AUTHENTIC LEARNING

incubate to innovate

SUSTAINABLE CHANGE

Journey Towards Exploratory & Experiential Learning

MNSAA Conference - November 4, 2024

Angela

Amanda

Joanna

Meet the Team

Journey Toward
Exploratory & Experiential Learning
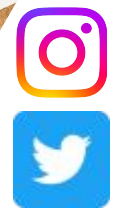
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Thank you for joining us today as we explored the value of taking
Journey Towards Exploratory & Experiential Learning.

Here is the link to access a shared Google folder with all of the session resources:
https://bit.ly/i2iResources_MNSAAConference_2024.

Learning Targets

Exposure to the Predictability Zone and the Possibility Zone with time for reflection on how this impacts education.

Gain an understanding of the common language for the Journey Towards Exploratory & Experiential Learning.

Reflect on what you learned and discovered today, and identify opportunities to bring your learnings back to your school community.
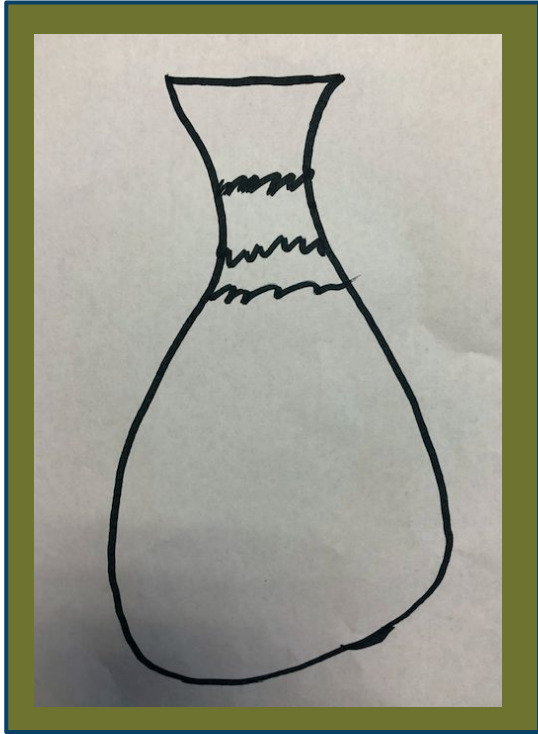
Learn about ways to partner with Incubate to Innovate to bring about strategic, systemic, and systematic transformation for your teachers, staff, and students.

The Power
of the Reframe

Draw a Vase

Design a way for people to enjoy flowers in their home
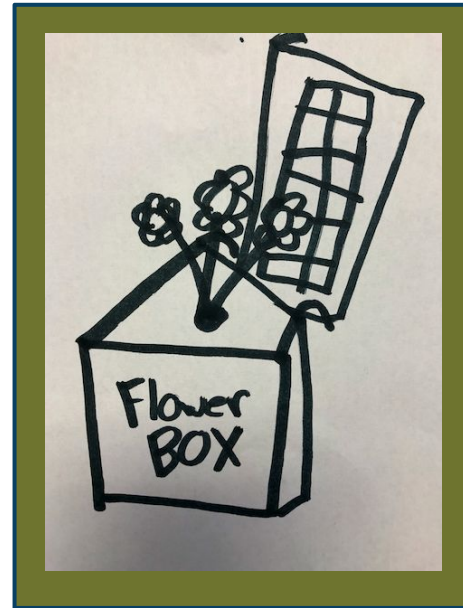
"Framing the right problem is the only way to create the right solution."

- Stanford's d.school

Journey Toward Exploratory & Experiential Learning
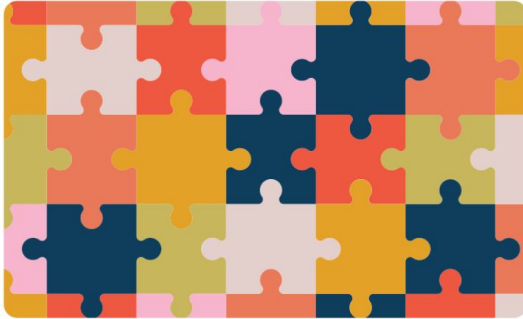
Predictability Zone

