uzbekista 360 🔶 Panama* Morocco El Salvador Θ ippines 340 Dominican Republic OECD average: USD 102 612 🔹 Carr Paraguay 320 40000 80000 100000 20000 60000 120000 140000 160000 180000 200000 220000 0

Cumulative expenditure per student over the theoretical duration of studies (in US Dollars, ppp)

Figure I.4.15



Score points in mathematics per hour of total learning time

Learning time ≠ learning outcomes Figure II.5.11 **Based on students' reports** Hours 20 50 **Productivity** 18 45 16 40 35 14 12 30 10 25 of schoo ours learn g 20 8 6 15 learning schoo ours in 4 10 Ukrainian regions (18 of 27) Chinese Taipei Türkiye Albania Cambodia United Arab Emirates Morocco Argentina Colombia Costa Rica Uzbekistan Mongolia Peru Kazakhstan North Macedonia Moldova Saudi Arabia United Kingdom* Poland Ireland* OECD average Serbia Latvia* Hong Kong (China)* Montenegro Macao (China) Estonia Australia* Slovenia Sweden Czech Republic United States* Switzerland Paraguay Chile Thailand Uruguay Malaysia Georgia El Salvador Indonesia Bulgaria Greece Portugal Lithuania Belgium Mexico Denmark* Korea Kosovo Jordan Malta Israel Panama* Viet Nam Philippines lceland Hungary Norway Brazil Spain France Croatia Qatar Canada* Finland Italy Guatemala Dominican Republic Austria Romania Japan Slovak Republic Palestinian Authority Baku (Azerbaijan) Singapore Brunei Darussalam Germany Netherlands* New Zealand* Jamaica*

Score points in mathematics per hour of total learning time

EDUCATION & SKILLS

Revolutionising learning?

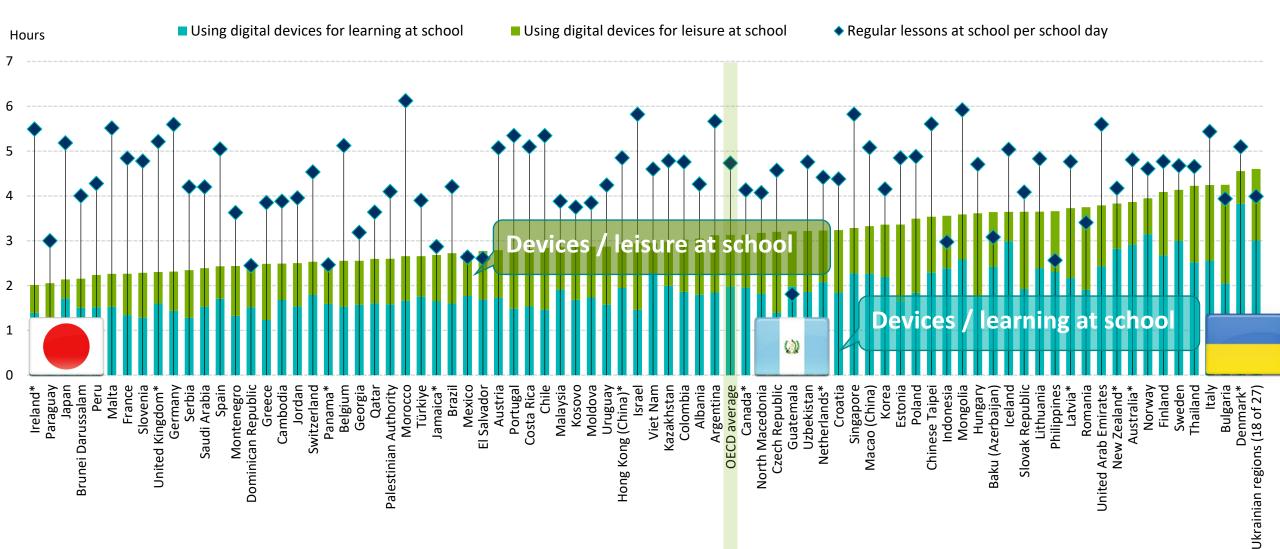
Unlocking the potential of the digital world



Time spent at school in regular lessons and on digital devices

Figure II.5.15

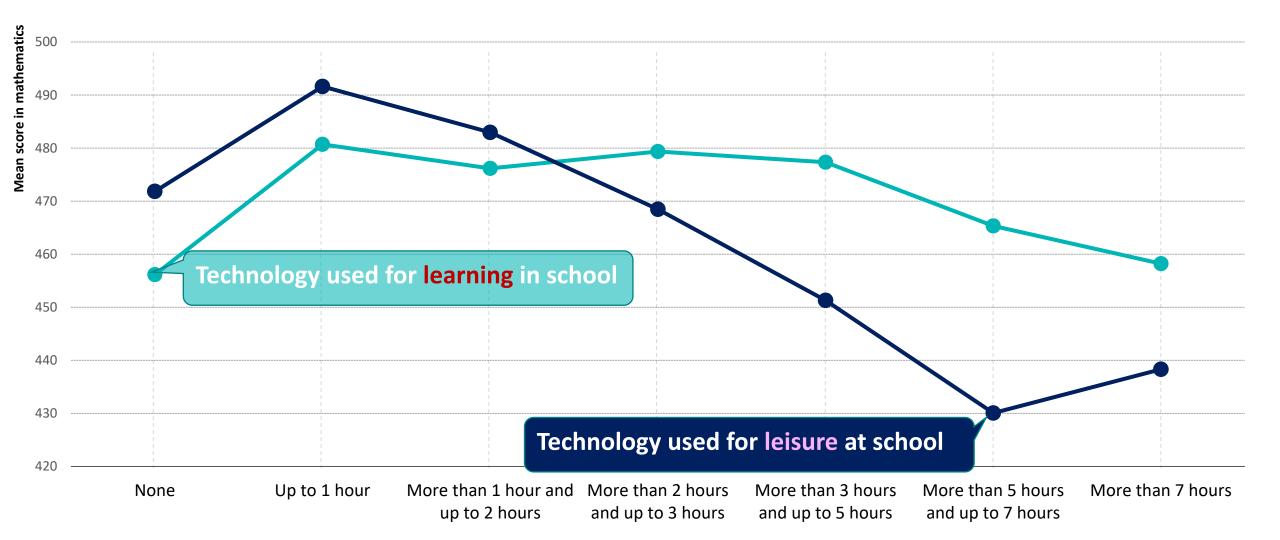
Time spent per day by students (in hours)



Time spent on digital devices at school and mathematics performance

Figure II.5.14

Based on students' reports; OECD average



Time spent on digital devices at school per day

EDUCATION & SKILLS

Digital distractions

How smart phones and tablets can impair learning .



