

Check in – Walk, Stop

Inside and outside circles have the same number of people.

Round 1

Talk with the person facing you for 3 min

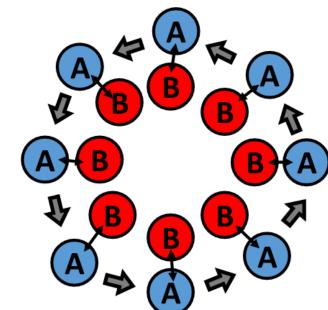
Round 2

- Inside circle: move clockwise, Walk, Stop game
- Outside circle: stay where you are
- Talk with the person facing you for 3 min

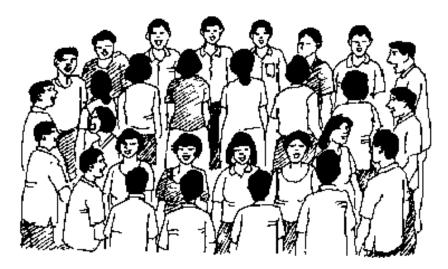
Round 3

Swap

Note: if English is ok for you, pls use English, if not, pls talk in your native language



Picture credit: https://snowflakelearners.weebly.com/cooperative-group-activities.html



Picture credit: http://www.nzdl.org/cgi-bin/library.cgi?e=d-00000-00---off-0envl--00-0---0-10-0---0-direct-10---4-----0-1I--11-en-50---20-about---00-0-1-10-0-0-11-1-0utfZz-8-

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Learning outcome for Today

You will be able to

- Understand design process (e.g. five stages + double diamond)
- Understand the basics of PhenoBL/ PBL
- Understand why discovery
- Apply design process in practice

Outline for Today

- Check in
- Aalto Design Factory more info.
- Distance learning activities share team works
- Design process
- PhenoBL and PBL
- Working on the challenges
- Check out

Design Factory

- Design Factory Global Network (DFGN) is a network of innovation hubs in universities and research organisations.
- DFGN is on a mission to create change in the world of learning and research through passion-based culture and effective problem solving.
- In Italy https://www.unibo.it/en
- Sources: http://dfgn.org/

Aalto Design Factory

An interdisciplinary product design and learning hub uniting students, teachers, researchers, and industry.

Example

https://catchbox.com/



"Fail faster, succeed sooner"

- David Kelley, founder of IDEO

Source:https://ssir.org/articles/entry/fail_faster_succeed_sooner

Distance learning for 9 Sep. Team activity



Share your idea about the three questions related to the design thinking workshop

- Looking back, what did you notice about how design works?
- What is one method or mindset you could use in your teaching the first day back to your school in Italy?
- Better yet, how might you make design work for you as teacher?

Share your ideas about the one question related to the film

How do you think about the practice in High Tech High school?

Distance learning for 12 Sep.







Divide your team into two groups, each group has 2 or 3 persons.

Group 1 learn the five stage Design Thinking process from d.school Reference: An Introduction to Design Thinking PROCESS GUIDE https://web.stanford.edu/~mshanks/MichaelShanks/files/509554.pdf

Group 2 learn the double diamond model from Design Council
Reference: Framework for Innovation: Design Council's evolved Double Diamond
https://www.designcouncil.org.uk/our-work/skills-learning/tools-frameworks/framework-for-innovation-design-councils-evolved-double-diamond/

Within the team, group 1 teaches group 2 what they have learnt, swap.

