



Adults marginalized in education - The 2.5% rule

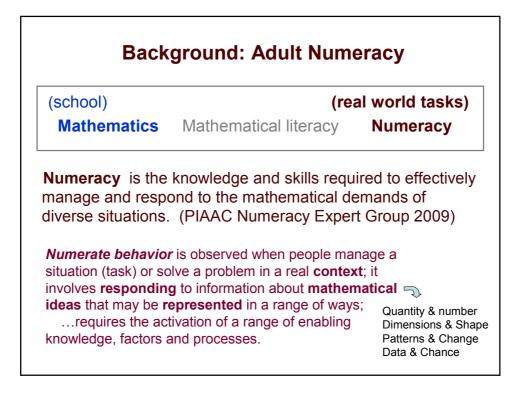
**Economic & social trends**: pensions, employment, migration & diversity, health, self-service technologies,

Challenge to us: Lifespan view on skills, policies, research,

WHAT DO WE KNOW / NEED TO KNOW ABOUT ...

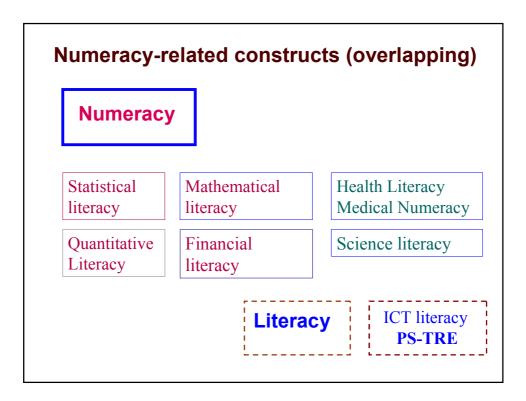
- a. Numeracy skills/competencies in the adult world? Distributions, correlates, influences.... Outcomes
- b. Links to mathematics (statistics) education at school? Cognitive (knowledge & skills), dispositions, behaviors; Skill transfer?....Skill retention & loss?

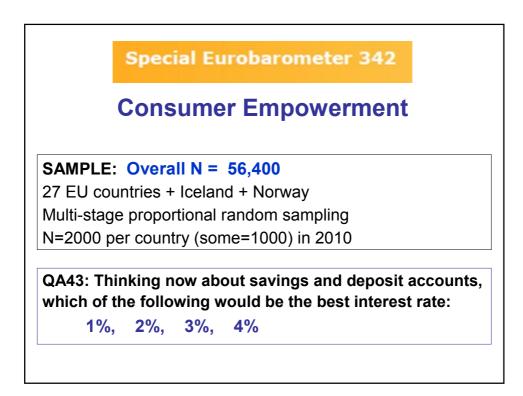
c. Policy & Interventions: Where? When? How? How much?











## Summary (partial): Eurobarometer 342: consumer empowerment

- "Less than 50% of EU consumers surveyed felt confident, knowledgeable and protected as consumers"
- "Only 45% showed they have basic numerical skills as measured by answering all 3 simple questions..."
- ... many other findings ...

**Qustions and challenges:** 

- Effect of school-based learning? Skill loss?
- The competent & empowered individual: Skills & knowledge, confidence, actual behaviors, in context

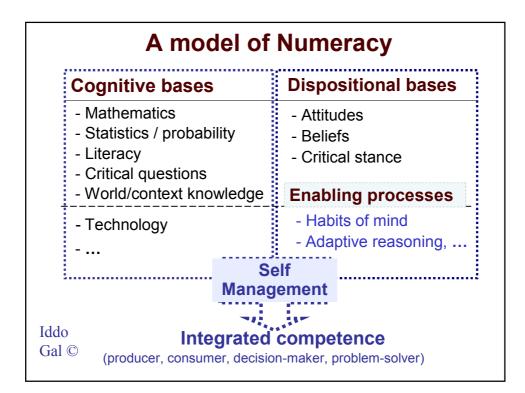
"What are the competencies needed/expected of citizens from all walks of life, for effective functioning in the information age? [at work, home, in civic life, etc]?"

