

Skills Builder UNIVERSAL FRAMEWORK 2.0

Educator toolkit

















Introducing Universal Framework 2.0



Skills Builder Partnership works with educators and learners across the world to ensure that one day, everyone builds the essential skills to thrive.

Universal Framework 2.0 (UF2.0) is a transformational tool for educators and learners to measure and build essential skills.

UF2.0 builds off the work of more than 900 organisations in twenty countries to create a shared language and model for building essential skills that can be used by educators anywhere.

It can be effectively used from the youngest learners, through school and college and into the workplace. It is successfully used in many specialist settings too.

We focus on the eight essential skills that enable learning in the classroom and success beyond it:

Communication



Listening



Speaking

Creative Problem Solving



Problem Solving



Creativity

Self-Management



Adapting



Planning

Collaboration



Leadership



Teamwork

This toolkit is designed to introduce UF2.0 ahead of its full launch in July 2025.

If you are not currently a partner, you can find out more about our programmes, tools and support through our website at **www.skillsbuilder.org**

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Getting started





Universal Framework 2.0 breaks each of the **eight essential skills** down into **16 steps**, spanning from an absolute beginner through to mastery.

We know that every learner's journey in building essential skills looks different. While the steps are organised in a **logical**, **data-driven sequence** individuals will likely have strengths in some areas and find other steps more challenging. That is particularly true where individuals are neurodiverse or have additional learning needs or disabilities.

However, a useful starting point in mainstream settings is to think about targeting a four-step range for your learners based on their ages:

	Below expectations	Approaching expectations	Meeting expectations	Exceeding expectations
General formula	Year Group -2	Year Group -1	Year Group	Year Group +1
Example: Year / Grade 3	Step 1	Step 2	Step 3	Step 4
Example: Year / Grade 11	Step 9	Step 10	Step 11	Step 12

The skill steps can be used as **learning outcomes**. We recommend three different approaches to building essential skills steps:

- **Direct teaching:** Each skill step has underpinning knowledge which can be directly taught for example, different creative tools, how to structure a discussion, or what a hypothesis is. This should be directly taught, and from September 2025 Skills Builder Hub will provide these materials.
- **Application and reinforcement in the curriculum:** Through the curriculum, there will be opportunities for learners to practice the essential skills whether through project work, presentations, or collaborative opportunities.
- Connecting beyond the classroom: Work experience, trips and visits and other careers education activities as well as sports, arts or community activities can all be opportunities to practice and apply these skills too.

The skill steps can be used as a basis for assessment criteria to track progress too.

Universal Framework 2.0: Overview

		Getting started (Potential targets for ages 5-9)				Intermediate (Potential targets for ages 9-13)			ges 9-13)
	LISTENING	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8
Communication	(0)	Focusing	Recalling	Checking	Retelling	Recognising purpose	Note-taking	Active listening	Questioning
in Wu	SPEAKING	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8
Cor		Sharing clearly	Discussing together	Meeting others	Organising thoughts	Knowing the audience	Choosing language	Expressing self	Using facts
	STEM SOLLIZO	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8
S Creative olem-solving	E S S S S S S S S S S S S S S S S S S S	Following instructions	Seeking support	Sharing problems	Finding information	Creating options	Analysing options	Evaluating options	Researching
Crea	CREATIVITY	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8
Jement proble		Imagining	Sharing imagination	Expressing imagination	Generating ideas	Suggesting improvements	Combining concepts	Identifying opportunities	Defining success
	ROAPTING.	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8
Self-management		Identifying emotions	Recognising emotions	Persisting	Managing reactions	Reflective learning	Supporting others	Encouraging others	Managing wellbeing
man	RLANNING.	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8
Self-		Sensing difficulty	Identifying successes	Working carefully	Recognising strengths	Facing challenges	Setting goals	Thinking ahead	Prioritising
	EADERSHIP	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8
Collaboration		Understanding reactions	Sharing reactions	Recognising reactions	Organising tasks	Managing resources	Mentoring	Self-awareness	Evaluating others
ollabo	LEAMWORA.	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8
8	(*)	Working together	Adjusting behaviour	Time keeping	Taking responsibility	Supporting others	Being accountable	Contributing	Valuing others