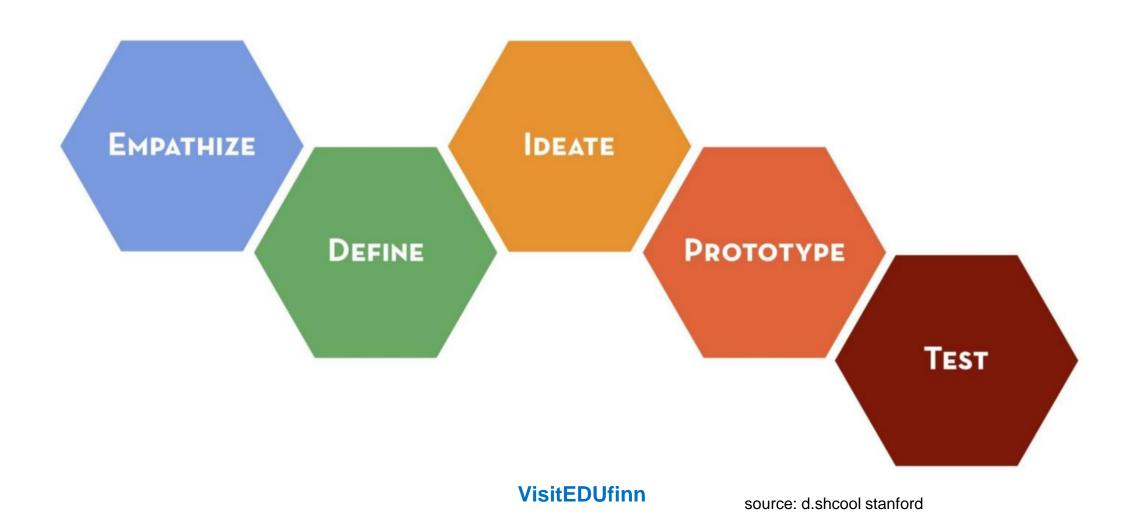
One application of **Think-Pair-Share**.

"How do we describe design process?"

"the double diamond shape was definitely already present at IDEO in the late 90s, although it may not have been called such"

- Design council in 2003

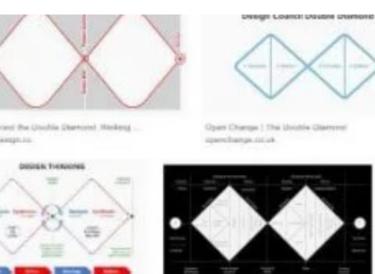
Five-stage Design Thinking Model



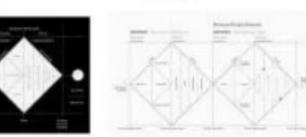
DESIGN THINKING: A NON-LINEAR PROCESS Learn about users through testing Tests create new ideas for the project 'Empathise to help' define the problem Empathise -> Define Ideate Prototype Test -> Learn from prototypes to spark / Tests reveal insights that redefine the problem



Source: <u>INTERACTION-</u> DESIGN.ORG



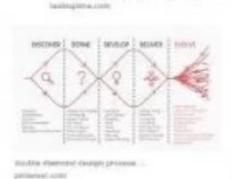
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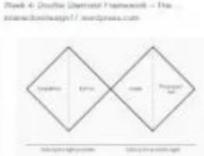


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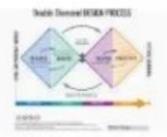
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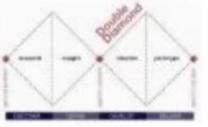


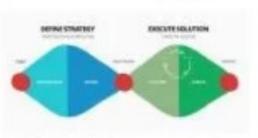
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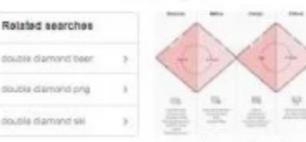


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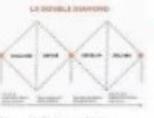
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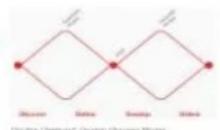
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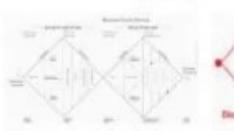














