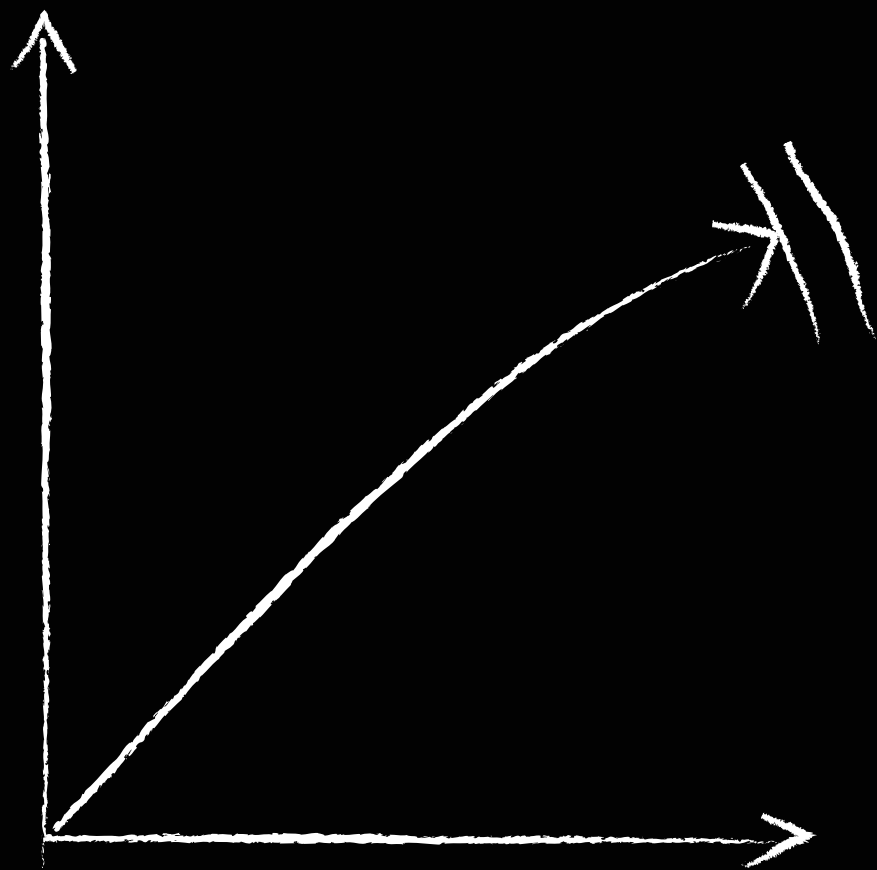
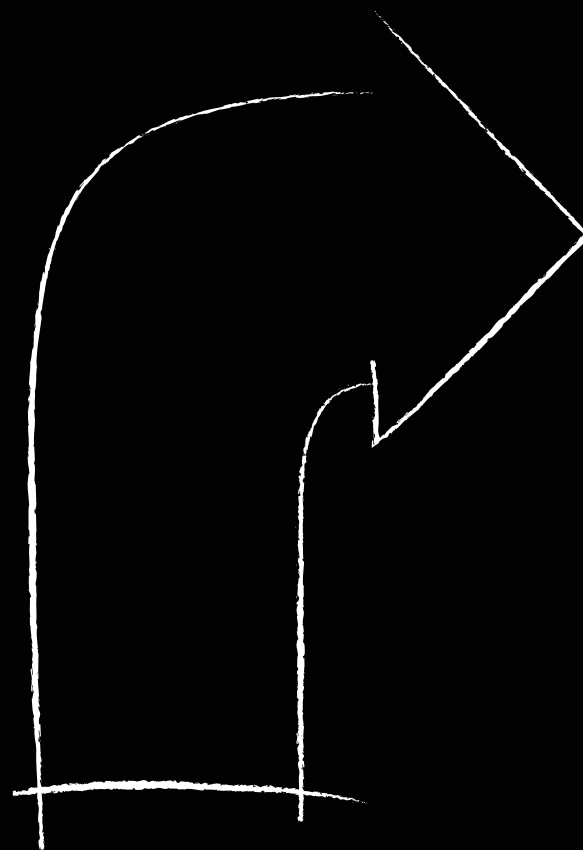
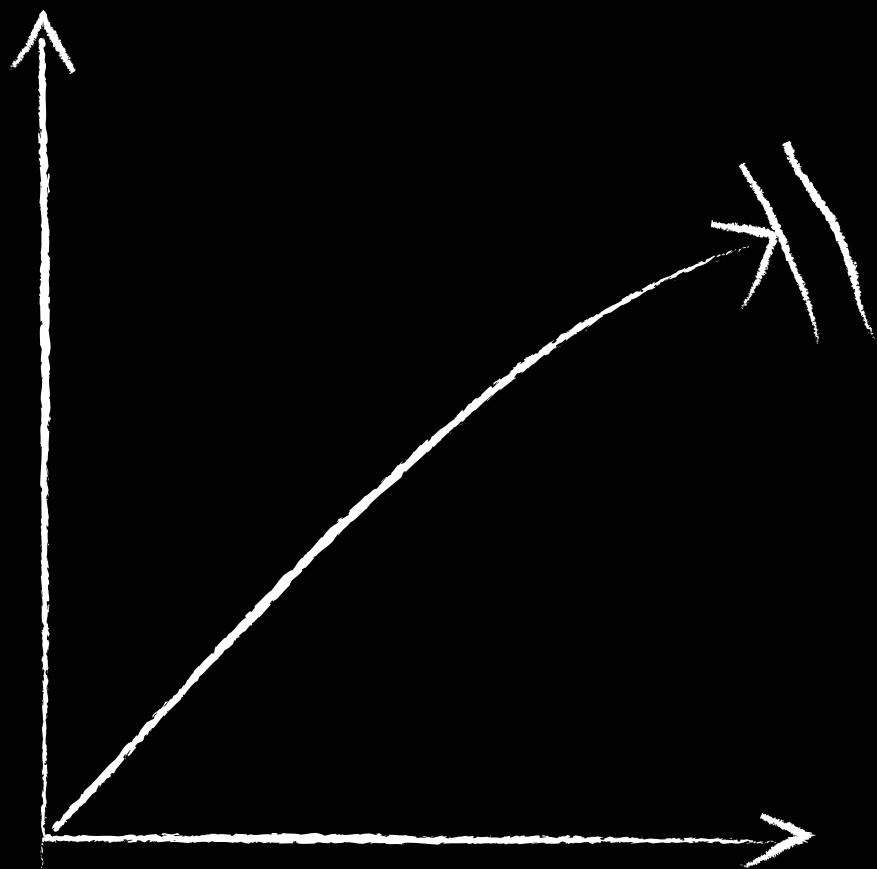
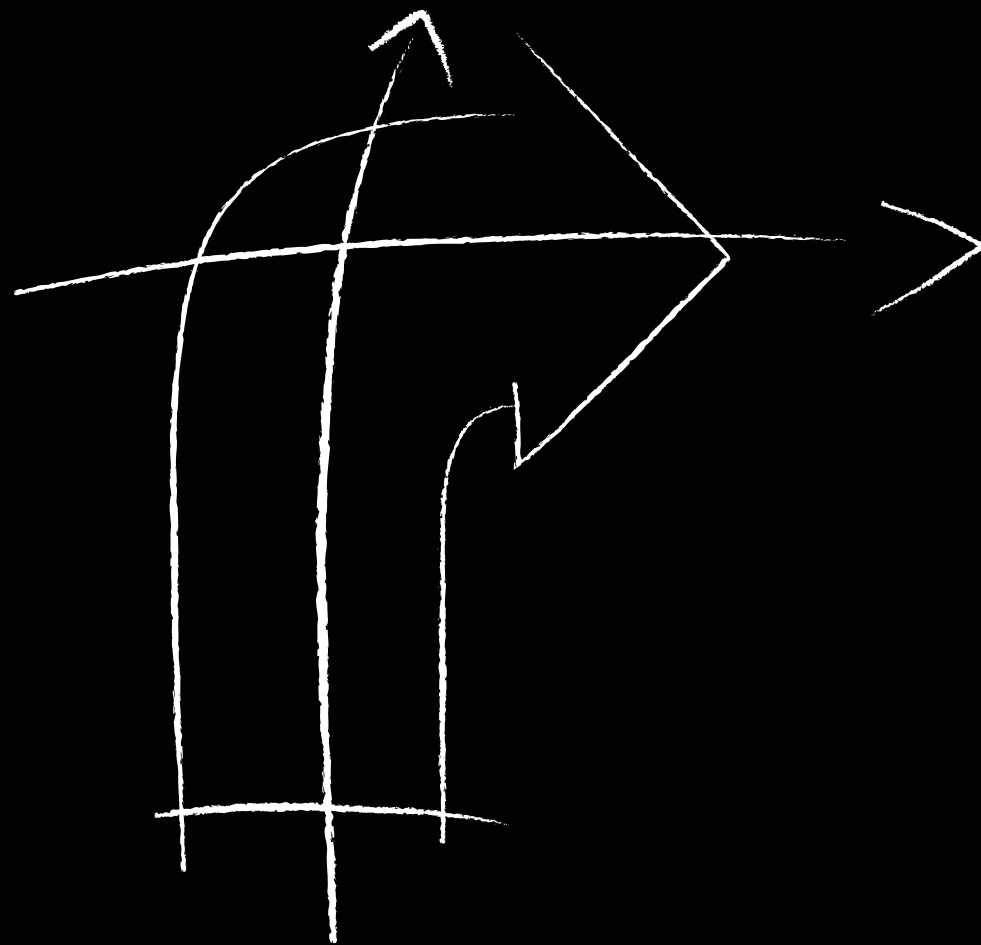
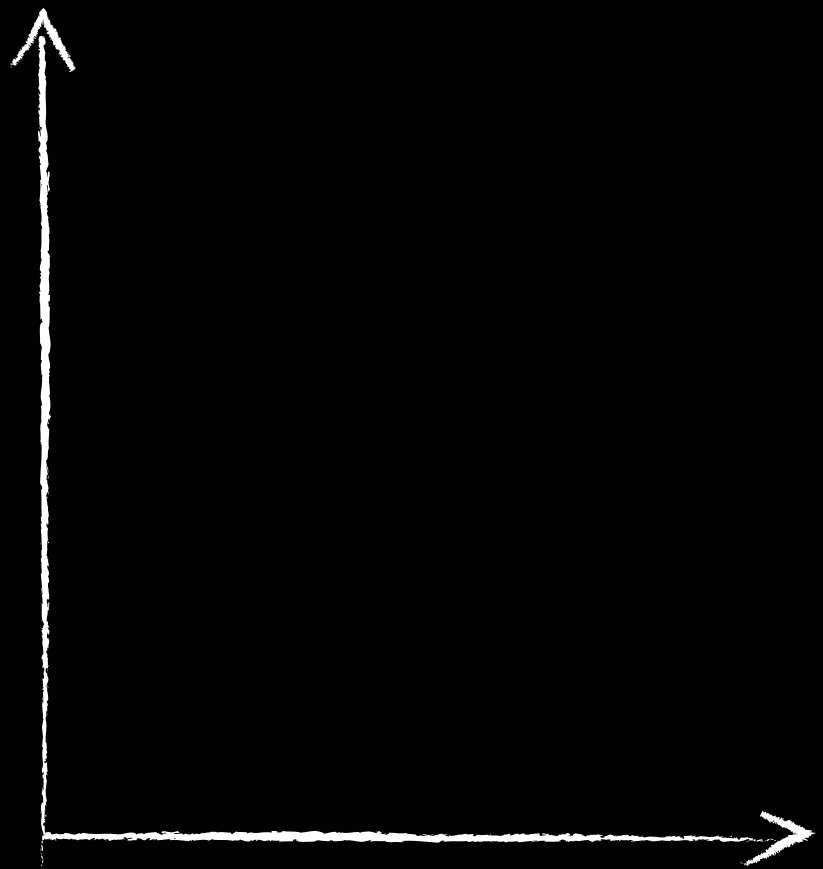