Distraction from digital devices in mathematics lessons

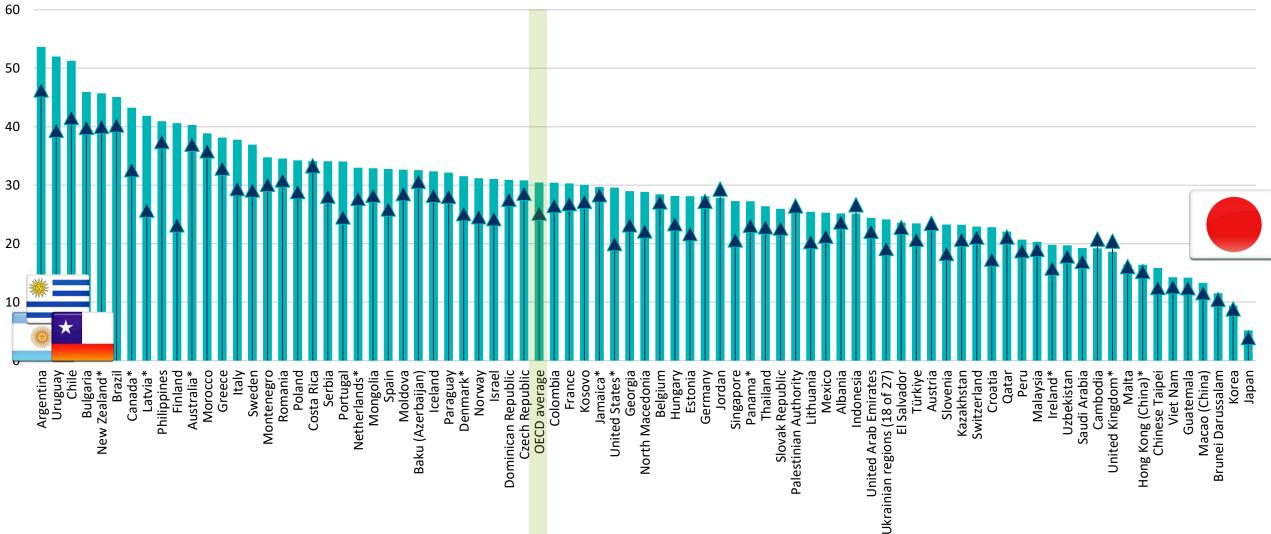
%

Figure II.3.4

Percentage of students who reported that the following happens in every or in most of their mathematics lessons

Students get distracted by using digital devices

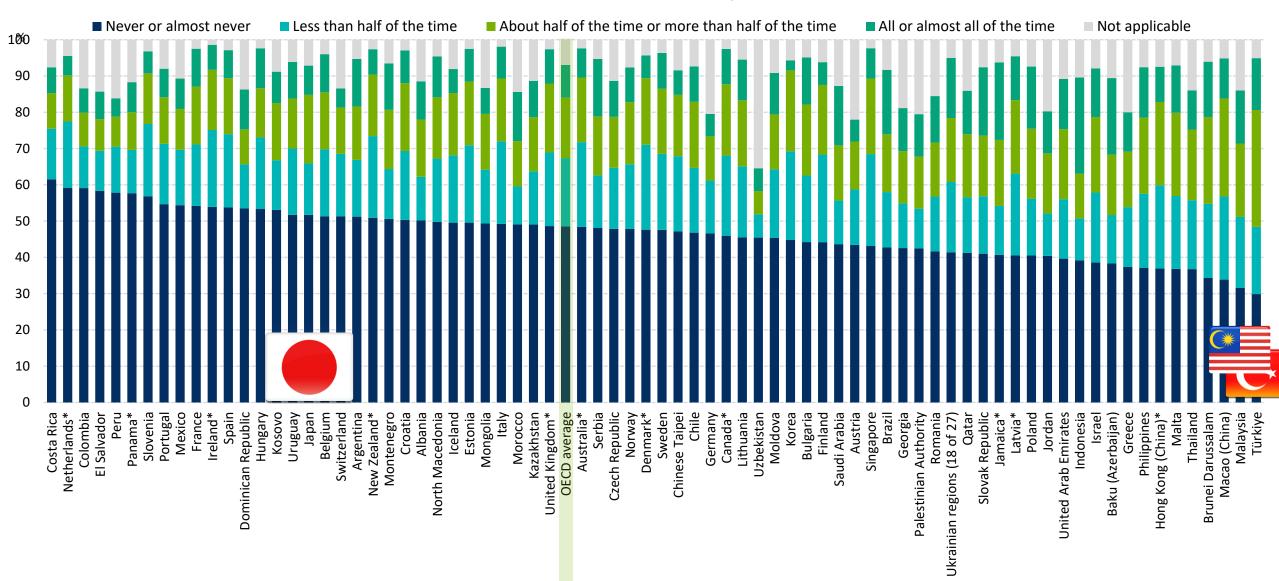
▲ Students get distracted by other students who are using digital devices



