6 Social provides a concrete, classroom-ready solution that has been designed with and by educators. Students learn a framework for breaking down a problem into its constituent parts, so they can decide for themselves which tools or ideas they need to solve it.

The program uses the metaphor of a circle to show students that learning is iterative, not just a simple matter of right and wrong. Students set out and validate all their assumptions before devoting time to a solution. They learn to communicate their thinking better, using digital media tools - useful for assessment purposes.

To speed the learning, students begin by exploring a problem that is interesting to them personally - a community or school challenge that directly affects them, such as bullying.

Students learn how such problems affect different people in different ways, gaining empathy. They see a stronger connection between school and their lives outside school, leading to greater engagement. And they become more capable of applying what they have learned in one lesson to new problems, in all subject areas.

Teachers gain efficacy in the design of engaging inquiry questions and projects.