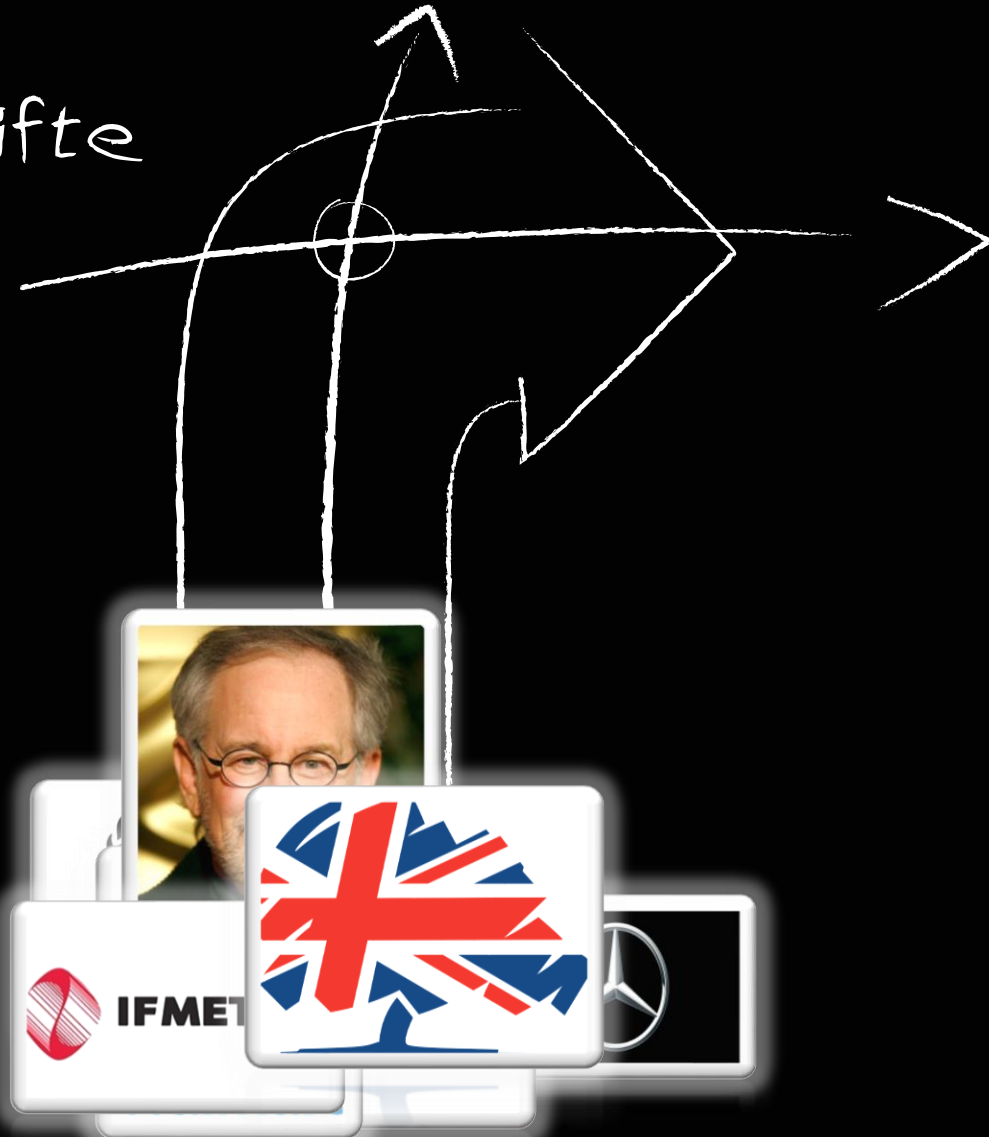
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Subst no:		Project:	Skola, digitalisering och framtid		
Author:	Troed Troedson				

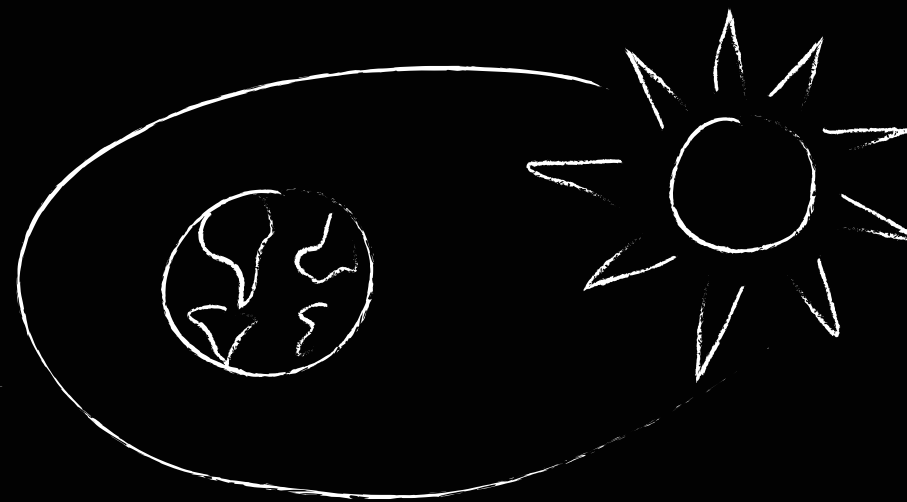
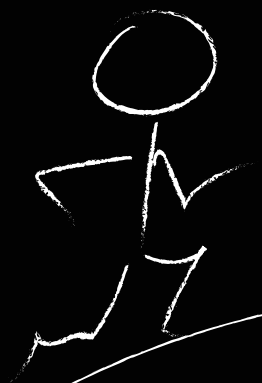
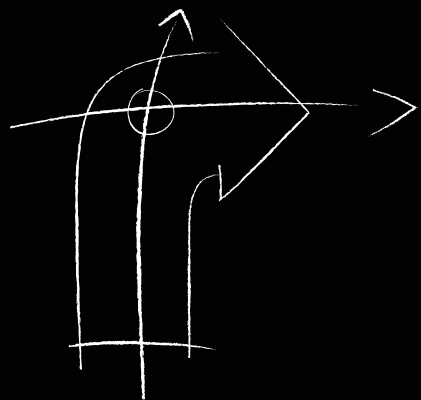




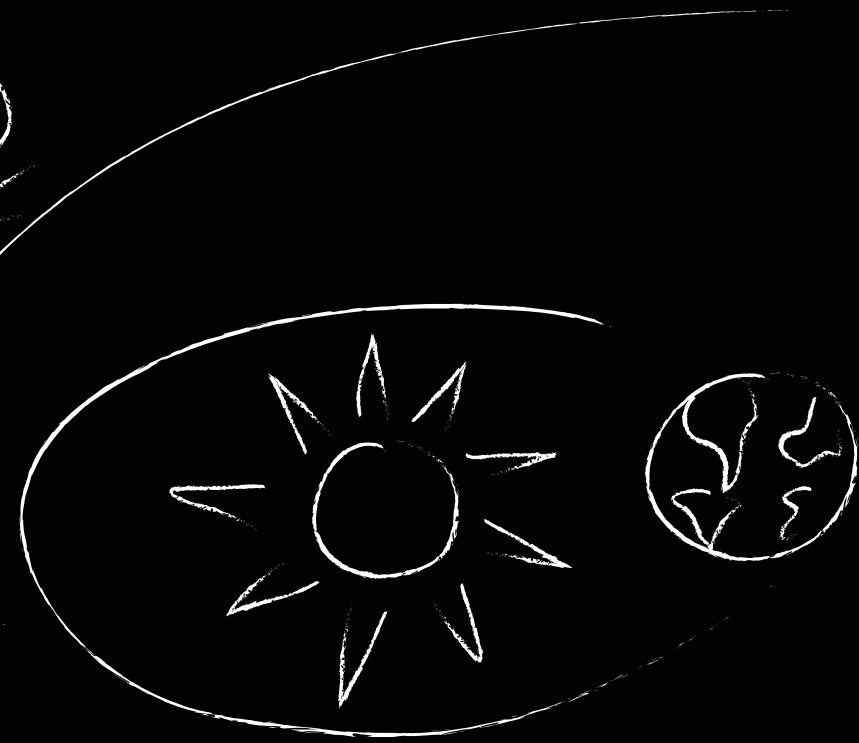
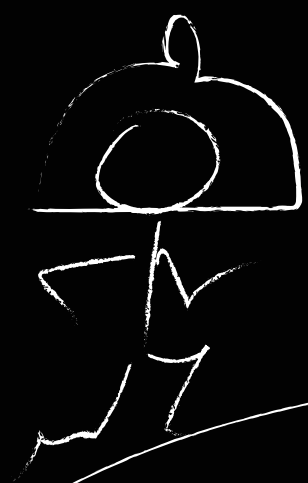
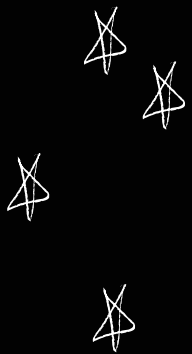
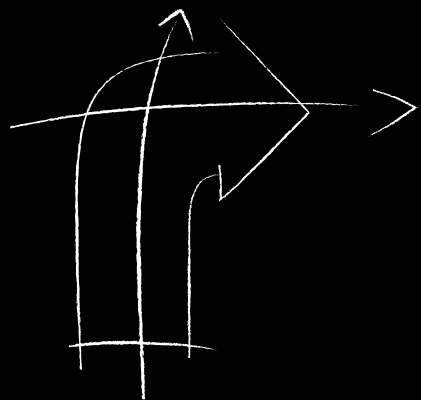