Feeling nervous/anxious when digital devices are not near

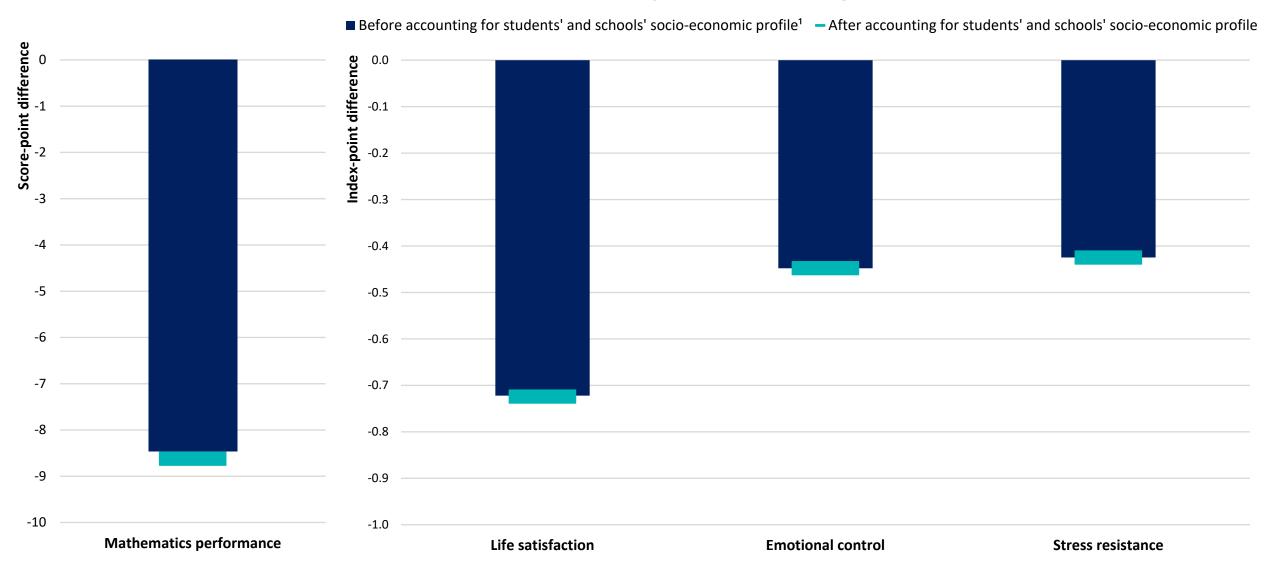
Figure II.5.16

Based on students' reports

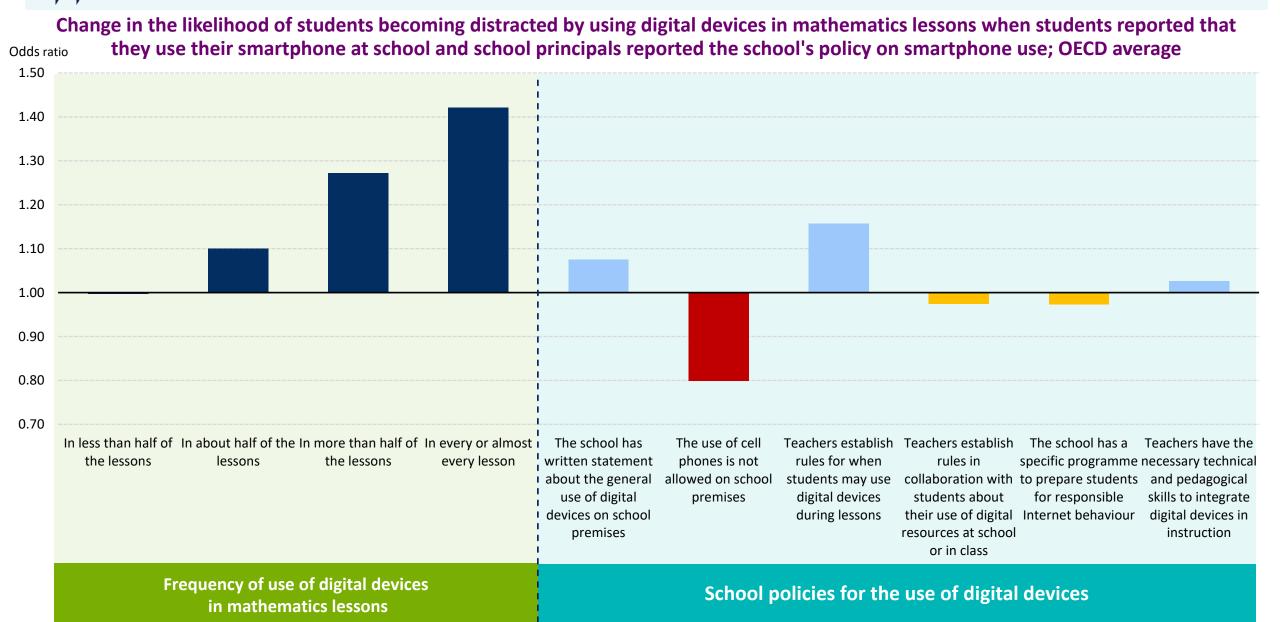


Outcomes of feeling nervous/anxious when digital devices are not near

Based on students' reports; OECD average



Digital devices, distraction and school policies



EDUCATION & SKILLS

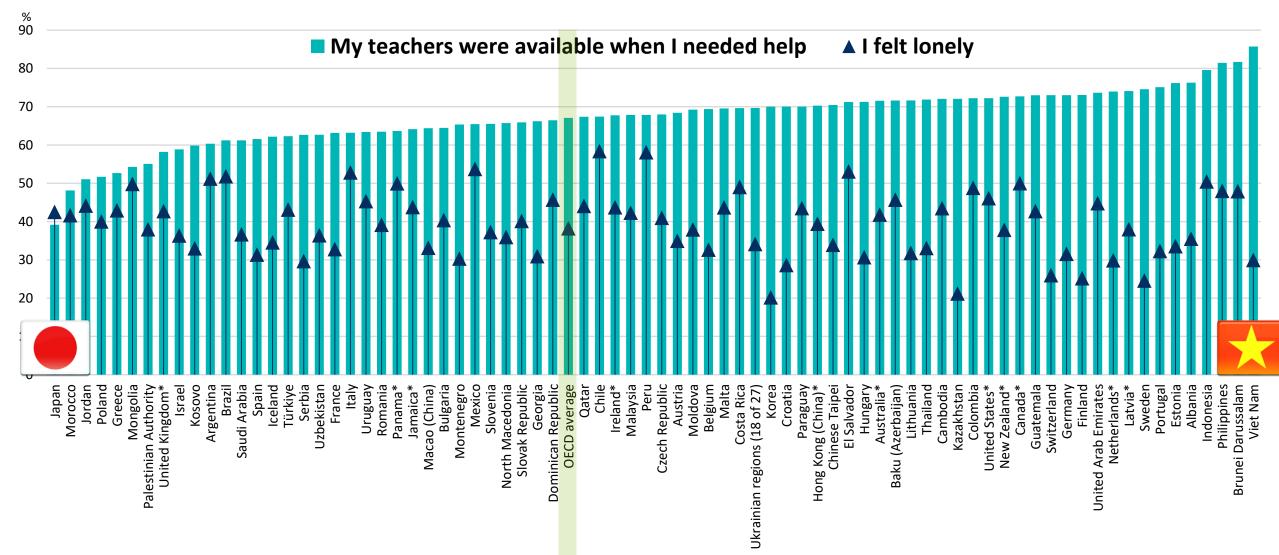
Teachers and teaching

Are some students being let down?





Percentage of students who agreed or strongly agreed with the following statements about the time when their school building was closed because of COVID-19; based on students' reports



Students learn best from teachers they love

Remote learning, mathematics performance and confidence in self-directed learning