Universal Framework 2.0: Overview

			Advanc	ed (Potential t	arget for ages	s 13-17)	Maste	ery (Potential t	argets for age	s 17+)
		LISTENING	Step 9	Step 10	Step 11	Step 12	Step 13	Step 14	Step 15	Step 16
	Communication	()))	Summarising	Recognising tone	Identifying influence	Comparing views	Analysing views	Investigating bias	Strategic questioning	Evaluating perspectives
		SPEAKING	Step 9	Step 10	Step 11	Step 12	Step 13	Step 14	Step 15	Step 16
			Sharing visuals	Communicating sensitively	Speaking engagingly	Adaptive communicating	Negotiating	Constructive communicating	Presenting	Inspiring others
		BLEM SOLLIZE	Step 9	Step 10	Step 11	Step 12	Step 13	Step 14	Step 15	Step 16
	Creative problem-solving		Exploring causation	Recognising patterns	Systems thinking	Logical reasoning	Hypothesis testing	Strategic planning	Evaluating approaches	Continual learning
S	Crea blem	CREATIVIAL	Step 9	Step 10	Step 11	Step 12	Step 13	Step 14	Step 15	Step 16
al Skills)		Flexible thinking	Reflecting critically	Seeking perspectives	Prototyping	Incubating ideas	Using curiosity	Facilitating creativity	Championing creativity
enti	Self-management	ROAPTING RVANNING	Step 9	Step 10	Step 11	Step 12	Step 13	Step 14	Step 15	Step 16
Essential			Balancing workload	Improving performance	Practising resilience	Supporting resilience	Adapting plans	Identifying risks	Managing risk	Being enterprising
	-mar		Step 9	Step 10	Step 11	Step 12	Step 13	Step 14	Step 15	Step 16
	Self		Resourcing	Involving others	Using skills	Target setting	Seeking feedback	Project planning	Adaptive planning	Agile planning
		EADERSHIP	Step 9	Step 10	Step 11	Step 12	Step 13	Step 14	Step 15	Step 16
	Collaboration		Allocating roles	Facilitating discussions	Managing disagreements	Coaching	Motivating others	Emotional intelligence	Leading thoughtfully	Leading adaptively
	ollab	LEAMWORF	Step 9	Step 10	Step 11	Step 12	Step 13	Step 14	Step 15	Step 16
	S	(*)	Being inclusive	Being diplomatic	Resolving conflicts	Networking	Reflecting collectively	Learning collectively	Developing others	Improving culture

COMMUNICATION



Listening

Receiving, retaining and processing information

This skill is about how we receive information – whether from a peer, an educator, or someone else.

Getting started (Potential targets for ages 5-9): Initially, learners reliably receive information by maintaining adequate focus, recalling simple instructions, checking they understand, and passing on information accurately.

Intermediate (Potential targets for ages 9-13): Next, learners listen actively, recognising communication's purpose, making notes, demonstrating their engagement, and using open questions.

Advanced (Potential targets for ages 13-17): Then, learners become critical consumers of information by summarising, recognising tone and influencing techniques, and comparing perspectives.

Mastery (Potential targets for age 17+): Finally, learners explore why different perspectives come about, investigate biases, challenge and probe different views, and integrate and evaluate them.

Inclusive practice: The definition of listening can be expanded to other ways of receiving information. Age-related expectations are approximate based on data and learners will vary meaningfully.

ſ	Step 1	Focusing I can listen for at least a short time
Getting started	Step 2	Recalling I remember simple instructions
etting	Step 3	Checking I ask questions if I don't understand
L	Step 4	Retelling I pass on information accurately
ſ	Step 5	Recognising purpose I know why someone is communicating with me
ediate	Step 6	Note-taking I record important information
Intermediate	Step 7	Active listening I show I am paying attention
L	Step 8	Questioning I ask open questions to understand more
[Step 9	Summarising I rephrase or summarise what I learnt
Advanced .	Step 10	Recognising tone I recognise tone of communication
. Adva	Step 11	Identifying influence I recognise when someone is trying to influence me
L	Step 12	Comparing views I compare different points of view
	Step 13	Analysing views I explore why different views might come about
Mastery _	Step 14	Investigating bias I analyse where bias is shown
Mas -	Step 15	Strategic questioning I use questions to challenge perspectives
l	Step 16	Evaluating perspectives I objectively evaluate and integrate different perspectives



COMMUNICATION



Speaking

Transmitting information or ideas

This skill is about how learners transmit information and ideas – whether to peers, educators, or others.

Getting started (Potential targets for ages 5-9): Initially, learners communicate clearly with individuals they know, in small groups, and then with new people while organising points to be understood.

Intermediate (Potential targets for ages 9-13): Next, learners communicate effectively by thinking about what their audience already know, choosing appropriate language, tone, expression and gesture, and bringing in facts appropriately.