Paradigmskifte





Paradigmskifte

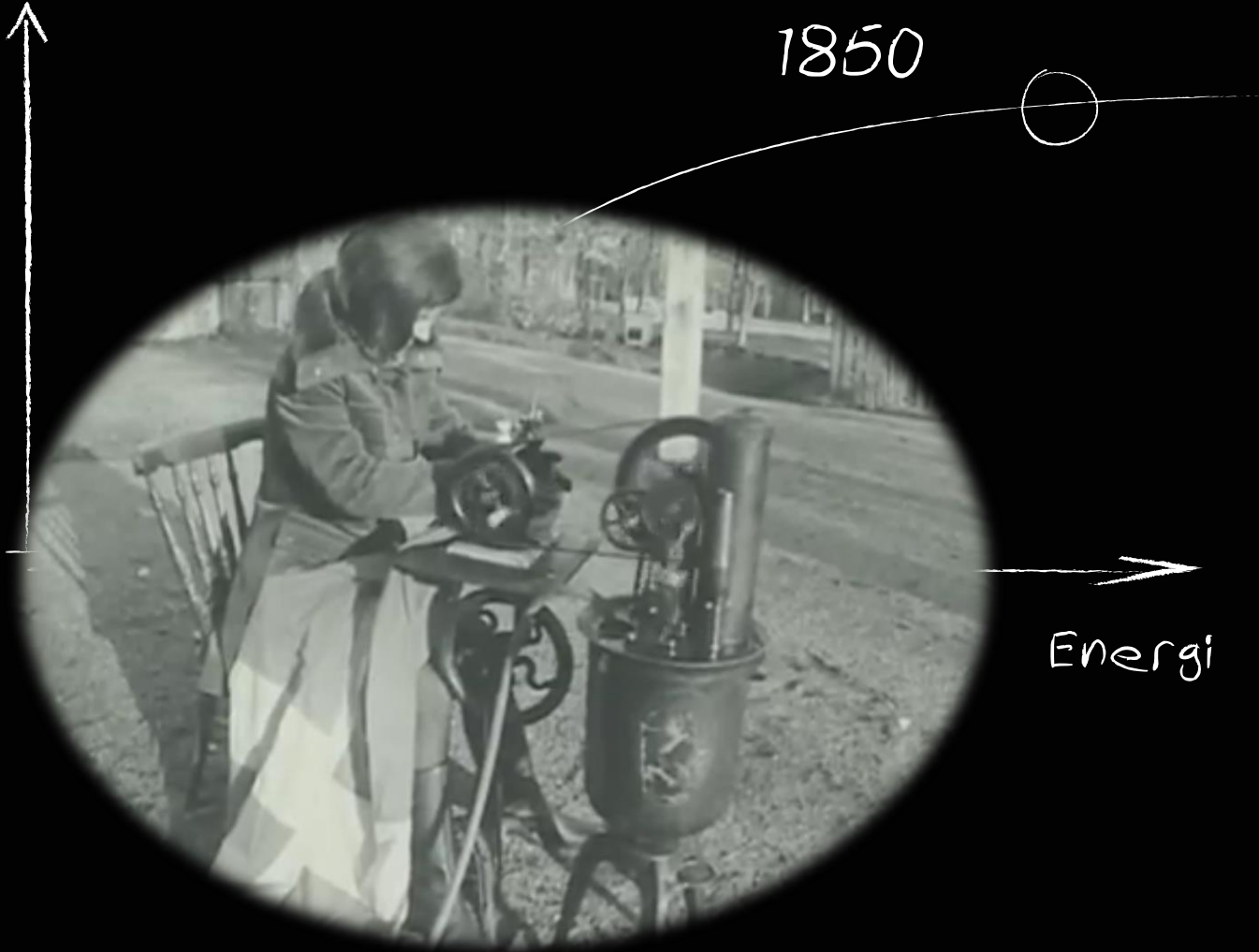


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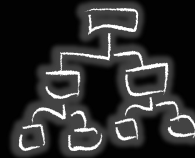
Paradigmskifte