Execution Expected
Answers Produced
Fixed Mindset Enforced
Boundaries Determined
Competition Emerges
Data & Plans Defined
Information Received
Failure Avoided

Possibility Zone
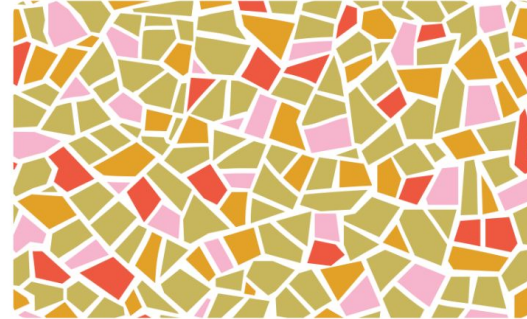
Exploration Invited
Questions Asked
Growth Mindset Develops
Freedom & Safety Experienced
Collaboration Encouraged
Ideation & Creativity Fostered
Information Discovered
Learning Embraced

Let's Reflect on the Zones as an Edleaders:

- Where do you naturally fall between the Predictability Zone versus the Possibility Zone? Is it different personally vs. professionally?

- WHY do you think you fall where you do regarding the Zones? (think past experiences and current realities)

- What feelings are emerging for you when you consider the two Zones as your lead your teachers and staff? How can you best help them?

Let's Reflect on the Zones...

Partner Up with someone sitting around you and share what you uncovered during your personal reflection.

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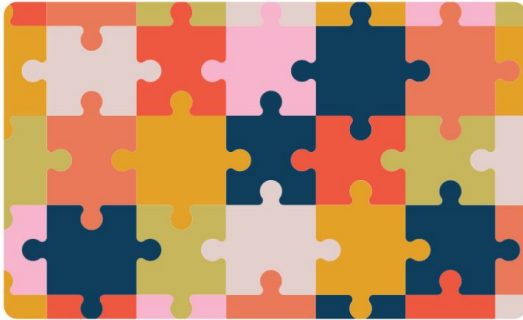
Predictability Zone

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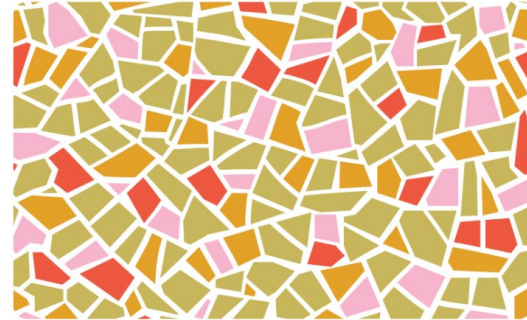
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Common Language
for the Journey

What is *Innovation Design Thinking?*

It is a process with methods for creative problem solving leading to social change and widespread impact.

Let's move students from being consumers of their education to CREATORS.

ChangeMaker Innovation Process™

CONNECT

Communicate Verbalize findings and communicate celebrations and concerns. *How can I most effectively share what I have learned? How can I make an impact?*

Contribute - Consider sharing your findings and/or project with others to educate and bless others. *Who can I share with? What channel or platform would work best?*

RESEARCH

Ask & Listen Active listening and curiosity are practiced and enhanced by design thinking. Interview others and interrogate reality while using empathy. *What is the problem/opportunity? Why?*

Identify - Gather, understand, and learn new information. Identify resources for your project/process. *Who and what can help you?*

COLLABORATE

Evaluate - Solicit positive and constructive feedback. Use teamwork to inspire and encourage. Allow scientific discourse and collaborative conversations to bring new insights to the process and project. *What key questions can I ask others?*

SYNTHESIZE

Define - Define an area that is large enough for innovation, but bounded enough to enhance success. Solving a small part of a larger problem is worth the effort! *How can I narrow my focus based on synthesized information? What is my point of view?*

