

NEXT.cc + NAAEE Standards

Strand 1: Questioning, Analysis and Interpretation Skills

Environmental literacy depends on learners' ability to ask questions, speculate, and hypothesize about the world around them, seek information, and develop answers to their questions. Learners must be familiar with inquiry, master fundamental skills for gathering and organizing information, and interpret and synthesize information to develop and communicate explanations.

1



Questioning, Analysis and Interpretation Skills

Strand 2: Knowledge of Environmental Processes and Systems

An important component of environmental literacy is understanding the processes and systems that comprise the environment, including human social systems and influences. That understanding is based on knowledge synthesized from across traditional disciplines. The guidelines in this section are grouped in four categories:

2.1



The Earth as a physical system

2.2



The living environment

2.3



Humans and their societies

2.4



Environment and society

Strand 3: Skills for Understanding and Addressing Environmental Issues

Skills and knowledge are refined and applied in the context of environmental issues. These environmental issues are real-life dramas where differing viewpoints about environmental problems and their potential solutions are played out. Environmental literacy includes the abilities to define, learn about, evaluate, and act on environmental issues. In this section, the guidelines are grouped in two sub-categories:

3.1



Skills for analyzing and investigating environmental issues

3.2



Decision-making and citizenship skills

Strand 4: Personal and Civic Responsibility

Environmentally literate citizens are willing and able to act on their own conclusions about what should be done to ensure environmental quality. As learners develop and apply concept based learning and skills for inquiry, analysis, and action, they also understand that what they do individually and in groups can make a difference.

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Personal and Civic Responsibility

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		1	2.1	2.2	2.3	2.4	3.1	3.2	4
TOOLS	2D Geometry								
	Air								
	Alphabet								
	Color								
	Composition								
	Design Thinking								
	Detail								
	Diagramming								
	Font								
	Food								
	Form								
	Imagination								
	Journal								
	Line								
	Maps								
	Matter								
	Measure								
	Media								
	Modeling								
	Nano Technology								
	Natural Light								
	Painting								
	Paper								
	Patterns								
	Perspective								
	Placemaking								
	Plants								
	Scale								
	Senses								
	Shading								
	Shape								
	Shelter								
	Sketching								
	Soil								
	Speech								
	Symbols								
	Time								
	Visual Note Taking								
	Walking								
	Water								
	Waves								
	Weave								
	Well Being								
	Word Webs								
	Words								
	Writing								

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		1	2.1	2.2	2.3	2.4	3.1	3.2	4
LANGUAGE	3D Geometry								
	Adobe								
	Animals								
	Area								
	Art Nouveau								
	Artificial Light								
	Beams								
	Biomimicry								
	Birds								
	Books								
	Ceramics								
	Chairs								
	Climate								
	Clouds								
	Columns								
	Composition								
	Design Research								
	Drawing Types								
	Energy								
	Ergonomics								
	Experience Design								
	Façade Elements								
	Family Tree								
	Figure Ground								
	Fish								
	Food Culture								
	Grass								
	Insects								
	Isometric								
	Materials								
	Metrics								
	Nature Patterns								
	Object Description								
	Optics								
	Origami								
	Place Exploration								
	Pocket Parks								
	Precipitation								
	Proportion								
	Sculpture								
	Streets								
	Structure								
	Systems Thinking								
	Tree Identification								
	Vernacular Architecture								
	Walls								
	Watershed								
	Water Quality								

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		1	2.1	2.2	2.3	2.4	3.1	3.2	4
DISCOVERY	21st Century Classroom								
	7 Natural Wonders								
	Air Quality								
	Architectonics								
	Bauhaus								
	Bicycles								
	Biomes								
	Bridges								
	Building Types								
	Buildings as Bodies								
	Coral Reefs								
	De Stijl								
	Design Process								
	Earth								
	Electricity								
	Farmer's Markets								
	Forests								
	Germes								
	Green Building								
	Green Schools								
	Growing Food								
	Landfills								
	Mass Transit								
	Mobiles								
	Modern Architecture								
	Music and Architecture								
	Oceans								
	Outdoor Classrooms								
	Place Experience								
	Prairie								
	Prairie Architecture								
	Public Space								
	Rain								
	Recycling								
	Rivers								
	Self Portrait								
	Solar Energy								
	Solar System								
	Stairs								
	Texture								
	Truss								
	Vermiculture								
	Water Conservation								
	Wind								
	Wood								

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		1	2.1	2.2	2.3	2.4	3.1	3.2	4
DESIGN	Animation								
	Aquaponics								
	Architecture								
	Architecture and Fashion								
	Bridge Design								
	Business Card								
	Cartoons								
	Cereal Box Design								
	Chair Design								
	Design Making								
	Game Design								
	Graphic Novel								
	Great Lakes								
	Green Home								
	Green Roofs								
	Industrial Design								
	Information Architecture								
	Interiority								
	Jewelry								
	Kites								
	Landscape								
	Light Design								
	Logo Design								
	Mobile Meal								
	Poster Design								
	Rain Gardens								
	Rain Water Harvesting								
	Shoe Design								
	Signs								
	Skyscrapers								
	Space Planning								
	Stage Set Design								
	Suburbia								
	Sunglasses								
	Tessellations								
	Tiny House								
	Toy Design								
	Urban Design								
	Vegetable Gardens								
	Water Taxis								
	Wind Power								
	Work Stations								
	Zoom!								