Bra

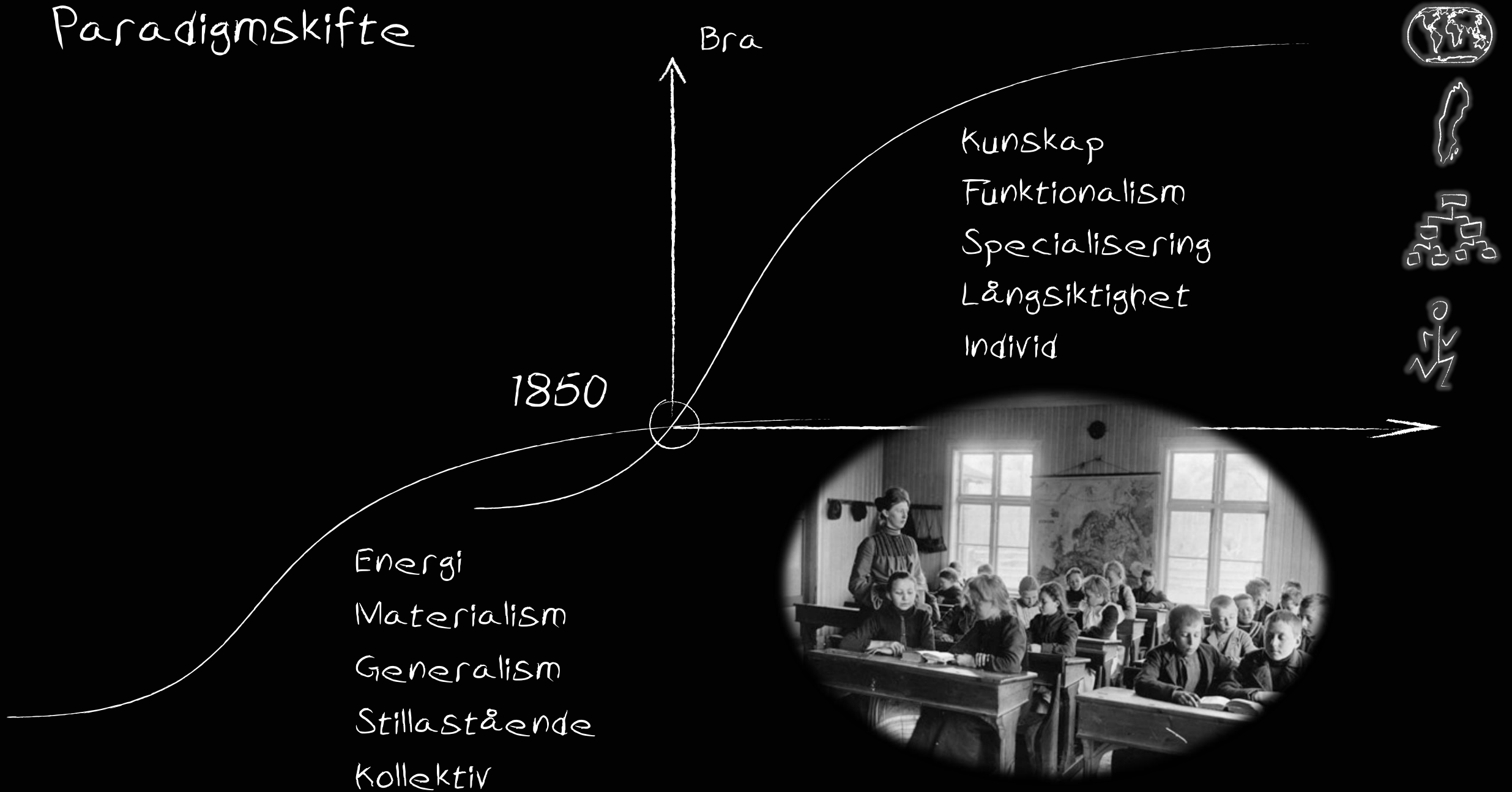
1850



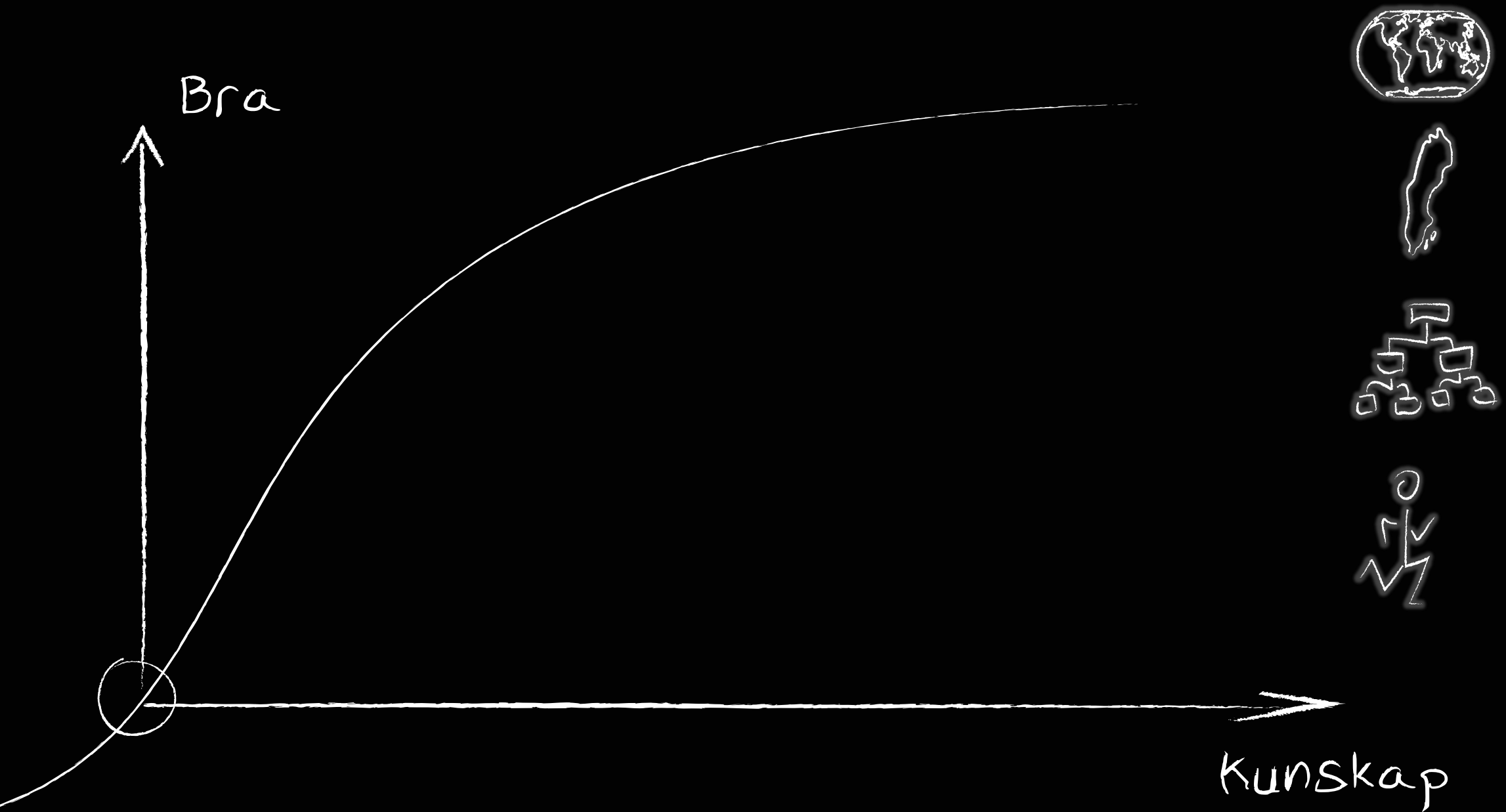
Energi

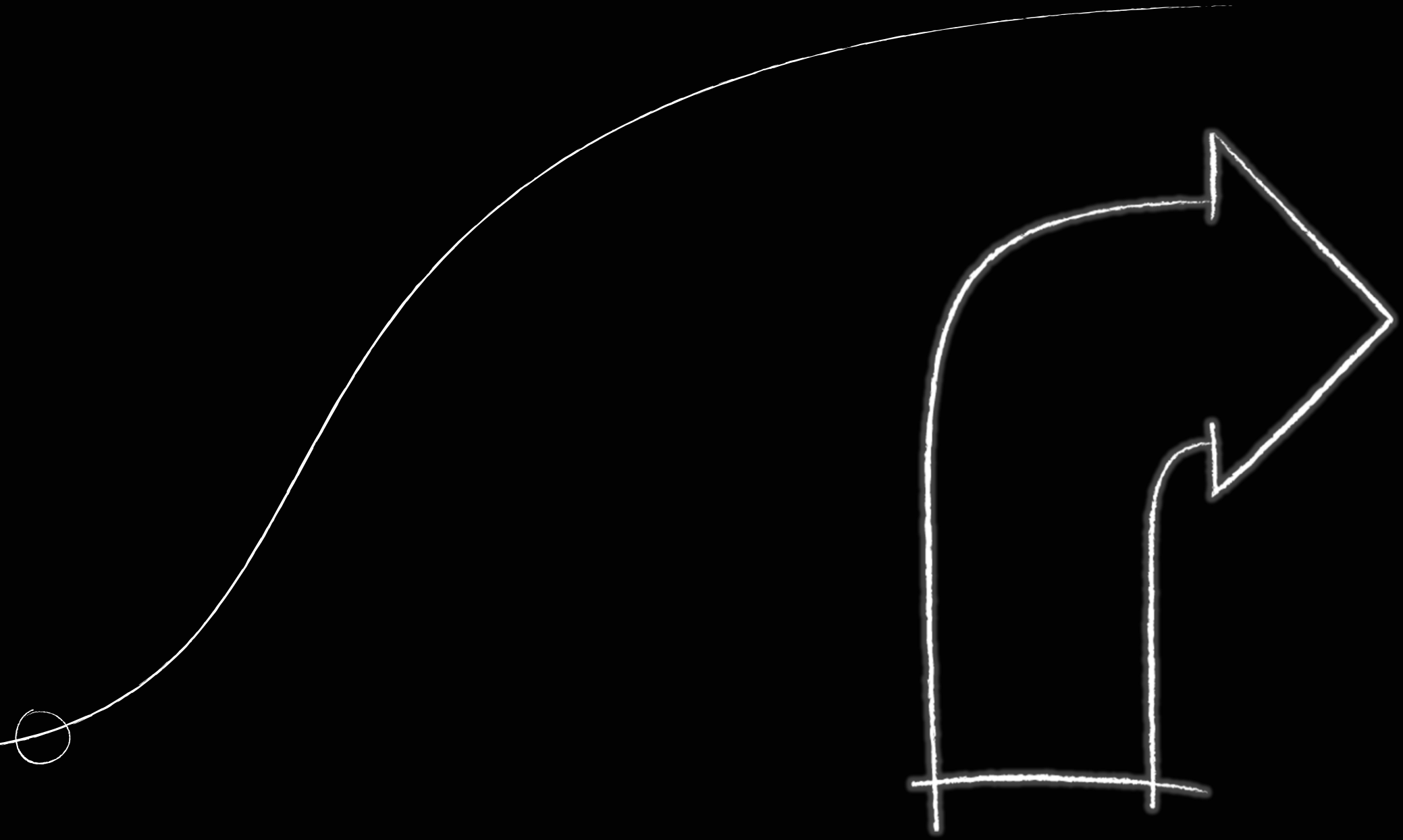


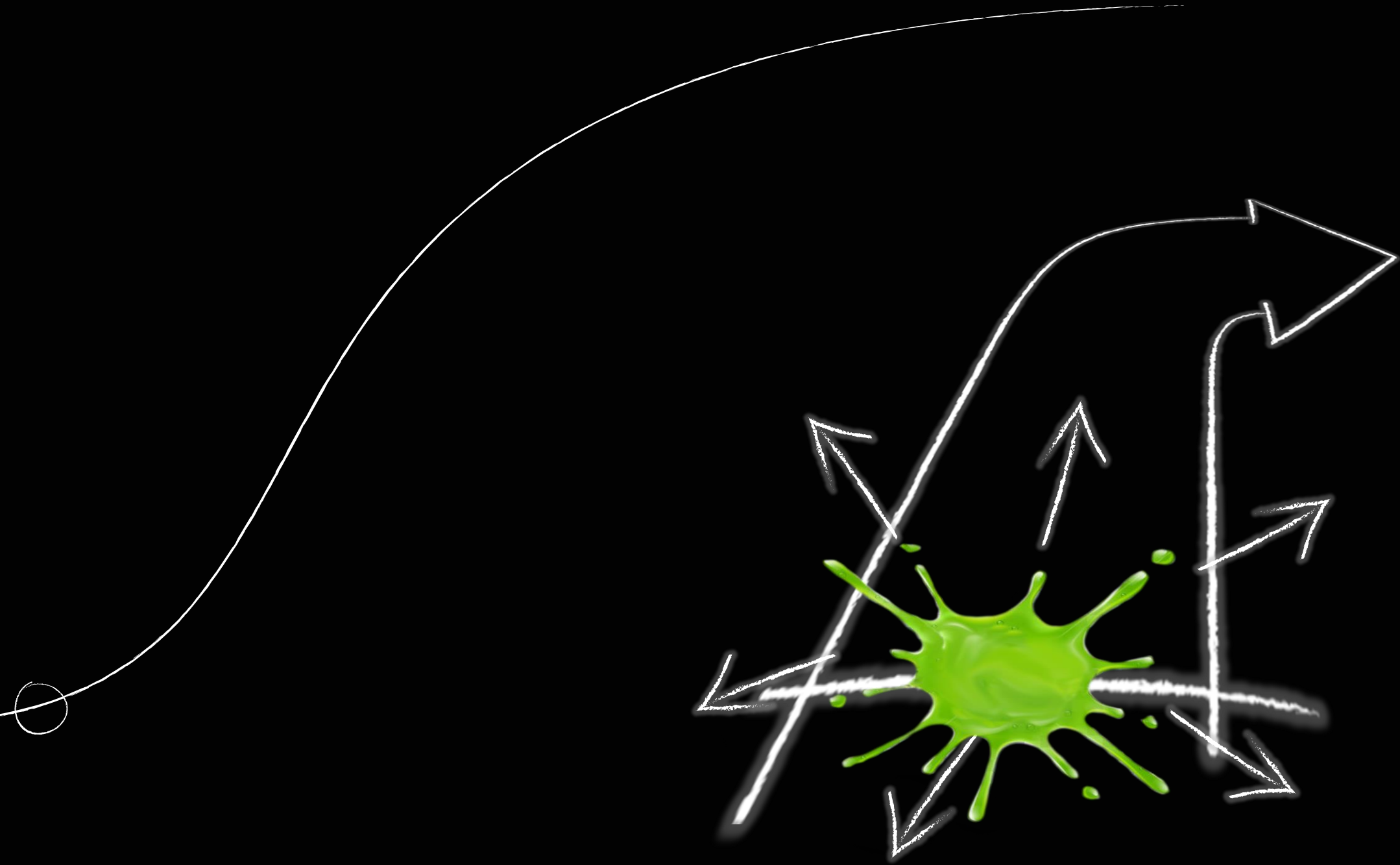
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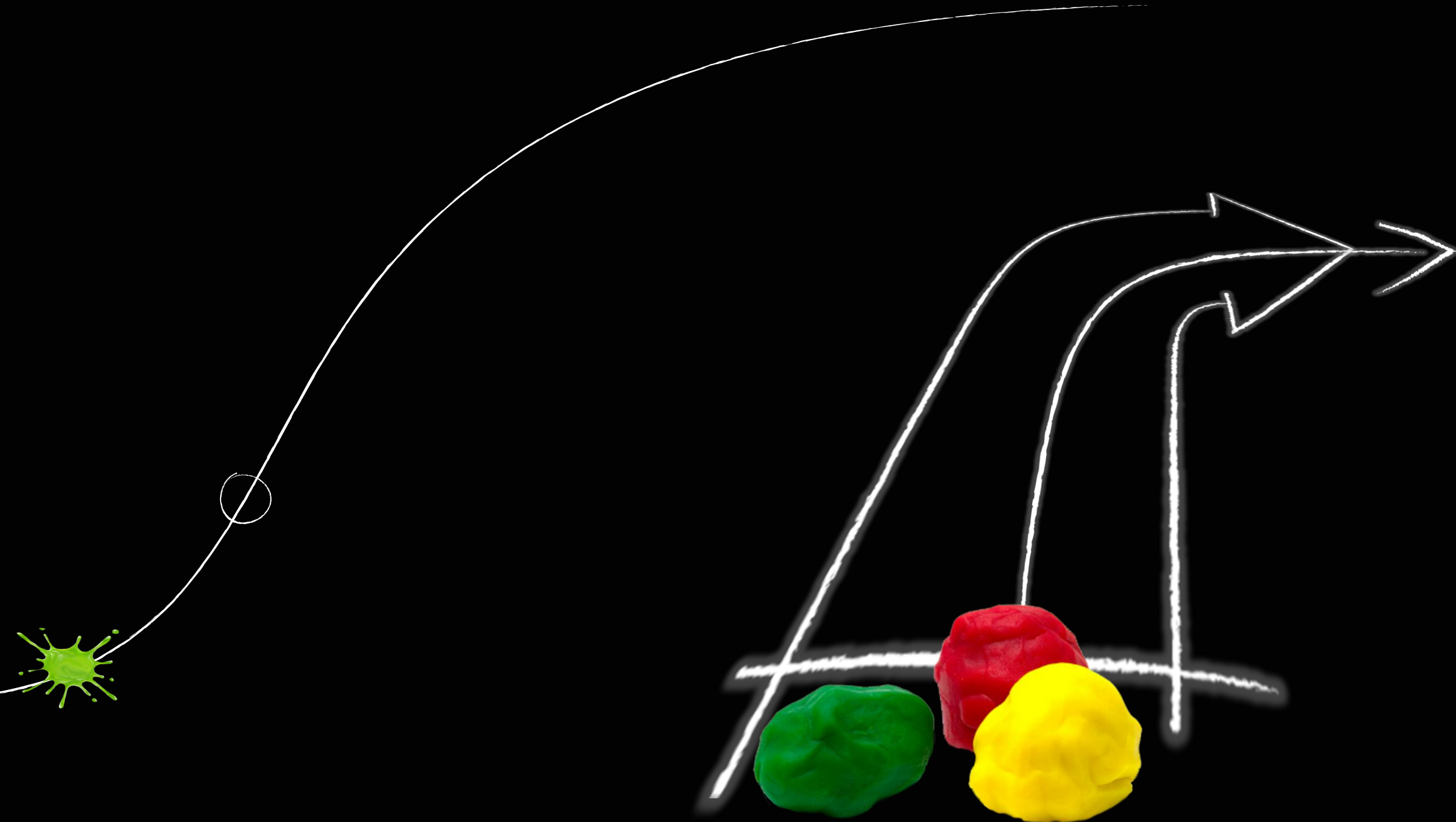