**DeSeCo: Definition & Selection of Competencies** OECD (Rychen & Salganic, 2003)

**Competence**: The ability to successfully meet complex demands in a particular context through the mobilization of psycho-social resources.

The interest, attitude, and ability of individuals to access, manage, integrate, and evaluate information, construct new knowledge, and communicate with others in order to function effectively in the information age."





## Numeracy in PIAAC

## **Numeracy Expert Group**

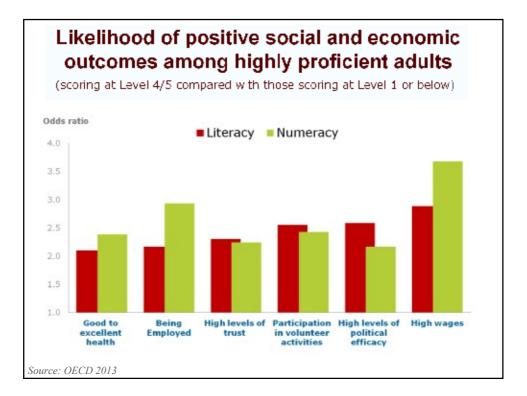
- Iddo Gal (Israel)(Chair)
- Dave Tout (Australia)
- Myrna Manly (USA)
- Sean Close (Ireland)
- Silvia Alatorre (Mexico)
- Lene Johansen (Denmark)
- Jeff Evans (UK)
- Terry Maguire (Ireland)

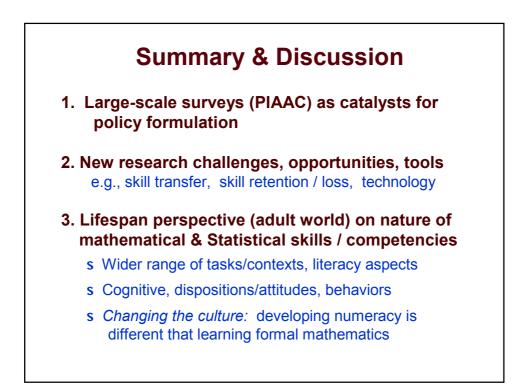


Inval	una managina a situation .	ar coluing a problem
	ves managing a situation of	or solving a problem
1.	in a real context	a set and a set of the
	everyday life, work, societal,	further learning
2.	by responding	
10%	- identify, locate or access	
40%	- act upon, use: order, count,	estimate, compute,
30%	- interpret, evaluate	measure, mode
20%	- communicate	
3.	to mathematical content/ info	ormation/ ideas
30%	- quantity & number	
	- dimension & shape	
30%	- patterns, relationships, char	nge
20%	- data & chance	
4.	represented in multiple way	s:
	- objects & pictures	
	- numbers & mathematical sy	mbols, formulae
	- diagrams & maps, graphs,	
	- texts	
	- technology-based displays	

		Item level				
		1	2	3	4	5
Content area		5%	25%	40%	25%	5%
Quantity & number	30%					
Dimension & shape	25%					
Patterns &change	20%					
Data & chance	25%					

	Category	Range	Score		
Text	1. Type of match/ problem transparency	Obvious/explicit to embedded/hidden	1 - 3		
	2. Plausibility of distractors	No distractors to several distractors	1 - 3		
Math	3. Complexity of Mathematical info/ideas	Concrete/simple to abstract/complex	1 - {		
	4. Type of operation/skill	Simple to complex	1 - {		
	5. Expected number of operations	One to many	1 - 3		
	Possible complexity rating: 5 - 19				







- s In the curriculum: sequence, connections,...
- s In the mind of the actors: teachers, trainers, curriculum developers, principals, policy-makers, .... Teaching for transfer, Merging literacy components
- s In the mind of learners: motivation, Math anxiety, ...

5. Mutual learning: Adult educators <> Schools