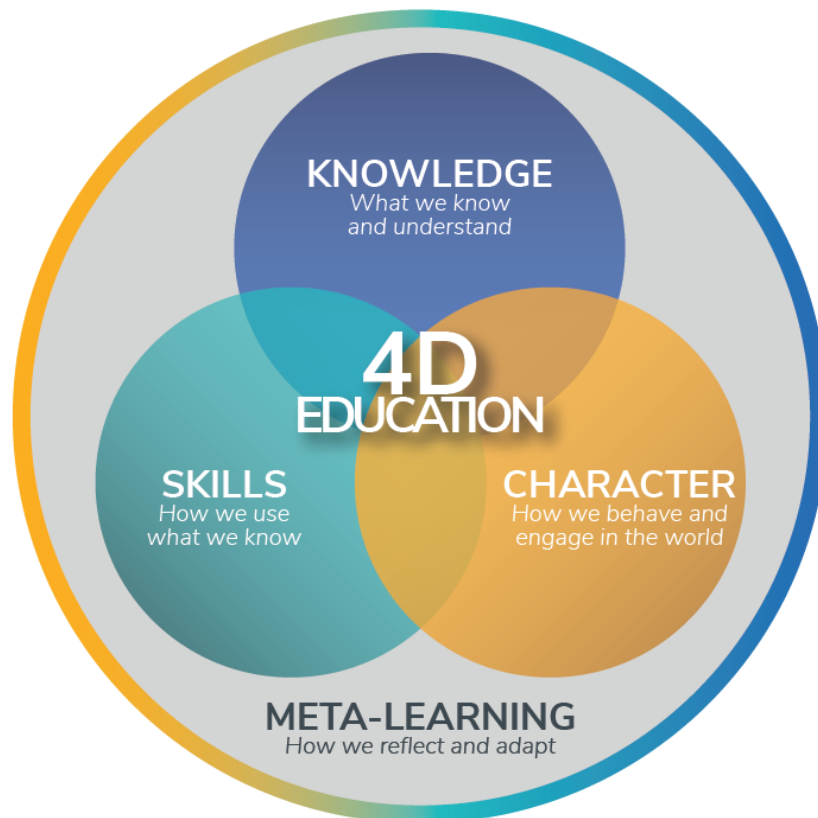


4D Framework

The Center for Curriculum Redesign’s 4D, or 4-Dimensional, Framework is so named because we believe today’s students must develop in four dimensions – **Knowledge**, **Skills**, **Character**, and **Meta-Learning** – to serve themselves and society to the most fulfilling extent possible.

Of the four dimensions, traditional education pays the most attention to **Knowledge**, with content like mathematics, reading, and writing. But with a world of information at your fingertips, Knowledge is no longer enough. And although attention is being paid to **Skills** and **Character**, teaching any dimension in isolation limits its value.

However, when teachers dynamically infuse Skills, Character, and **Meta-Learning** into a modernized approach for Knowledge instruction (through CCR’s **12 4D Competencies** and **60 Subcompetencies**), learners are better able to transfer what they’ve learned to new contexts and to apply those principles outside that discipline. That is the goal of a 4D Education: a whole learner for a whole world.



For more information on:

- the research and details that make up this framework, see the seminal text [Four-Dimensional Education: The Competencies Learners Need to Succeed](#)
- the CCR Knowledge Framework, see [Knowledge for the Age of Artificial Intelligence: What Should Students Learn?](#)
- Skills, see [Skills for the 21st Century: What Should Students Learn?](#)
- the Character framework, see [Character Education for the 21st Century: What Should Students Learn?](#)
- the Meta-Learning framework, see [Meta-Learning for the 21st Century: What Should Students Learn?](#)