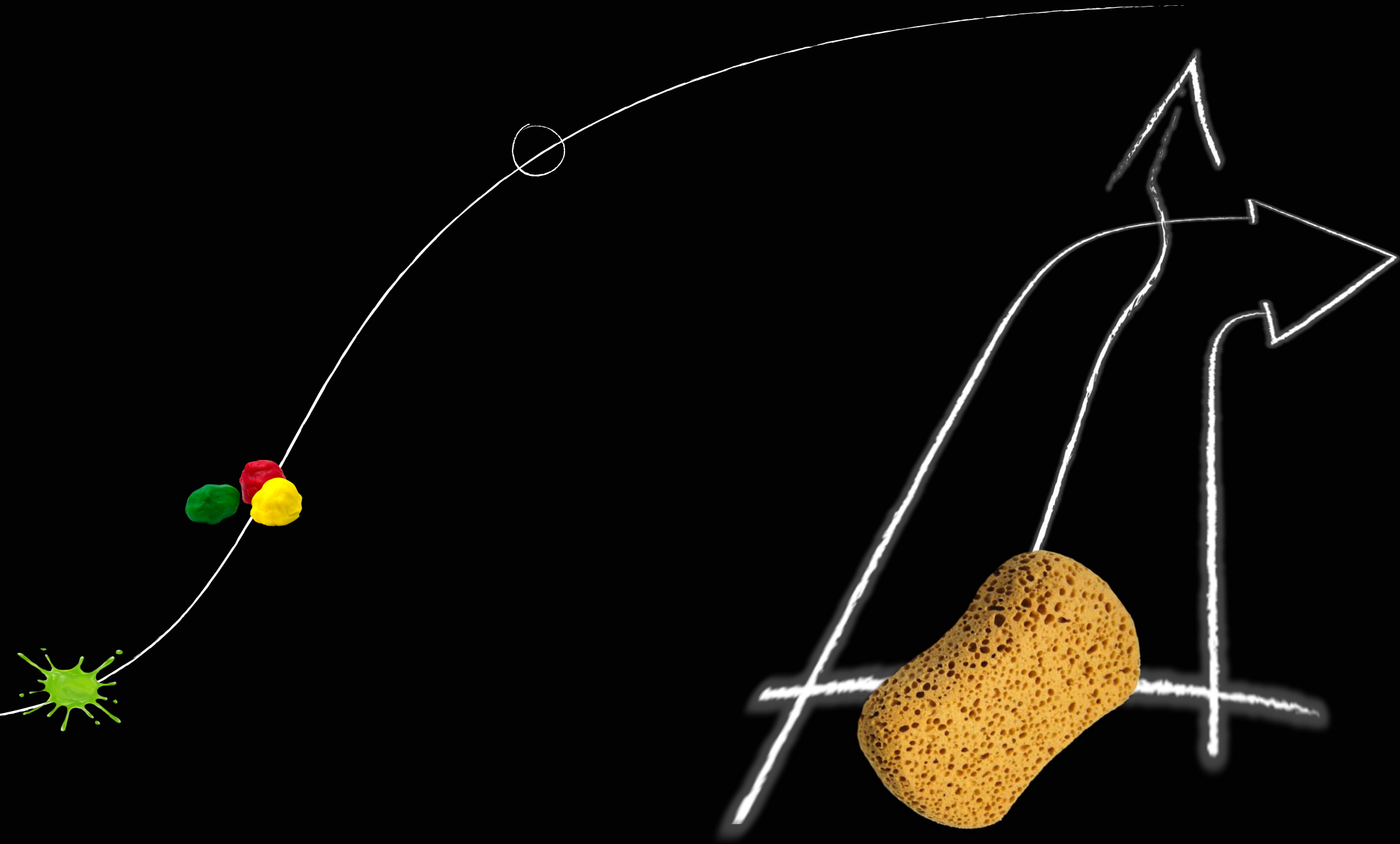
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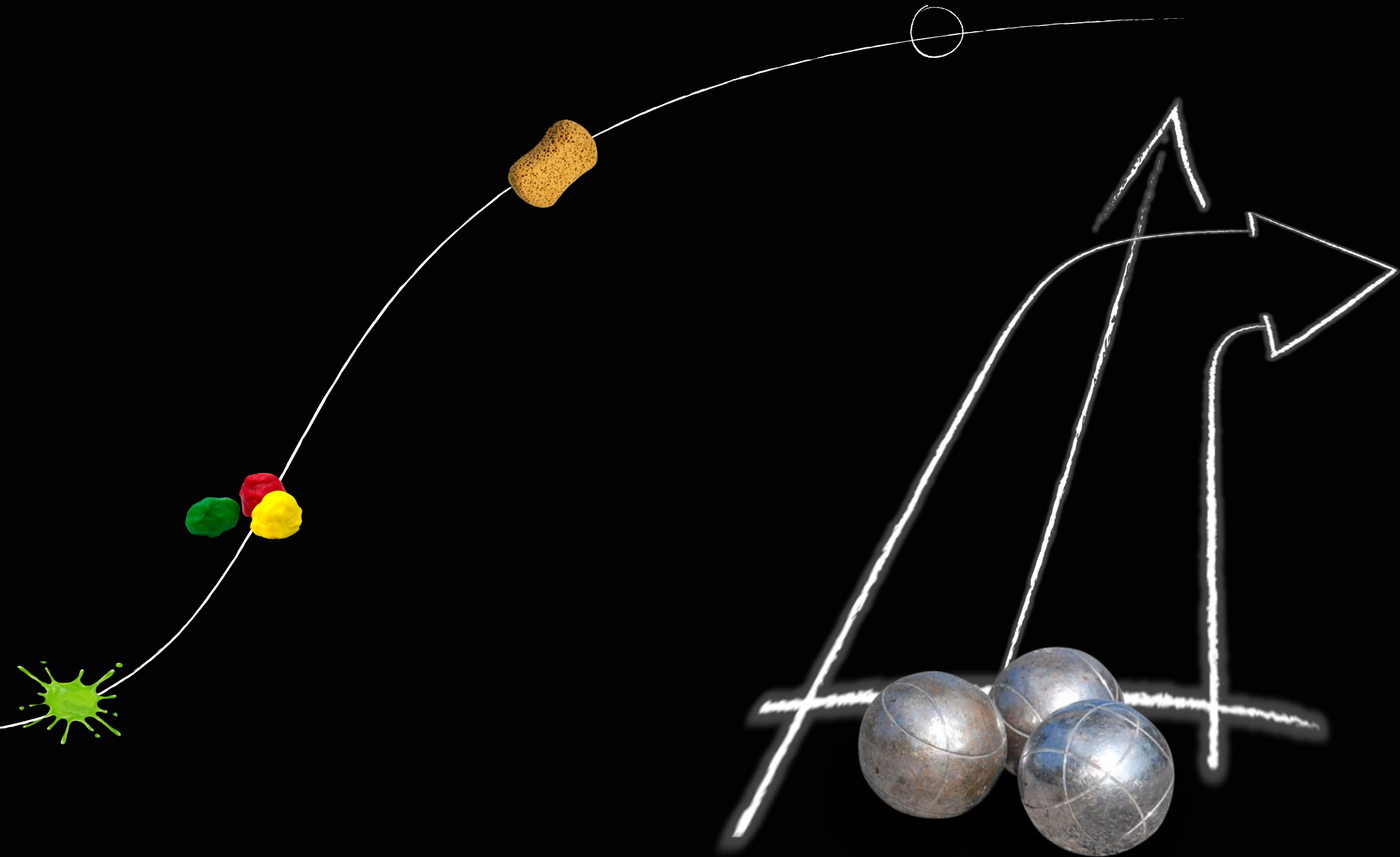












