Commandant’s Planning Guidance (CPG)

Priority Focus Areas:

- Force Design
- Warfighting
- **Education & Training**
- Core Values
- Command & Leadership

The Commandant of the Marine Corps (CMC) observes in his planning guidance that:

- “…our training facilities and ranges are antiquated, and the force lacks the necessary modern simulators to sustain training readiness.”
- “We must change the Training and Education Continuum from an industrial age model, to an information age model.”

*(38th CMC Planning Guidance)*
21st Century Learning (21CL)

21CL is the Service’s method to educate and train a naval expeditionary force in readiness in order to operate inside actively contested maritime spaces in support of fleet operations.

21CL is a continuum of dynamic, cognitive training and education experiences, centered on the learner to continuously hone an intellectual edge, that will enable our Marines to rapidly adapt, and achieve a decisive maneuver advantage in any domain through intelligent initiative.

21CL is organized into five critical learning capability areas:

- Learner-Centric Experience (LXP)
- World-Class Learning Leaders (WLL)
- Total Learning Architecture (TLA)
- Rigorous Assessments and Evaluation (RAE)
- Marine Corps Training Environment (MCTE) – *PM TRASYS focus area*
DIVEST TO REINVEST

FORCE ON FORCE NEXT (FOF NEXT)
MARINE COMMON DRIVER TRAINER (MCDT)
ADVANCED SMALL ARMS LETHALITY TRAINER (ASALT)
ELECTROMAGNETIC WARFARE GROUND INSTRUMENTED RANGE (EWGIR)
RANGE TRAINING SYSTEMS WITHIN RTAM FOS CDD(INCREMENT II)
GROUND TRAINING SYSTEMS CAPABILITIES DEVELOPMENT DOCUMENT

M1A1 ARMORED GUNNER TRAINING SIMULATORS (AGTS)
CANCEL AAV AGTS UPGRADE
REDUCE DEPLOYABLE VIRTUAL TRAINING ENVIRONMENT
REDUCE INDOOR SIMULATED MARKSMANSHIP TRAINER (ISMT)
OPERATOR DRIVER SIMULATOR
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<td>Elizabeth Shirley</td>
<td>LtCol Peterson</td>
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Questions?