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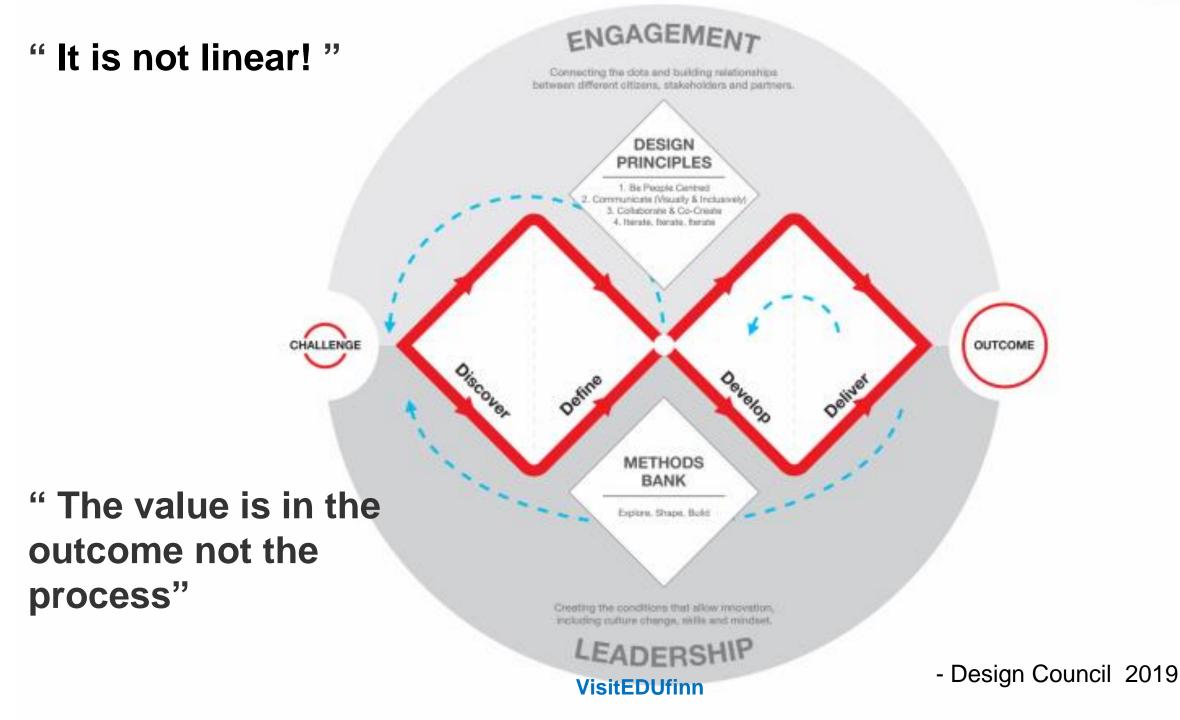






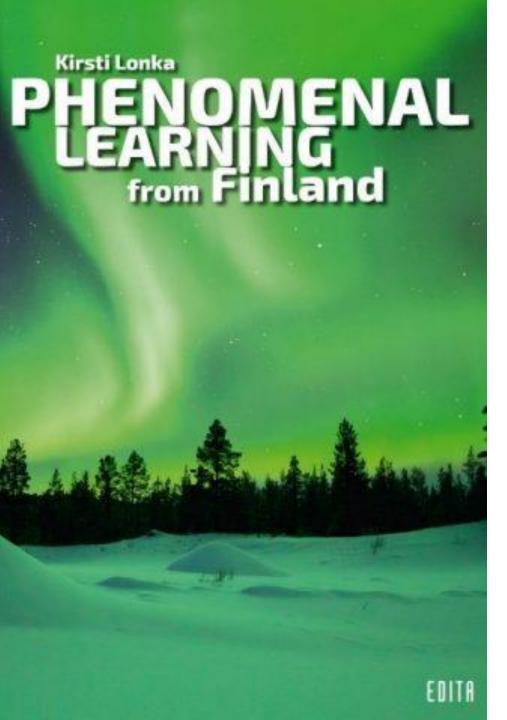


Picture credit: design council



Infinite loop

- Continues Test and Iteration
- Reflection and Learn
- Purpose solve the problem



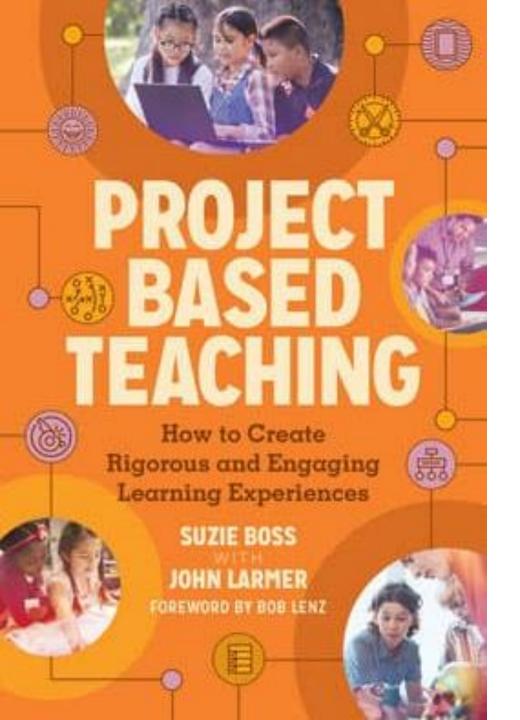
Five dimensions of PhenoBL

- holisticity
- authenticity
- contextuality
- problem-based inquiry
- open-ended learning processes