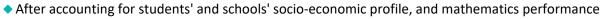
Figure II.2.12

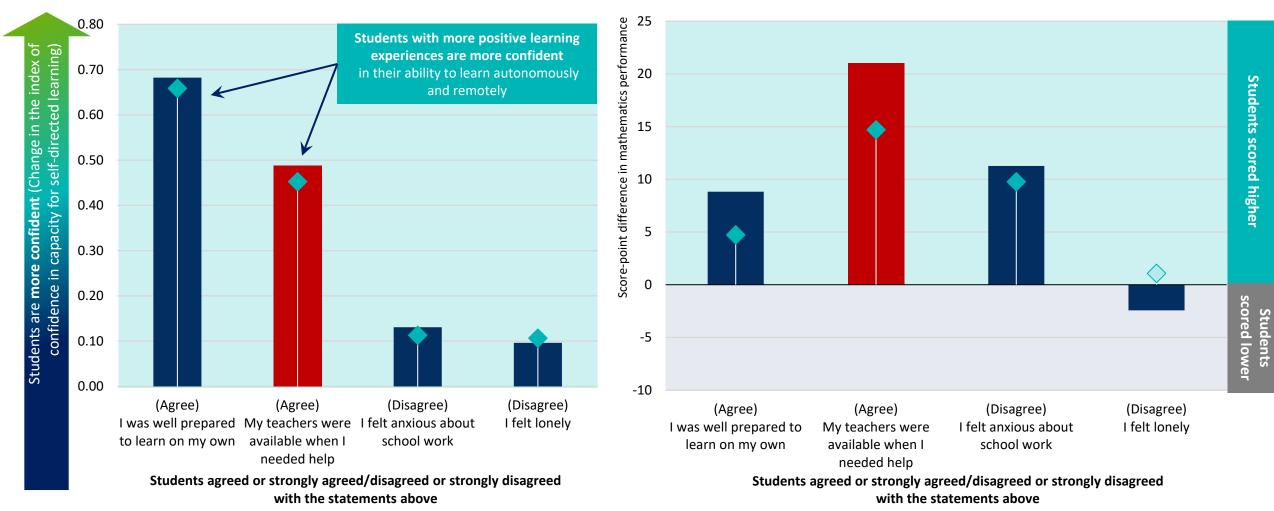
Change in the index of confidence in students' capacity for self-directed learning/in mathematics performance, when students agreed or disagreed with the following statements about the time when their school building was closed because of COVID-19; OECD average

Before accounting

♦ After accounting for students' and schools' socio-economic profile

Before accounting

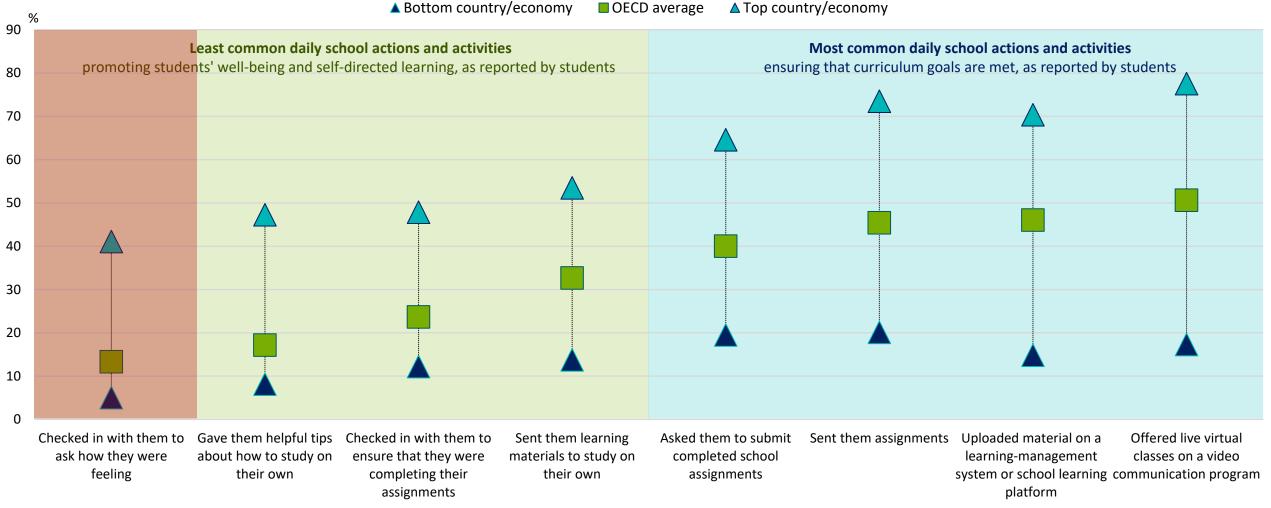




School actions and activities to maintain learning and well-being

Figure II.2.16

Percentage of students who reported that someone from their school did the following actions every day daily when their school building was closed because of COVID-19; OECD average



Students reported that someone from their school did the above actions every day or almost every day

School actions to maintain learning and selected student outcomes

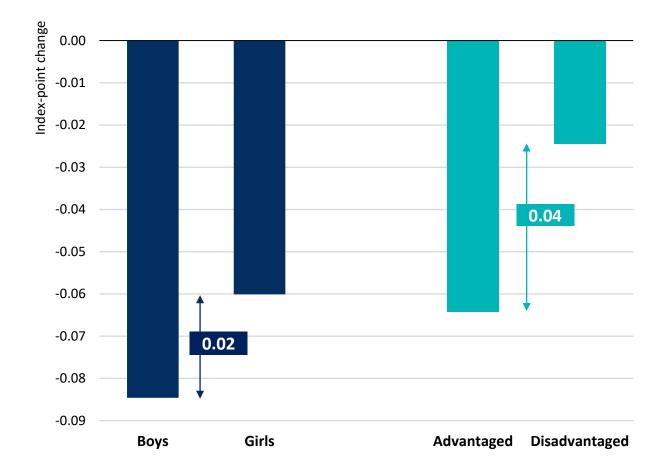
Figure II.2.18

Change associated with a one-unit increase in the index of school actions and activities to maintain learning; OECD average

ndex-point change 0.25 0.03 0.20 0.15 0.10 0.05 0.00 Girls Disadvantaged Boys Advantaged

Change in the index of students' confidence in their capacity for self-directed learning