Advanced (Potential targets for ages 13-17): Then, learners become more adaptable communicators by bringing in visual aids, managing sensitive topics, and being engaging and adaptive.

Mastery (Potential targets for age 17+): Finally, learners can negotiate effectively, maintain communication in difficult situations, present complex ideas and share a vision.

Inclusive practice: The definition of speaking can be expanded to other ways of transmitting information. Age-related expectations are approximate based on data and learners will vary meaningfully.

ſ	Step 1	Sharing clearly I communicate clearly with someone I know
starte	Step 2	Discussing together I communicate clearly in a small group
Getting started	Step 3	Meeting others I communicate with new people when I need to
L	Step 4	Organising thoughts I order my points to be understood
ſ	Step 5	Knowing the audience I adapt my communication to what my audience already know
ediate	Step 6	Choosing language I choose appropriate language for the situation
Intermediate	Step 7	Expressing self I use tone, expression and gesture to be understood
L	Step 8	Using facts I use facts and examples to support my communication
	Step 9	Sharing visuals I use images, charts or diagrams when it helps my communication
Advanced .	Step 10	Communicating sensitively I talk about difficult or sensitive topics effectively
. Adva	Step 11	Speaking engagingly I communicate in a way that is engaging for my audience
	Step 12	Adaptive communicating I adapt my communication depending on audience reactions
	Step 13	Negotiating I manage discussions effectively to reach an agreement
Mastery _	Step 14	Constructive communicating I maintain clear and constructive communication in challenging situations
_ Mas	Step 15	Presenting I present to an audience when required
Ĺ	Step 16	Inspiring others I communicate a vision persuasively



CREATIVE PROBLEM SOLVING



Problem Solving

Finding solutions to challenges

This skill is about how learners effectively solve problems, recognising that while knowledge and technical skills are vital, there are also transferable techniques between settings.

Getting started (Potential targets for ages 5-9): Initially, learners solve simple problems by following instructions, seeking support and sharing what the problem is, or finding information themselves.

Intermediate (Potential targets for ages 9-13): Next, learners explore complicated problems by creating multiple potential solutions, analysing them, using success criteria for evaluation, and bringing in extra research effectively.

Advanced (Potential targets for ages 13-17): Then, learners investigate complex problems by exploring causation, recognising patterns and principles, thinking about parts of a system, and reasoning logically.

Mastery (Potential targets for age 17+): Finally, learners tackle complex problems by creating and testing hypotheses, and then creating, implementing and refining strategic plans.

٦	Step 1	Following instructions I follow instructions
Getting started	Step 2	Seeking support I find help from someone if needed
setting	Step 3	Sharing problems I describe problems to others
L	Step 4	Finding information I find information to complete a task
ſ	Step 5	Creating options I create different possible solutions to a problem
Intermediate	Step 6	Analysing options I identify advantages and disadvantages of potential solutions
Interm	Step 7	Evaluating options I choose between possible solutions based on success criteria
L	Step 8	Researching I research to build my understanding
[Step 9	Exploring causation I analyse causes and effects
Advanced	Step 10	Recognising patterns I identify patterns to gain insight
- Adva	Step 11	Systems thinking I identify how parts of a system impact each other
l	Step 12	Logical reasoning I use logical reasoning to structure problems
[Step 13	Hypothesis testing I structure ideas so that I can test them
Mastery _	Step 14	Strategic planning I develop strategic plans to address complex problems
Mas –	Step 15	Evaluating approaches I evaluate the success of strategic plans
	Step 16	Continual learning I improve strategic plans based on new insights



CREATIVE PROBLEM SOLVING



Creativity

Using imagination and generating new ideas

This skill is about how learners expansively create new ideas and possibilities in a wide range of settings and is the complement to problem solving.

Getting started (Potential targets for ages 5-9): Initially, learners use their imagination to imagine different possibilities, share and express them, and create ideas when given a simple prompt.

Intermediate (Potential targets for ages 9-13): Next, learners apply their creativity to suggest improvements, combine concepts, identify opportunities for innovation, and develop success criteria.

Advanced (Potential targets for ages 13-17): Then, learners explore creative thinking more deeply by challenging their own assumptions, reflecting critically, seeking perspectives, and prototyping ideas to develop them further.

Mastery (Potential targets for age 17+): Finally, learners drive creativity more widely by incubating ideas, curiously seeking out new ideas and opportunities, and facilitating and championing creativity and innovation more widely.

