## **Classical Education**

## **Modern Education**

Who: Student				
Soul-Focused (soul)	(5) (4) (3) (2) (1) (0	1 2 3 4 5	Child-Centered	
Cultivation and nourishment of a human s moral virtues; wisdom and eloquence; trai			Strong emphasis on self-esteem and fulfilling desires/wishes of the student	
Embodied (body)	5 4 3 2 1 0	1 2 3 4 5	Entertained & Amused	
Educating the whole student: mind and body; truth, goodness and beauty			Makes use of popular cultural artifacts and techniques to make learning fun.	
Scholē/Leisure (agent)	5 4 3 2 1 0	1 2 3 4 5	Activity & Anxiety	
rational and poetic knowledge; time for co and reflection; "much not more"	nversation		Students are over-scheduled with no time made for conversation and reflection	
	What: Cur	rriculum		
Seven Liberal Arts (content)	5 4 3 2 1 0	1 2 3 4 5	Utilitarian Curriculum	
Clear core; PGMAPT, with every art as a humanity, guided by theology			Differentiated, utilitarian, functional, worker-focus	
Classical Pedagogy (method)	(5) (4) (3) (2) (1) (0)	1 2 3 4 5	Quantified-Testable	
"classical," Socratic; mentoring, discipling, shepherding; linked with intellectual virtue	28		Eclectic, "scientific," quantified, measurable- testable, differentiated, technological	
Great Ideas (context/tradition)	5 4 3 2 1 0	1 2 3 4 5	Contemporary Ideas	
Adventuresome exploration of human thought and wisdom		_	contemporary ideas; relativism, egalitarian; rts over and unlinked from ideas/education	
	Where: School	Community		
Community (inter-relations)	5 4 3 2 1 0	1 2 3 4 5	Popular Youth Culture	
Paideia Partnership; 360 degree education limited and filtered interaction with popula adaptable, flexible contextualization			al" specialized teachers; students create own e (peer socialization); mass media saturated	
Ecclesial (church guidance)	(5) (4) (3) (2) (1) (0)	1 2 3 4 5	Secular	
Informed and influenced by worship, liturg celebration, ministry and local church	у,	No real churc	h involvement or influence; marginalization of religious and biblical ideas and practice	
Traditional (inspiration & heritage)	(5) (4) (3) (2) (1) (0)	1 2 3 4 5	Experimental	
Conscious, deliberate interaction with trad and historical models of excellence	itional		Five-year cycles of innovation and change; novel, functional, "progressive."	
	What For/W	hy: World		
Purpose (personal)	5 4 3 2 1 0	1 2 3 4 5	Work	
Human fully-formed, alive and virtuous; th	is life and next life		Jobs, money, pleasure, comfort	
Liberated Mind (ministerial/vocational)	(5) (4) (3) (2) (1) (0)	1 2 3 4 5	Credentials	
Trained and equipped for any calling and s	ervice		To move up the ladder of success	
Renewable and Renewing (cultural)	(5) (4) (3) (2) (1) (0)	1 2 3 4 5	Consumption	
Renewed humans who seek to renew and r			Popular "Success;" Enjoy cultural benefits without making culture; earn and consume	

## **Classical Education**

## **Modern Education**

Who: Stude	ent	
Soul-Focused (soul)	Child-Centered	
Cultivation and nourishment of a human soul; intellectual and moral virtues; wisdom and eloquence; training loves/affections	Strong emphasis on self-esteem and fulfilling desires/wishes of the student	
Embodied (body)	Entertained & Amused	
Educating the whole student: mind and body; truth, goodness and beauty	Makes use of popular cultural artifacts and techniques to make learning fun.	
Scholē/Leisure (agent)	Activity & Anxiety	
rational and poetic knowledge; time for conversation and reflection; "much not more"	Students are over-scheduled with no time made for conversation and reflection	
What: Curric	ulum	
Seven Liberal Arts (content)	Utilitarian Curriculum	
Clear core; PGMAPT, with every art as a humanity, guided by theology	Differentiated, utilitarian, functional, worker-focus	
Classical Pedagogy (method)	Quantified-Testable	
"classical," Socratic; mentoring, discipling, shepherding; linked with intellectual virtues	Eclectic, "scientific," quantified, measurable- testable, differentiated, technological	
Great Ideas (context/tradition)	Contemporary Ideas	
Adventuresome exploration of human thought and wisdom	Progressive, contemporary ideas; relativism, egalitarian; sports over and unlinked from ideas/education	
Where: School Co	ommunity	
Community (inter-relations)	Popular Youth Culture	
Paideia Partnership; 360 degree education and enculturation; limited and filtered interaction with popular, mass media; adaptable, flexible contextualization	"Professional" specialized teachers; students create own culture (peer socialization); mass media saturated	
Ecclesial (church guidance)	Secular	
Informed and influenced by worship, liturgy, celebration, ministry and local church	No real church involvement or influence; marginalization of religious and biblical ideas and practice	
Traditional (inspiration & heritage)	Experimental	
Conscious, deliberate interaction with traditional and historical models of excellence	Five-year cycles of innovation and change; novel, functional, "progressive."	
What For/Why	: World	
Purpose (personal)	Work	
Human fully-formed, alive and virtuous; this life and next life	Jobs, money, pleasure, comfort	
Liberated Mind (ministerial/vocational)	Credentials	
Trained and equipped for any calling and service	To move up the ladder of success	
Renewable and Renewing (cultural)	Consumption	
Renewed humans who seek to renew and make culture	Popular "Success;" Enjoy cultural benefits without making culture; earn and consume	