Change in mathematics anxiety



EDUCATION & SKILLS

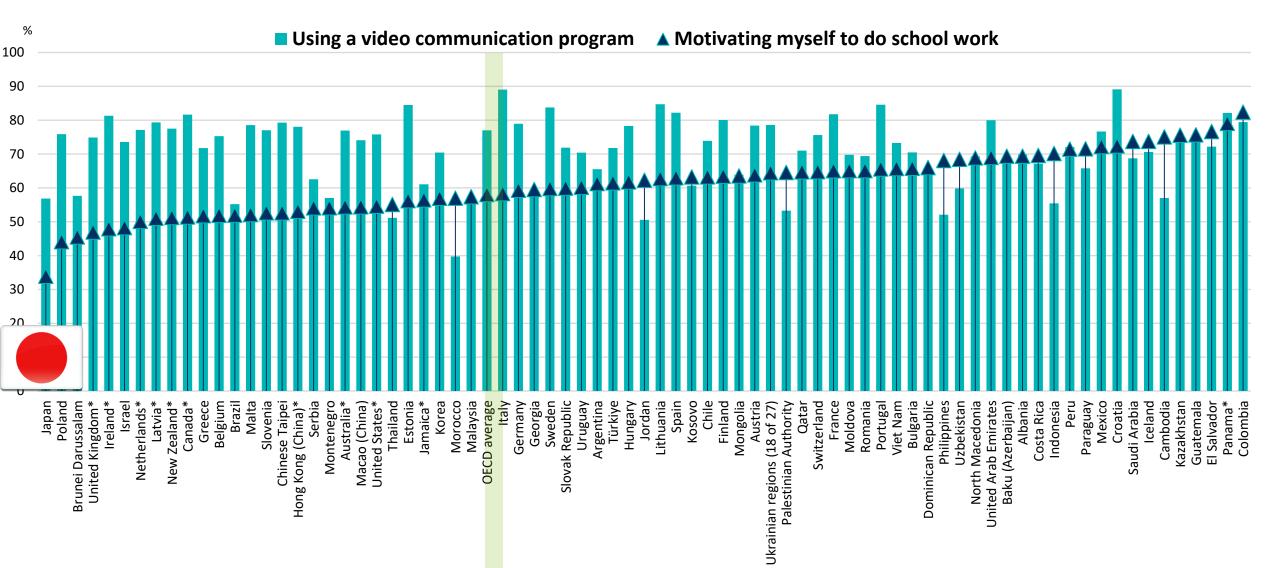
Beyond academic learning

Student well-being



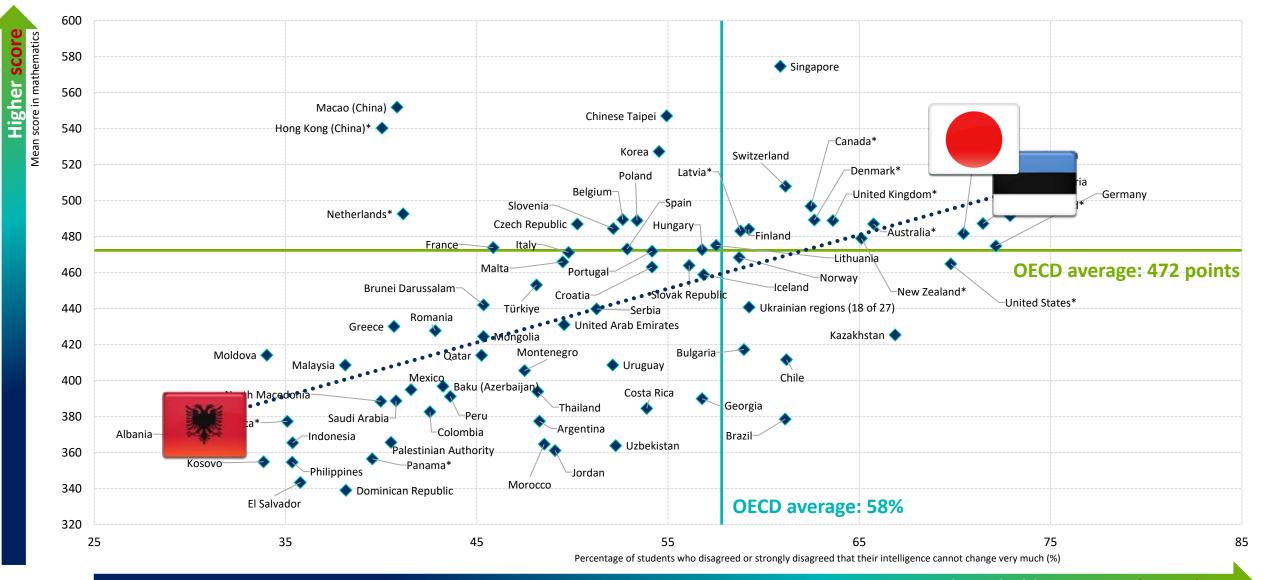
Students' confidence in self-directed learning

Percentage of students who reported feeling confident/very confident in taking the following actions if their school building closes again in the future



Growth mindset and mathematics performance

Table I.B1.2.1 & Table I.B1.2.16



Mathematics performance and anxiety in mathematics among students with fixed and growth mindsets

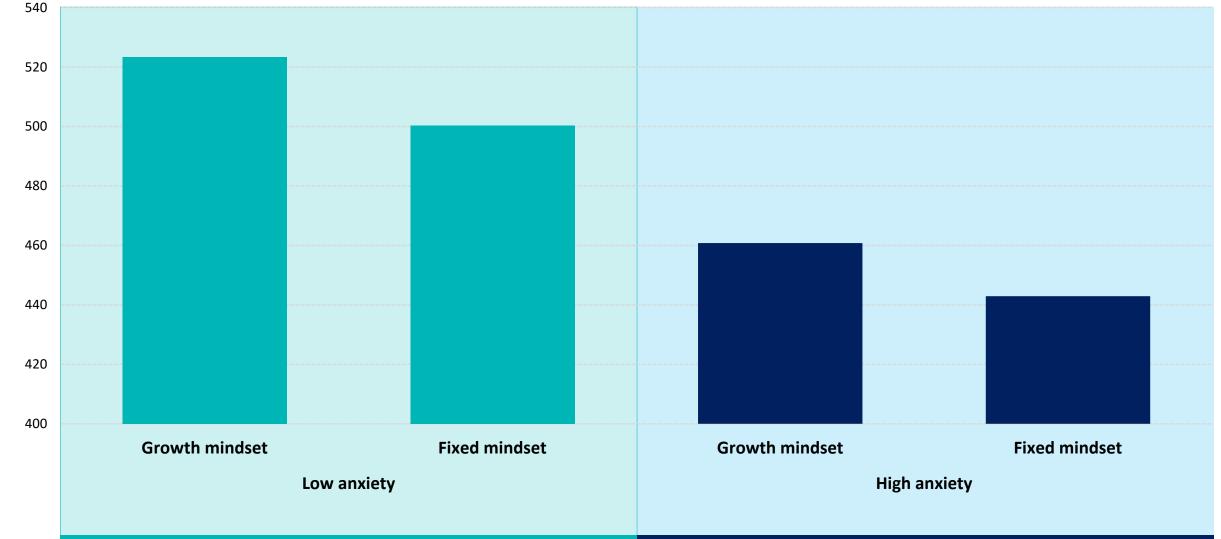
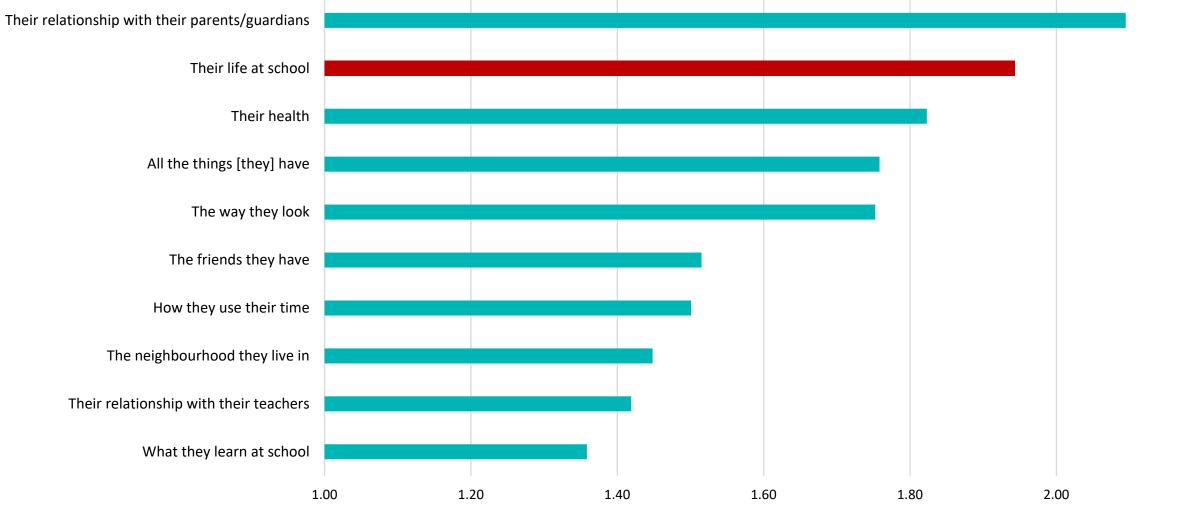