و و	Step 1	Imagining I imagine different things
Getting started	Step 2	Sharing imagination I share what I imagine with someone
Gettin	Step 3	Expressing imagination I share what I imagine in different ways
L	Step 4	Generating ideas I create ideas to solve a problem
<u>0</u>	Step 5	Suggesting improvements I create ideas to make something better
Intermediate	Step 6	Combining concepts I can combine ideas to make new ones
- Inter	Step 7	Identifying opportunities I identify opportunities for innovation
L	Step 8	Defining success I set out success criteria for creating new ideas
	Step 9	Flexible thinking I challenge my assumptions about ideas
Advanced	Step 10	Reflecting critically I question my own ideas to improve them
Adv	Step 11	Seeking perspectives I seek different perspectives to develop my ideas
L	Step 12	Prototyping I create quick tests of an idea
	Step 13	Incubating ideas I give ideas time and attention to evolve
Mastery	Step 14	Using curiosity I seek new concepts and ideas to innovate from
Ĭ	Step 15	Facilitating creativity I share creative tools for collective innovation
L	Step 16	Championing creativity I nurture cultures of creativity and innovation



SELF MANAGEMENT



Adapting

Overcoming challenges and setbacks to achieve goals

This skill is about how learners adapt to challenges and setbacks effectively whether in education or in their wider lives.

Getting started (Potential targets for ages 5-9): Initially, learners identify their own emotional responses and those of others, showing persistence and managing their immediate reactions to setbacks.

Intermediate (Potential targets for ages 9-13): Next, learners demonstrate a positive approach to challenges, reflecting and learning from them, supporting and encouraging others, and proactively managing their own wellbeing.

Advanced (Potential targets for ages 13-17): Then, learners build their resilience by balancing their workload, proactively improving their performance, and practising and supporting others to spot opportunities in challenges.

Mastery (Potential targets for age 17+): Finally, learners apply their adaptability by adapting plans, identifying and managing risks, and seizing the opportunities in challenges and setbacks.

ſ	Step 1	Identifying emotions I can tell how I am feeling
starte	Step 2	Recognising emotions I can tell how others are feeling
Getting started	Step 3	Persisting I keep going when faced with challenges
L	Step 4	Managing reactions I respond calmly when faced with challenges
ſ	Step 5	Reflective learning I reflect and learn from challenges
ediate	Step 6	Supporting others I help others face challenges
Intermediate	Step 7	Encouraging others I encourage others to keep going
L	Step 8	Managing wellbeing I have routines to manage my wellbeing
	Step 9	Balancing workload I manage my workload effectively
Advanced .	Step 10	Improving performance I seek opportunities to grow my experience and expertise
- Adva	Step 11	Practising resilience I look for opportunities when faced with challenges
	Step 12	Supporting resilience I help others see opportunities when faced with challenges
ſ	Step 13	Adapting plans I change plans to work through setbacks
Mastery _	Step 14	Identifying risks I identify potential risks and gains
Mas	Step 15	Managing risk I actively manage risks
L	Step 16	Being enterprising I capitalise on opportunities



SELF MANAGEMENT



Planning

Setting goals and designing routes to achieve them

This skill is about how learners develop clear, tangible goals and robust routes to achieving them – whether in educational settings or their wider lives.

Getting started (Potential targets for ages 5-9): Initially, learners assess the difficulty of tasks, knowing what doing well looks like for them, working with care, and recognising their strengths.

Intermediate (Potential targets for ages 9-13): Next, learners take a positive approach to new challenges, setting achievable goals, developing simple plans, and prioritising tasks.

Advanced (Potential targets for ages 13-17): Then, learners implement more complex plans by securing resources, engaging others behind the goal, developing the skills required, and setting targets to measure success.

Mastery (Potential targets for age 17+): Finally, learners develop sophisticated plans by seeking feedback, using project planning tools, adapting plans using data, and planning in an agile way.