Note: Students aged 7-16 are required to participate in at least one multidisciplinary PhenoBL module per year (Halinen, 2018)

https://www.teachermagazine.com/au_en/articles/what-is-finlands-phenomenon-based-learning-approach

VisitEDUfinn



PBL in other countries

A copublication of ASCD and Buck Institute for Education (BIE).

Buck Institute for Education is the parent organization, and PBLWorks is our new brand name. PBLWorks encompasses all of the work we do, including services, resources, research, and events like PBL World and PBL Institutes.

Video: Ron Berger on PBL & Quality Work | PBL World 2019 Keynote

https://www.youtube.com/watch?v=TvmOqnupdZc (33.49)

VisitEDUfinn

PhenoBL

- 1. holisticity
- 2. authenticity
- 3. contextuality
- 4. problem-based inquiry

5. open-ended learning processes

Gold Standard PBL

Seven Essential Project
Design Elements



Picture credit:

https://www.pblworks.org/what-ispbl/gold-standard-project-design

Distance learning for 14 Sep. Work on your own



- List learning outcomes in your courses (this is just for your ref., no need to share all the list in the team)
- What are the challenges to apply Phenomenon-based learning models in your teaching practice in order to achieve some/ all learning outcomes? (pls write down all the challenges on a piece of paper. You will share all the challenges in your team meeting.)

Distance learning for 14 Sep. Team activity



- Create a whiteboard in mural for your team
- Use sticky note in Mural to collect all the challenges from team members (one challenge on one sticky note, remove duplicates)
- Pls bring your laptop with you on 15 Sep. We are going to work in Mural.
- Note: If you feel Mural is not easy, no worries, we will go through Mural together

Challenges

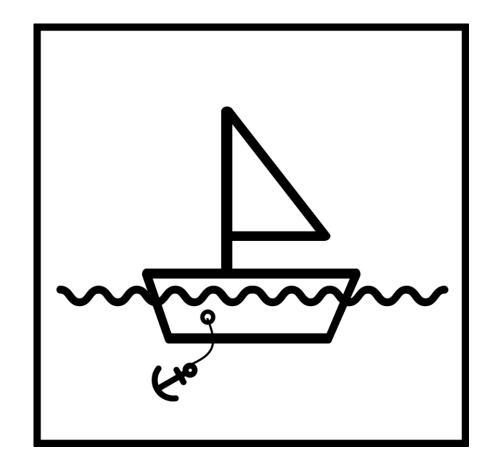
What is taking us forward – the Sail Think what you like - anything you are happy about and want to continue, share

What is holding us back – the anchor

Write down what are the challenges or your pain points (Anonymous)

Vote your team challenges (no discussion)

Share with the other teams



Picture credit: AJ&Smart

Discover What is the challenge/problem

Everything starts with why

In the beginning we just don't know what we don't know

Collecting information

- Desk research
- In-depth Interview

Our practice

Work on your own



Design Sprint

Share your challenges

Lightning Decision Jam template

Why Discovery

Einstein was asked what he would do if he knew the world was ending in 1 hour. He thought for a moment, then he said "I would spend 55 minutes trying to understand the problem and 5 minutes solving it."

Source: nuori yrittäjyys

What this means?

Why Discovery

Example: What can design look like in practice?

Jill Vialet founded several companies and non-profits that focus on learning and schools. One of them, Substantial, works with school principles to help substitute teachers to do their best work.

https://youtu.be/9KyTKWzLlOg (4.08)

Better undersand the problems

- "opening up" new perspectives
- Diverging the thoughts
- Not to start looking for answers



A gentle reminder
Pls bring attence form Friday or Monday
If you have it now, pls let me know

Check out

How do you feel right now?

Select the picture that describes your feelings

I select the ... because ...

Example