Figure I.2.2



Average of countries/economies with available data

Change in life satisfaction when students reported that they are satisfied or totally satisfied with the following:



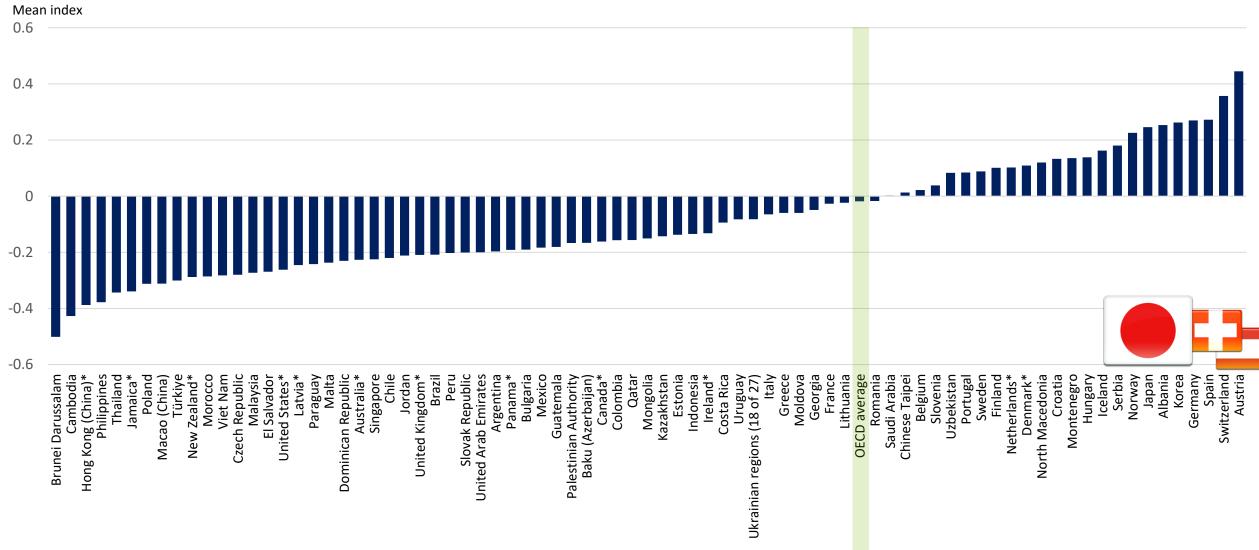
Point change on the life-satisfaction scale

2.20

Figure II.1.7

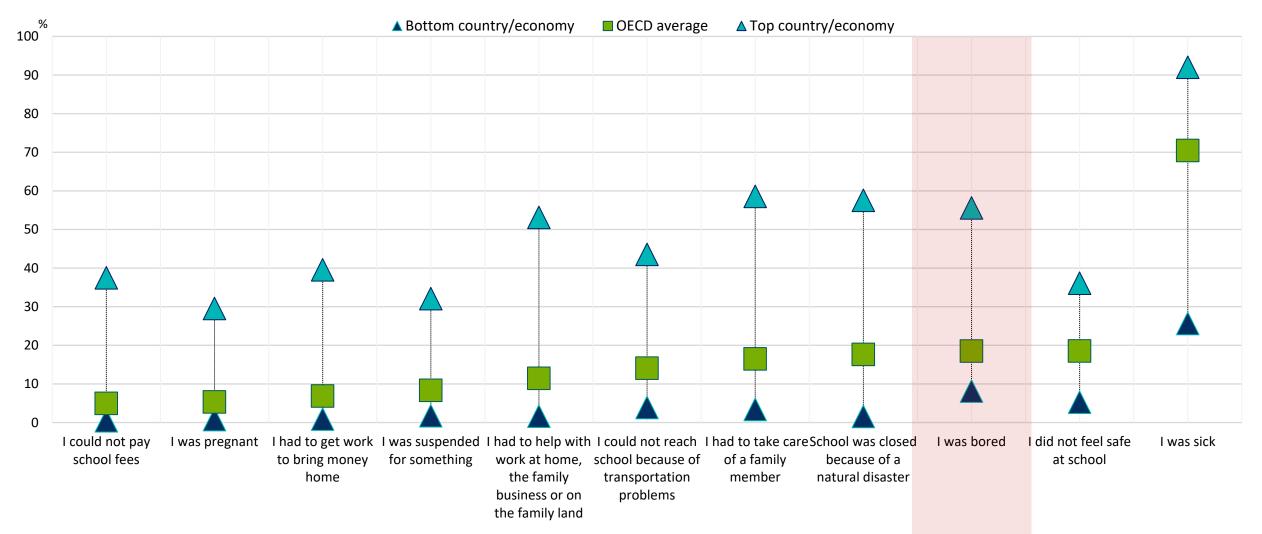
Students' sense of belonging at school, across all countries and economies





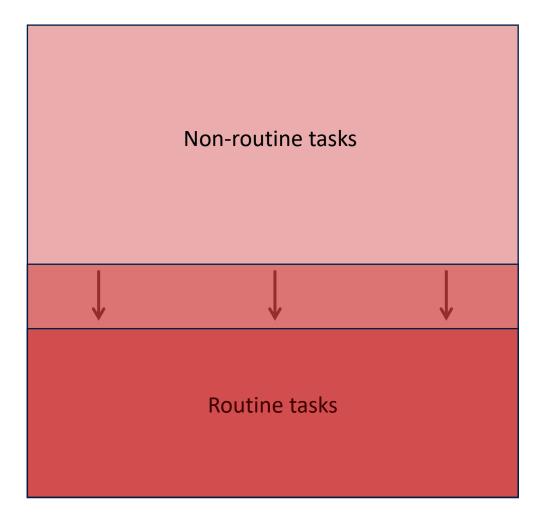


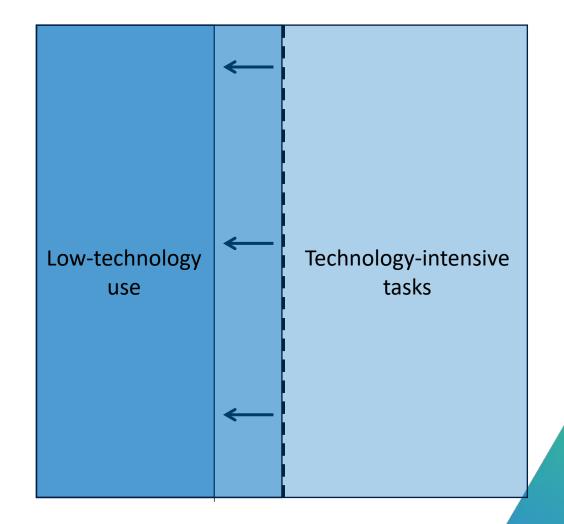
Percentage of students who reported the following reasons for having missed school for more than three consecutive months