Ī	Step 1	Sensing difficulty I know when something is too difficult
started	Step 2	Identifying successes I know what doing well looks like for me
Getting started	Step 3	Working carefully I work with care and attention
L	Step 4	Recognising strengths I recognise what I am good at
Γ	Step 5	Facing challenges I take a positive approach to new challenges
Intermediate	Step 6	Setting goals I set achievable goals for myself
Interm	Step 7	Thinking ahead I think about routes to achieve a goal
Ĺ	Step 8	Prioritising I order and prioritise tasks to achieve goals
ſ	Step 9	Resourcing I secure the resources I need to achieve goals
Advanced .	Step 10	Involving others I engage others to achieve goals
- Adva	Step 11	Using skills I plan how to use and build my skills to achieve goals
	Step 12	Target setting I create plans with clear targets to measure success
ſ	Step 13	Seeking feedback I seek out a range of views to improve plans
Mastery _	Step 14	Project planning I use planning tools to organise complex projects
_ Mas	Step 15	Adaptive planning I use data to evaluate progress and make adaptations
Ĺ	Step 16	Agile planning I work flexibly and responsively to improve my plans



COLLABORATION



Leadership

Supporting, encouraging and motivating others to achieve a shared goal

This skill is about how learners make things happen in their education and wider lives, whether or not they have a formal leadership position.

Getting started (Potential targets for ages 5-9): Initially, learners understand their own responses to ideas, sharing those effectively, recognising others' reactions, and allocating tasks reasonably.

Intermediate (Potential targets for ages 9-13): Next, learners start leading others by managing time and resources to complete tasks, recognising strengths and weaknesses of themselves and others, and using this insight to allocate roles.

Advanced (Potential targets for ages 13-17): Then, learners use a collaborative leadership approach by facilitating discussions, managing disagreements, and using mentoring and coaching techniques.

Mastery (Potential targets for age 17+): Finally, learners demonstrate strong leadership by effectively motivating others, applying emotional intelligence, and thinking about and adapting their leadership style.

٦	Step 1	Understanding reactions I know how an idea makes me feel
starte	Step 2	Sharing reactions I explain how an idea makes me feel when appropriate
Getting started	Step 3	Recognising reactions I know when others have strong feelings about something
L	Step 4	Organising tasks I divide up tasks in a fair way
ſ	Step 5	Managing resources I manage team time and resources to complete tasks
ediate	Step 6	Mentoring I use my experience to support others
Intermediate	Step 7	Self-awareness I recognise how others see my strengths and weaknesses
L	Step 8	Evaluating others I identify others' strengths and weaknesses
	Step 9	Allocating roles I allocate roles based on strengths and weaknesses
Advanced	Step 10	Facilitating discussions I structure group discussions
- Adva	Step 11	Managing disagreements I support shared decision making
	Step 12	Coaching I use structured questioning to help others
	Step 13	Motivating others I use a range of approaches to motivate others
Mastery _	Step 14	Emotional intelligence I respond to others' emotions to lead effectively
_ Mas	Step 15	Leading thoughtfully I recognise my leadership style and its impact on others
	Step 16	Leading adaptively I adapt my leadership style to the situation



COLLABORATION



Teamwork

Working cooperatively with others to achieve a shared goal

This skill is about how learners adapt to challenges and setbacks effectively whether in education or in their wider lives.

Getting started (Potential targets for ages 5-9): Initially, learners show they can work with others, behaving appropriately for the setting, keeping time reliably and taking responsibility for simple tasks.

Intermediate (Potential targets for ages 9-13): Next, learners contribute to teams by supporting others, being accountable for their goals, contributing to group activities, and valuing others' contributions.

Advanced (Potential targets for ages 13-17): Then, learners make teams more effective by being inclusive, being diplomatic, resolving conflicts, and building networks.

Mastery (Potential targets for age 17+): Finally, learners drive team performance by reflecting and suggesting improvements, supporting collective learning, developing their peers, and improving the team's culture.

٦	Step 1	Working together I work with others when appropriate
starte	Step 2	Adjusting behaviour I behave in a way that fits the setting
Getting started	Step 3	Time keeping I keep to time reliably
L	Step 4	Taking responsibility I take responsibility for completing tasks
Γ	Step 5	Supporting others I help others as much as I can
ediate	Step 6	Being accountable I am accountable for my goals
Intermediate	Step 7	Contributing I contribute to group activity
L	Step 8	Valuing others I recognise the value of others' ideas
ſ	Step 9	Being inclusive I support others to thrive in a group
Advanced .	Step 10	Being diplomatic I avoid creating unhelpful conflicts
. Adva	Step 11	Resolving conflicts I work collaboratively to resolve unhelpful conflicts
	Step 12	Networking I build helpful relationships beyond my team
	Step 13	Reflecting collectively I reflect on progress and suggest improvements
Mastery _	Step 14	Learning collectively I evaluate successes and failures and share lessons
_ Mas	Step 15	Developing others I support my peers to develop
	Step 16	Improving culture I improve the team culture





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