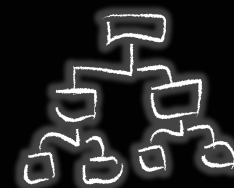
Bra

2000: 100 000 000

2020: 220 000 000

2030: 380 000 000

2040: 600 000 000



1800 - 2000

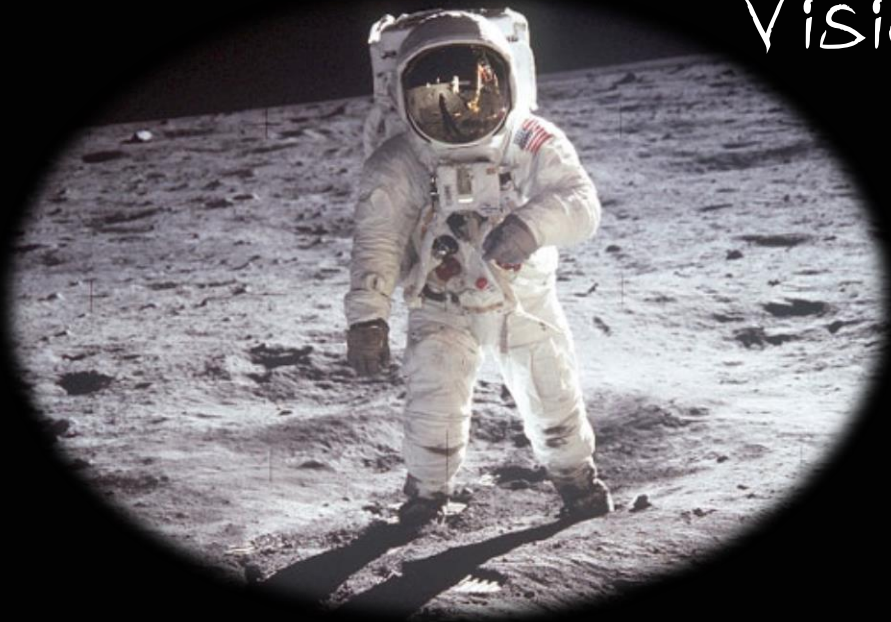
Kunskap

Cheating point

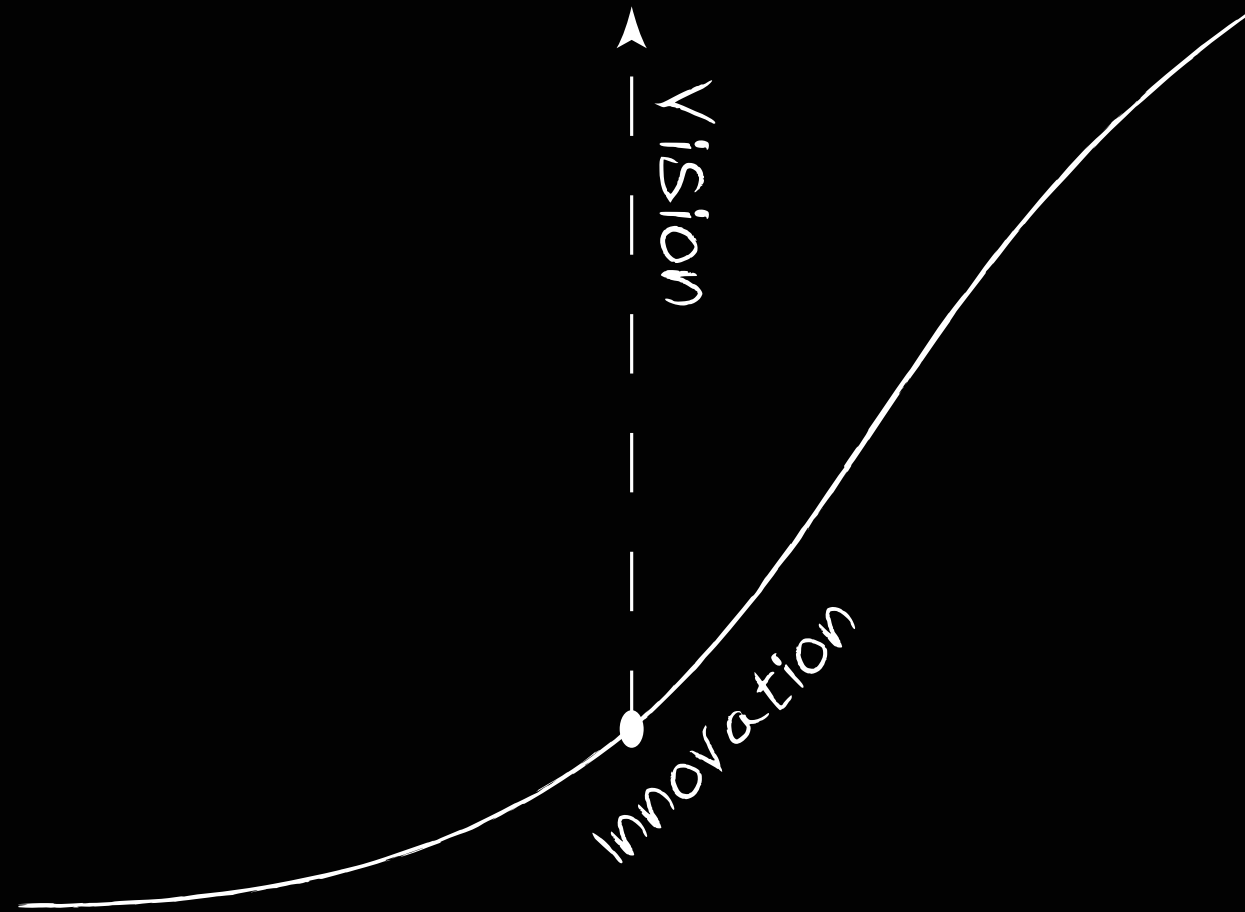
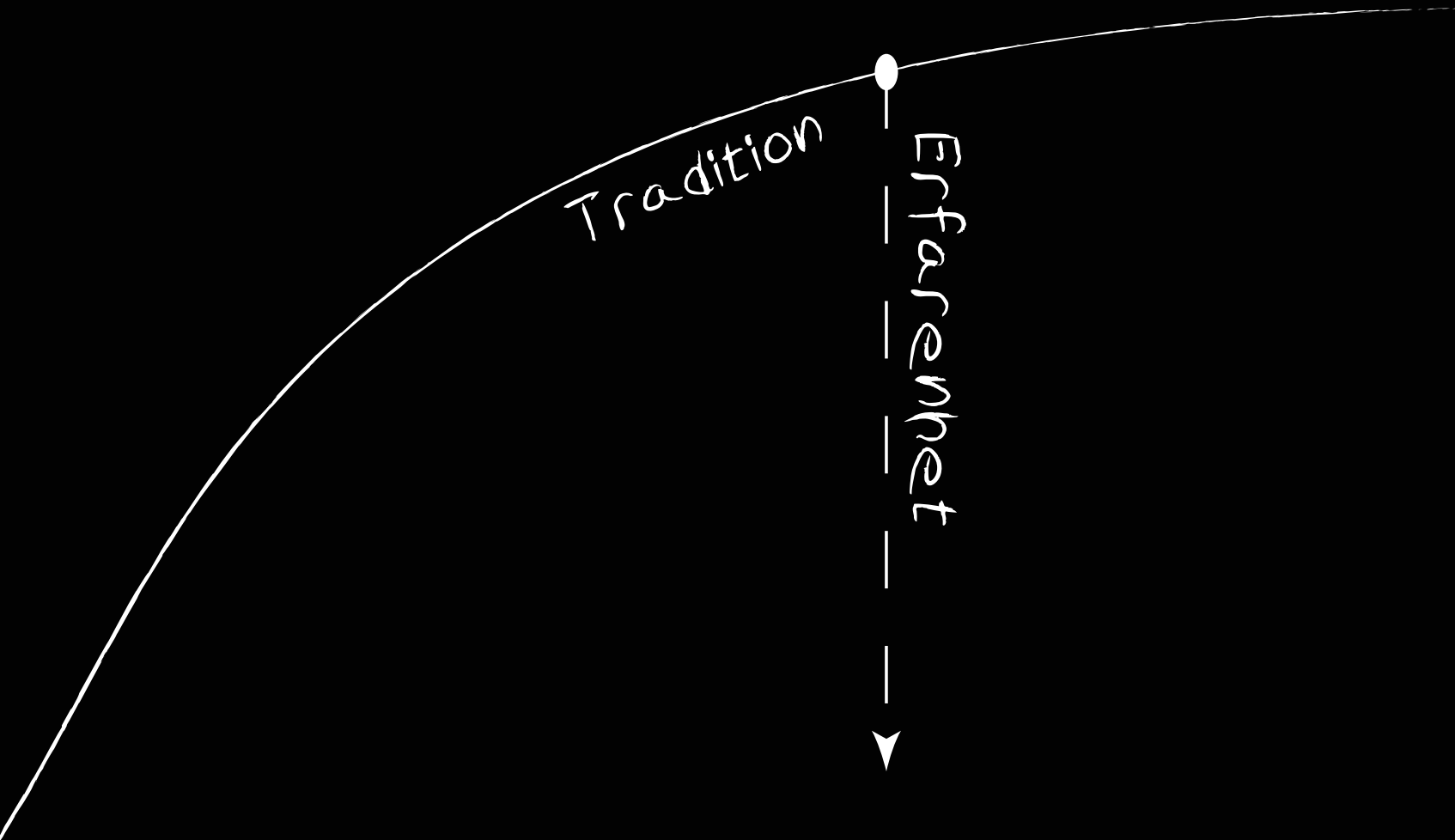
Competition point