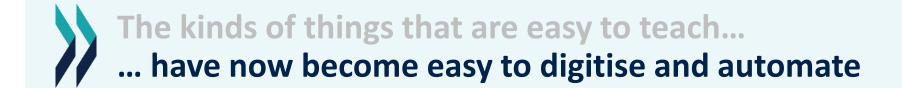


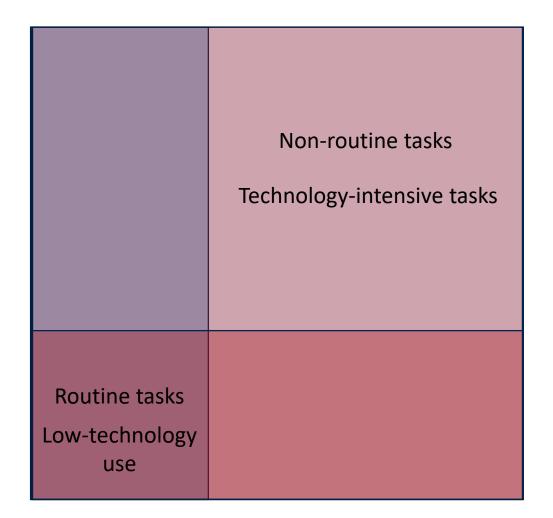
The kinds of things that are easy to teach...

... have now become easy to digitise and automate



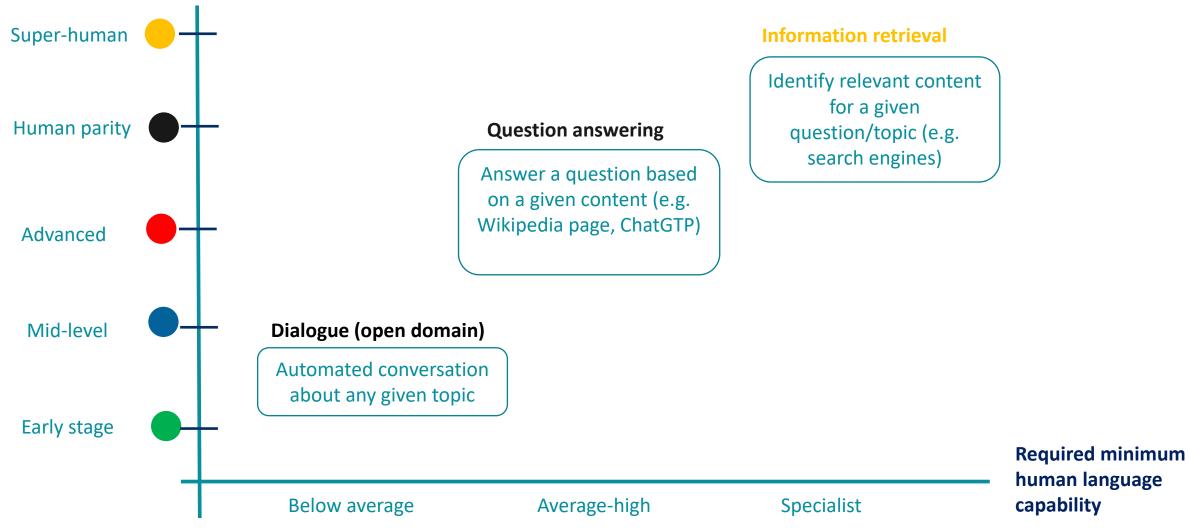








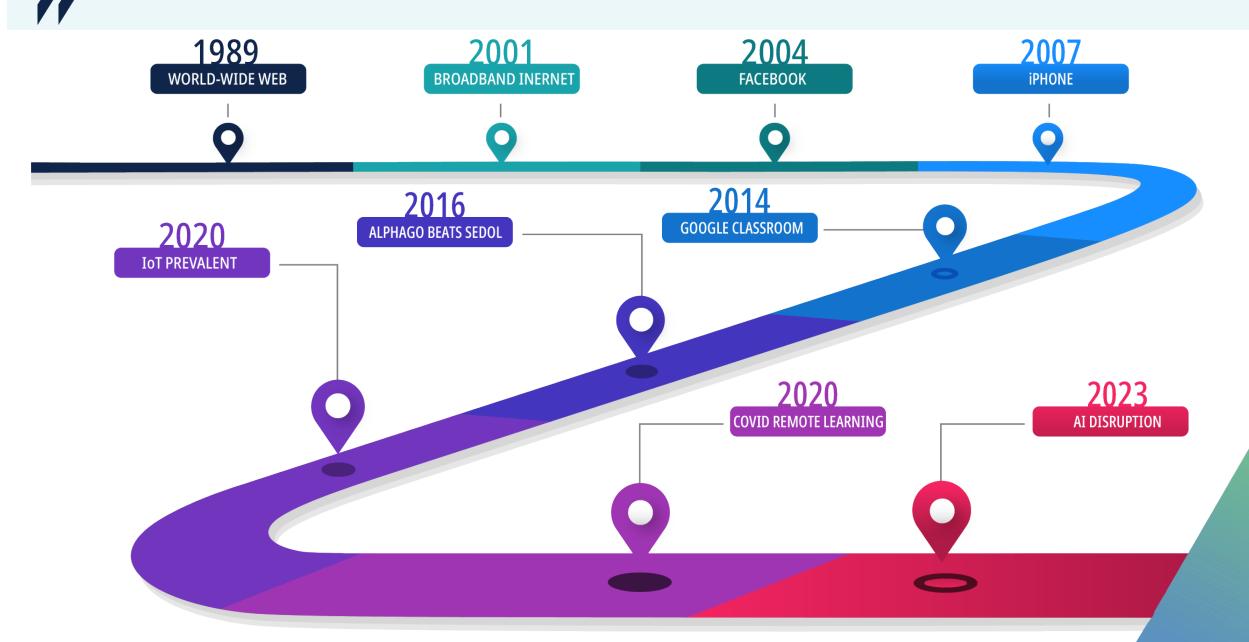






- Education should offer new ways of seeing, sensing and interpreting the world, in ways that reconcile competing beliefs and values, re-build meaning in people's lives and restore well-being.
- Education should provide opportunity and fulfilment for everyone, respecting and nurturing a broader range of strengths, including dispositions for caring and creativity.
- Education should equip people to design and establish the next set of economic, societal and organisational models.