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CREATE

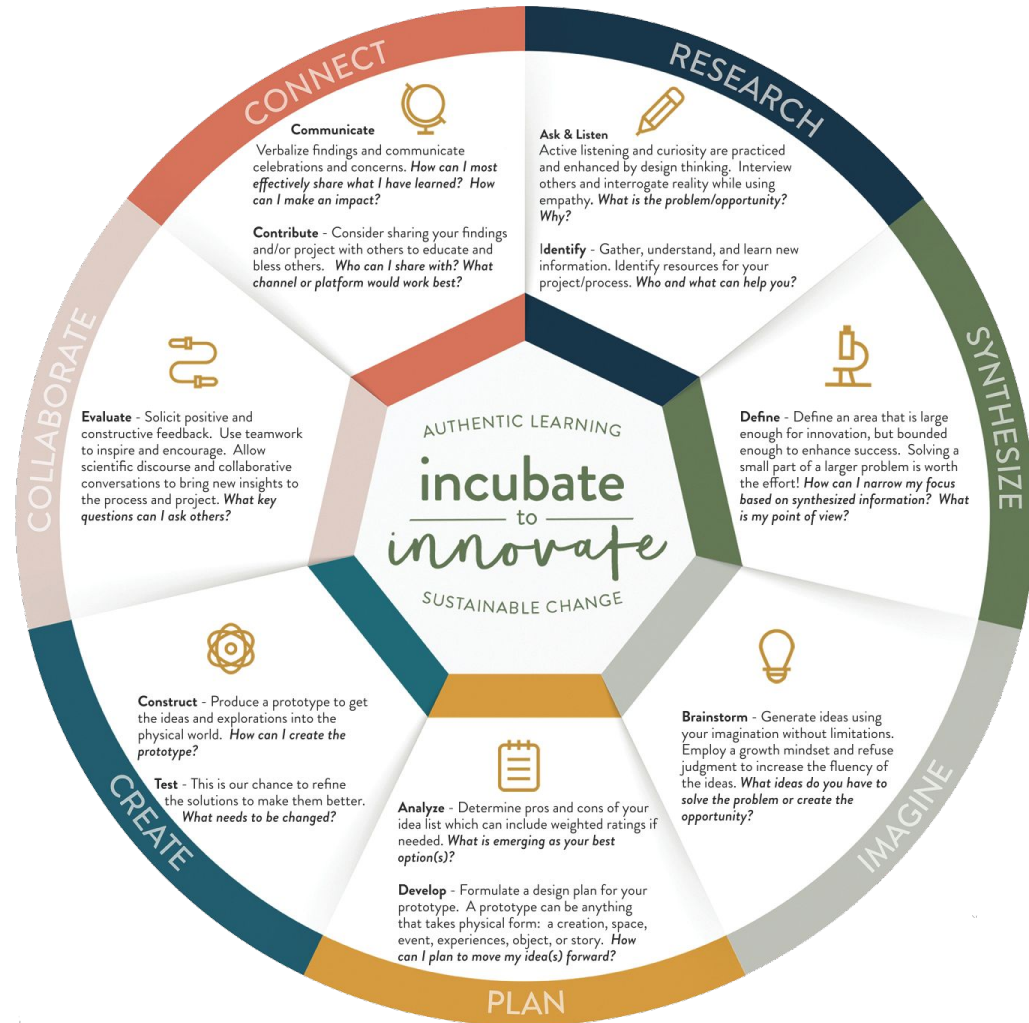**Construct** - Produce a prototype to get the ideas and explorations into the physical world. *How can I create the prototype?*

Test - This is our chance to refine the solutions to make them better. *What needs to be changed?*

Analyze - Determine pros and cons of your idea list which can include weighted ratings if needed. *What is emerging as your best option(s)?*

Develop - Formulate a design plan for your prototype. A prototype can be anything that takes physical form: a creation, space, event, experiences, object, or story. *How can I plan to move my idea(s) forward?*

IMAGINE

Brainstorm - Generate ideas using your imagination without limitations. Employ a growth mindset and refuse judgment to increase the fluency of the ideas. *What ideas do you have to solve the problem or create the opportunity?*

PLAN

Elementary Changemaker Innovation Process™

CONNECT

Communicate - Showcase your discoveries and share your celebrations and challenges. *How can I share what I have learned in the most meaningful way? How can I make an impact?*

Contribute - Think about how you could share your ideas and prototype with others for learning or to simply bless those around you. *Who can I share with? What would be the best way to do this?*