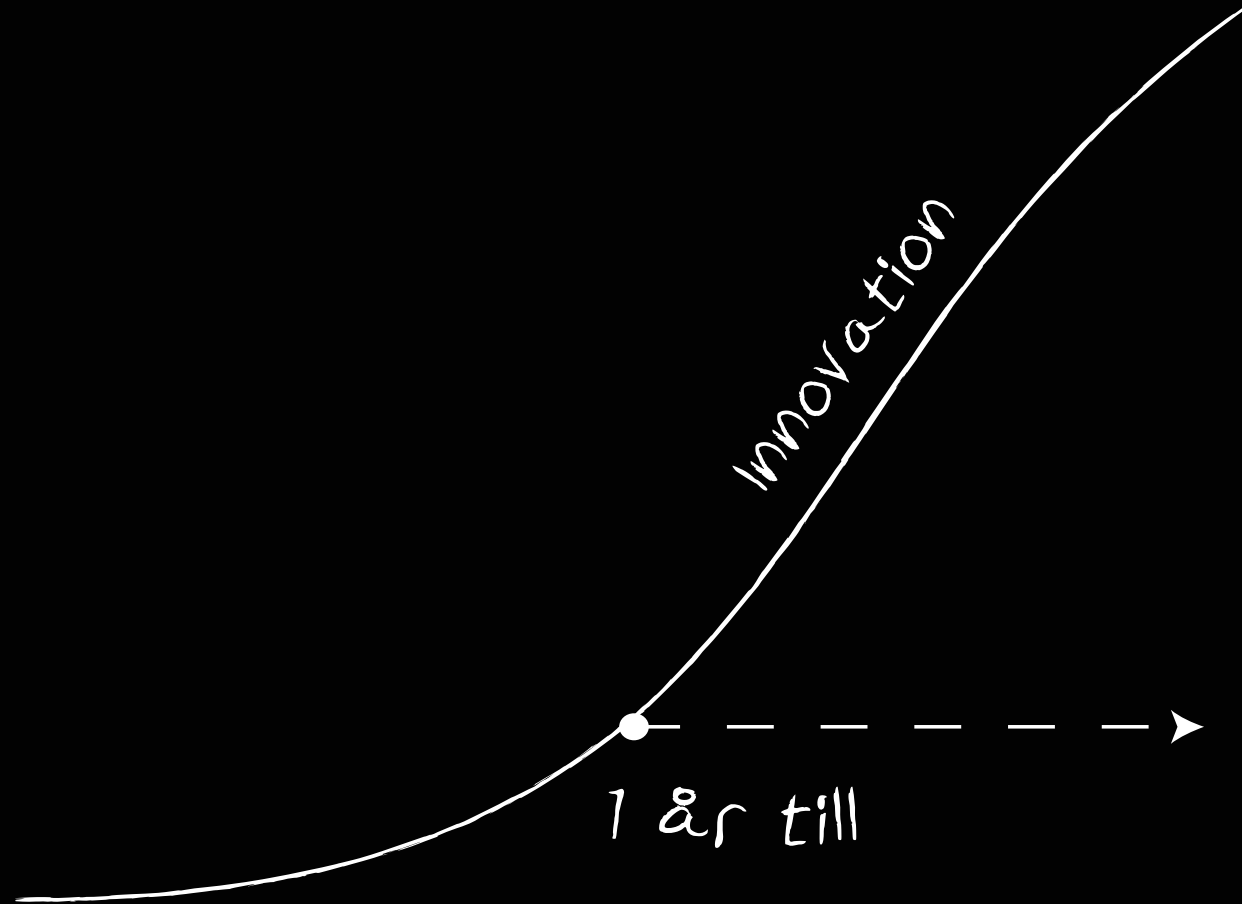
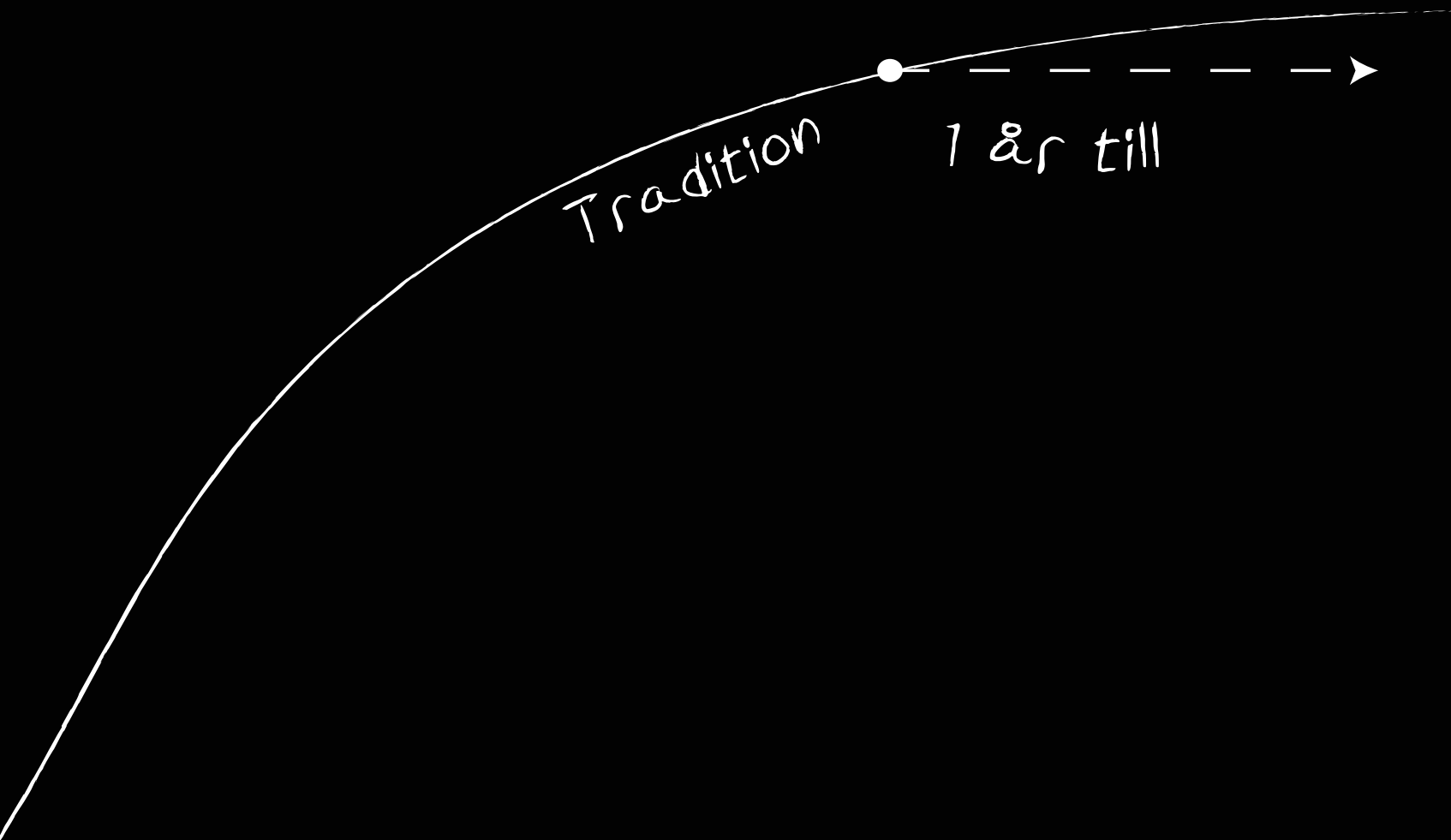