The digital education transition is accelerating



Personalising learning

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Fun

F



Virtual reality embeds learners 3D



Augmented reality superempowers the real world

220 °F

285 PSI

11%

2915 PSI

4450 PSI

00

				PLC S	tatus
				Statu	s Metric
					Servo Temp
				•	Air Pressure
-					Hydolyser
		6			Pressure Pump
	-+++	B			Fan Speed
					Compressor
30 40 ast Minute (seconds)	50 60				
-	- 1 - 4	ic Arm He	ealth and Perf	ormance	
	Roboi			Temperature	Humidity
	e serell P	erformance	Unit Efficiency	lempe	%
	Overall		%	195	25
		%	49		



Learning through teaching?





Classroom analytics: make visible what's invisble

Source: Raca, Kidzinski and Dillenbourg, 201

Input (sensors)

A. Regulating teachers' attention using Lantern devices



Source: (Alavi and Dillenbourg, 2012[22])



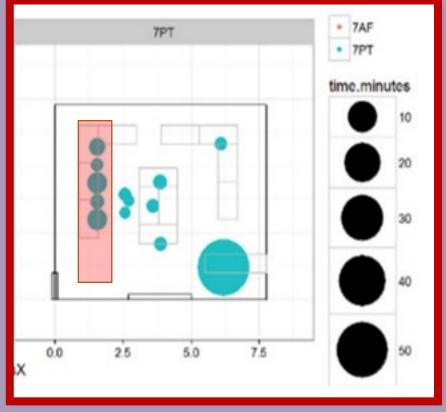


Output (dashboard)

Professional feedback



Showing teachers where the spend time in the classroom



Source: Prieto et al., 2017

Re-integrating learning and assessment

VS



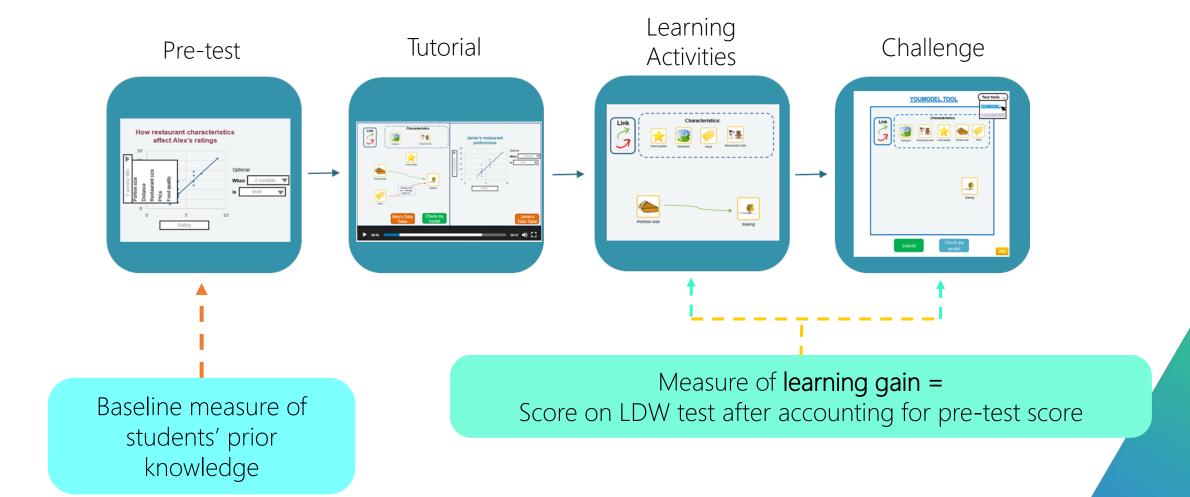
How will students demonstrate their learning skills? 🗸 Quiz Tutorial Learning tasks Students will also... Hey! Do you need a hint? Expe Mode Yes, show me Maybe later **Reflect on their achievements** • Eitr Plan (hours per week) (hours per week) 01 Amount Amount $\mathbf{\nabla}$

 Interact with an intelligent tutor to get help when they are stuck

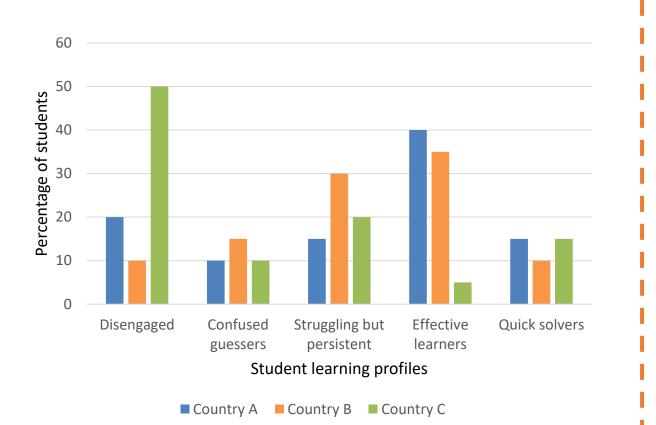
points)	Activi naton tri	during the assessr	nent	
Workspace	e		Simulation	
When run repeat 0 tir do	mes	7 blocks used. Do you want to view the correct solut before submitting this task? View solution Submit and control		
			\wedge	

What can we learn from these assessments about education systems?

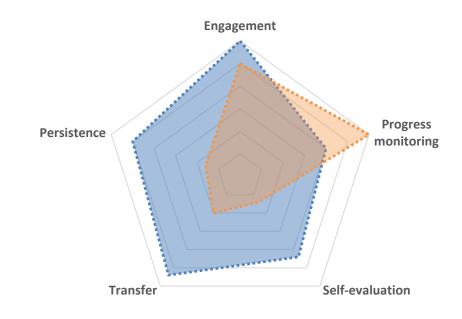
Information on student learning



What can we learn from these assessments about education systems?



Country A Country B



Profiles of self-regulated learners



- Personalising learning and education
- Fostering inclusion and equity
- Enhancing the quality of teaching

- Improving efficiency
- Enhancing research and innovation
- Making education more relevant to modern times (e.g. generative AI apps)



- Digital divides: provide equal access
- Performance of digital tools: assess the stakes and involve humans
- New or amplified biases: ensure not only advantaged students reap the benefits
- Inefficiencies of a digital ecosystem: provide what's useful more than just what's possible
- Privacy and data protection: cover new possibilities, address new challenges
- Ethics of AI: promote adaptive regulation
- Social acceptance: communicate benefits while questioning naïve endorsement

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Find out more about our work at <u>www.oecd.org/pisa</u>



PISA main reports

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PISA Country notes