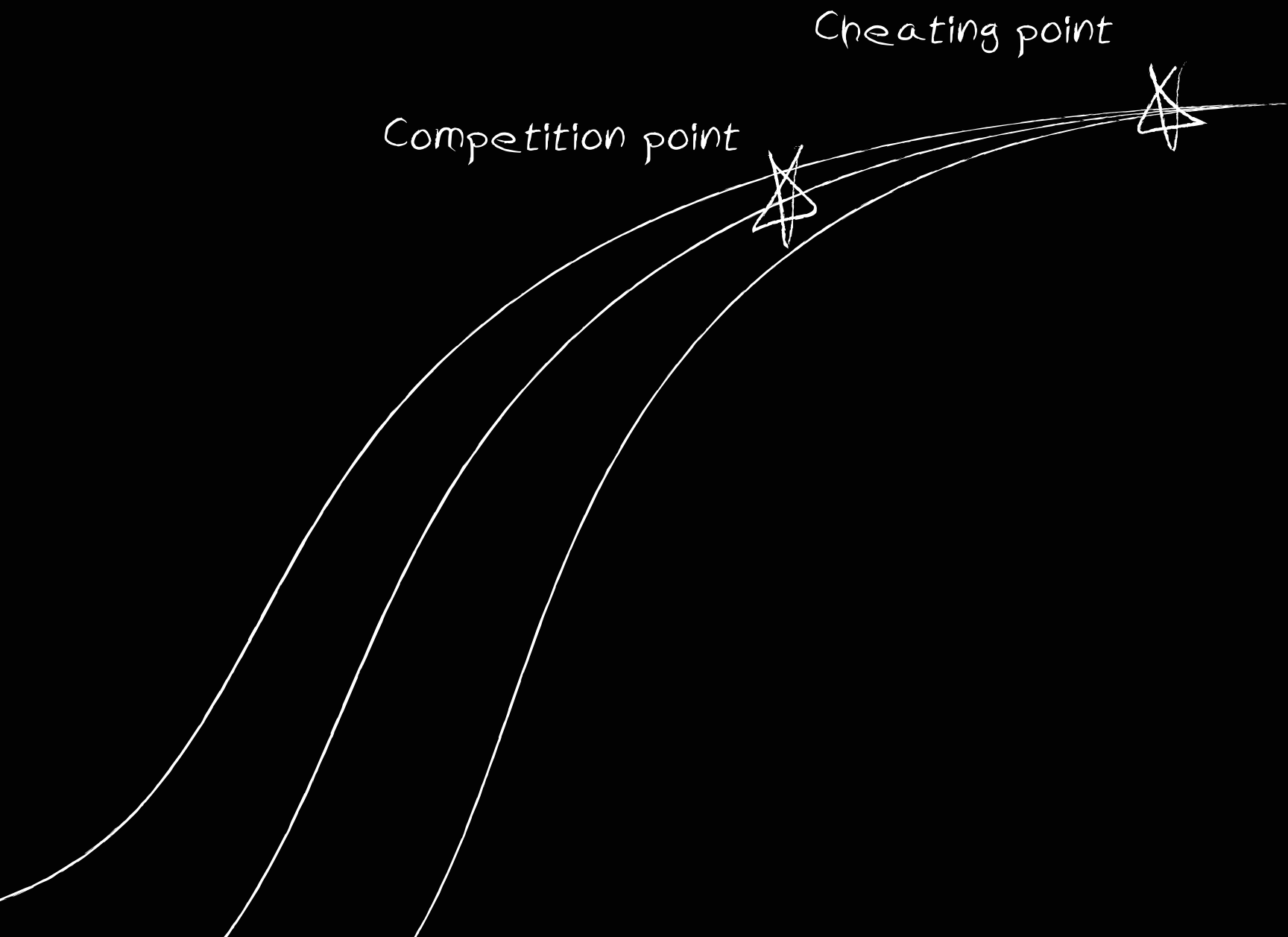
Vision

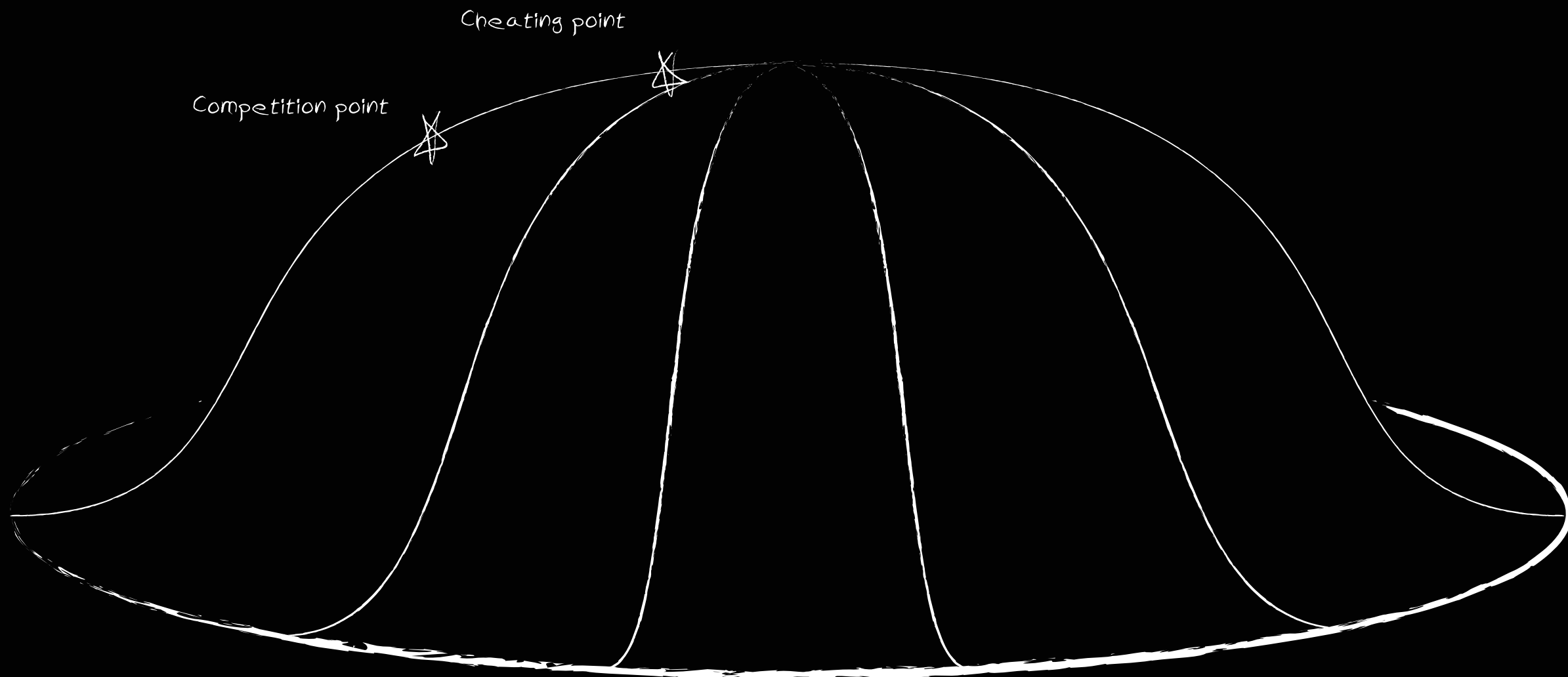


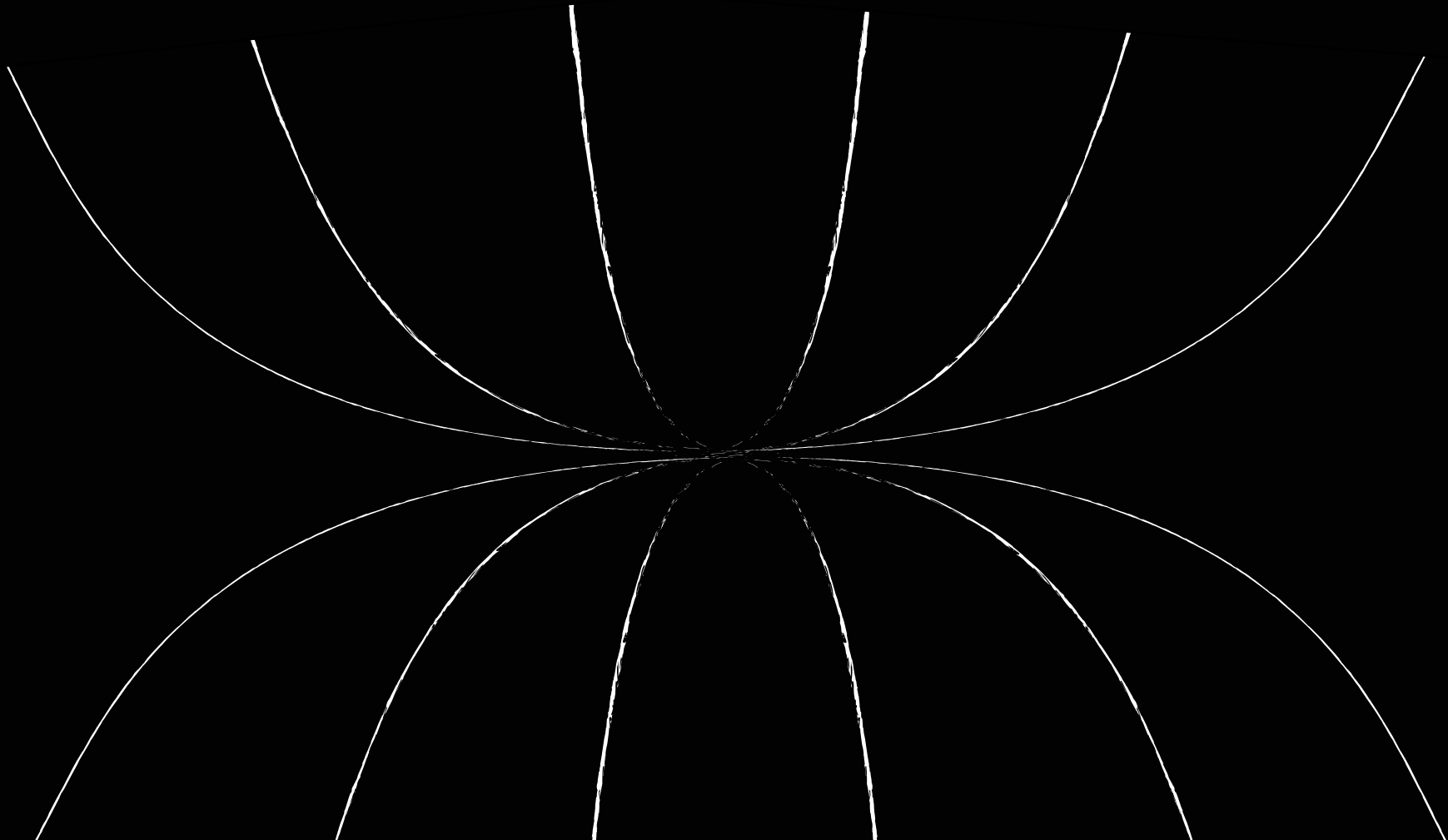
Erfarenhet











Paradigmskifte



Kunskap

2000



Lärande

NETFLIX



Digitaliserat samhälle

Kunskapssamhälle

Paradigmskifte



2000



Lärande
Situation



Kunskap
Funktionalism

Digitaliserat samhälle

Kunskapssamhälle

Paradigmskifte



2000

Kunskap
Funktionalism
Specialisering

Kunskapssamhälle



Lärande
Situation
Komplexitet



Digitaliserat samhälle

Paradigmskifte



2000

Kunskap
Funktionalism
Specialisering
Långsiktighet

Kunskapssamhälle



Lärande
Situation
Komplexitet
Agilitet

Digitaliserat samhälle



Paradigmskifte



2000



Lärande
Situation
Komplexitet
Agilitet
Community



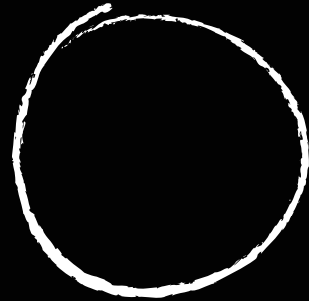
Digitaliserat samhälle

Kunskap
Funktionalism
Specialisering
Långsiktighet
Individ

Kunskapssamhälle



Skills for a digital world



komplex problemlösning i ständigt
nya situationer och alltid med
nyttjande av ny teknik

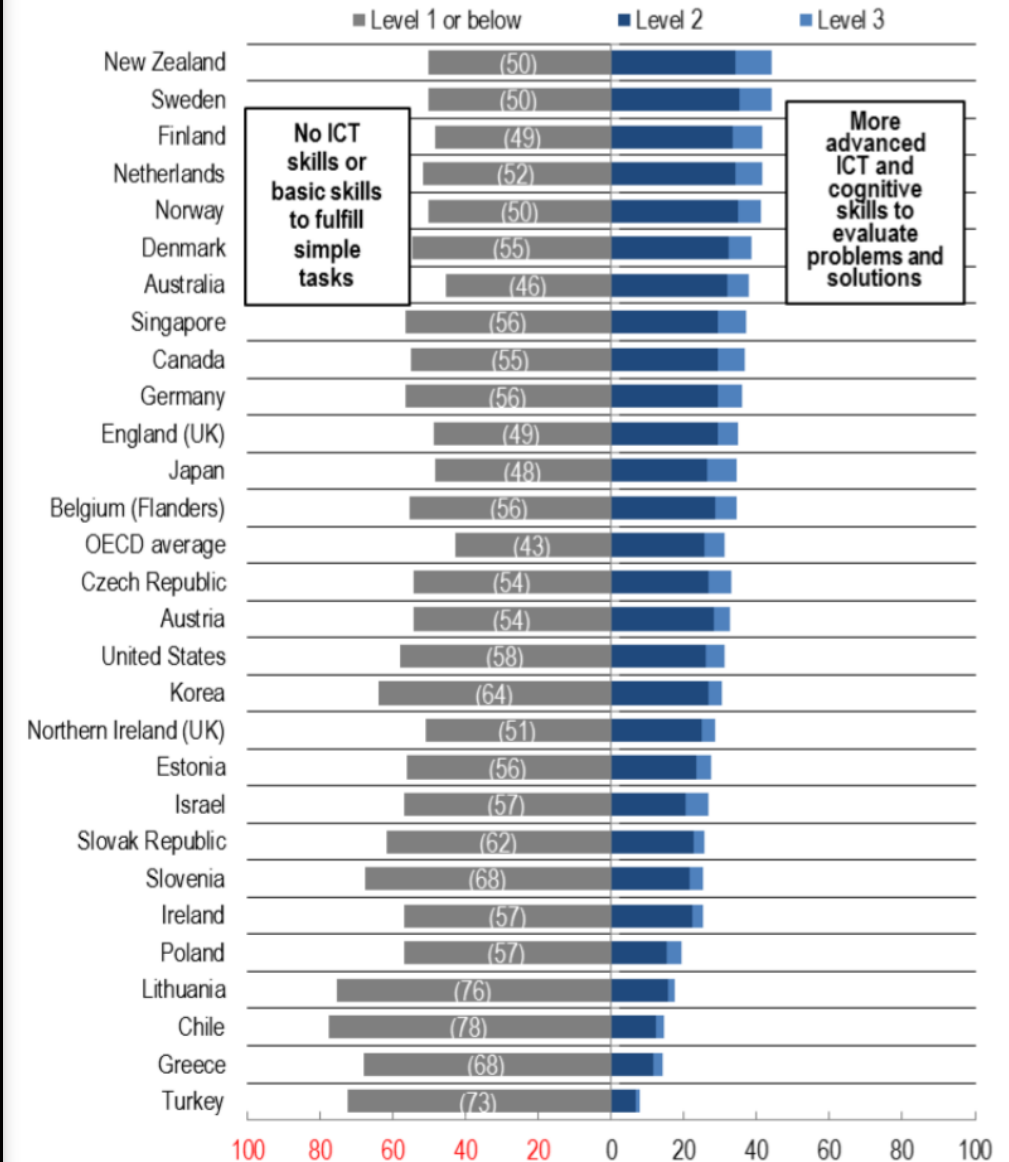
Hur går det för oss?

Arbetskraft finns

i tre kategorier:

1. Ingen förmåga att lösa
problem i en teknisk miljö
2. God förmåga
3. Hög förmåga

Percentage of 16-65 year-olds performing
in each proficiency level



Percentage of 16-65 year-olds performing in each proficiency level