RESEARCH

Ask & Listen When you listen well and allow yourself to be a curious explorer, you can become a ChangeMaker in the world. When interviewing others, question what you see around you and have a heart of understanding for them and their feelings (empathy). Don't be afraid to ask the question, *What is the problem/opportunity? Why?*

Identify - Gather, understand, and learn new information. Identify resources for your project. *Who and what can help you?*

COLLABORATE

Evaluate - Ask for positive and helpful feedback from your team. Use good teamwork to inspire and encourage one another. Create safety for good conversation to take place that may bring new ideas to the process/project for you and your teammates. *What key questions can I ask others?*

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SYNTHESIZE

Define - Find a problem that you see in the world around you that is big enough for improvements and changes (innovation), but small enough that you will be able to accomplish your idea. Solving a small part of a larger problem is worth the effort! *With what I have discovered, how can I narrow my focus? What is my point of view?*

CREATE

Construct - Construct a prototype to bring your ideas into the real world. *How can you create a prototype?*

Test - This is our chance to test our prototype to make it even better. *What needs to be changed?*

Analyze - Look at your idea list and think about the positives (pro) and negatives (con) of each idea. *What do you think is your best idea?*

Develop - Create a design plan for your (prototype). Your prototype can be anything that takes a real form: a creation, space, event, experience, object, or story. *How can you move your idea(s) forward?*

IMAGINE

Brainstorm - Come up with new ideas using your imagination with no limits. You are a learner and a problem-solver. You are continuing to grow in your knowledge and abilities. You are not afraid to fail and you are resilient. Let your ideas soar! *What ideas do you have to solve the problem or create the opportunity?*

PLAN

PreK/K Changemaker Innovation Process™

Why 7 Modes?

Collaborate

Connect

The ChangeMaker Innovation Process™ is distinctive because it extends beyond the mode of Create to the modes of Collaborate & Connect. These modes promote learning and growing from one another and encourage individuals to be good stewards of what they have been given by serving, sharing, and contributing with their ideas to create a better world.

What is the #1 thing you can do to bring *innovation* systematically to a school?

It all comes down to utilizing common language!

Research - Synthesize - Imagine - Plan - Create - Collaborate - Connect

Innovation Design Thinking Methods for Education

The methods are for educators to employ when they are teaching the different modes of the ChangeMaker Innovation Process™. The methods allow educators to reframe lessons and units to achieve deeper learning.

There are methods appropriate for elementary, middle school, and high school students.

What is a "*prototype*" anyways?

A prototype is anything that takes physical form:

creation, space, event, experience, object, story, product...
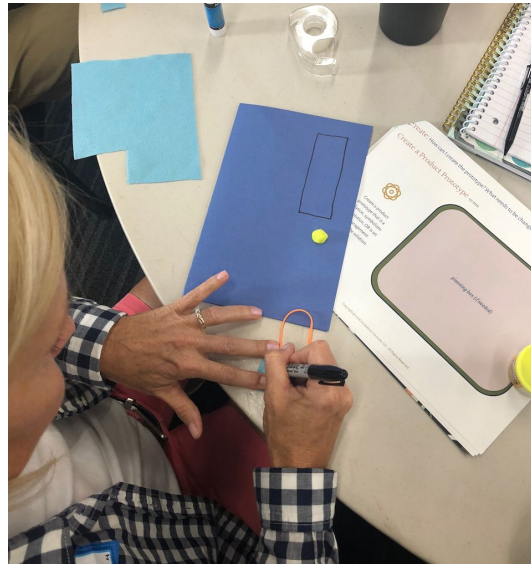
ChangeMaker Prototyping

A prototype is anything that takes physical form!

visual

(Storyboard, Photography, Artwork, Mood Board, Film, App, Social Media...)

audio

(Song, Composition of Music, Speech, Podcast, Radio Broadcast, Rap...)

text

(Story, Proposal, Empathy Map, Script, Blog, Website Content, Essay...)

movement

(Role Playing, Plays, Dramas, Sports, Dances, Fitness Campaigns...)

scent

(Cooking, Fragrances, Perfumes. Mystery Smells, Taste-Testing...)

spaces/experiences

(Redesigning Spaces, School Events, Video Games, PD, Conferences ...)

Let's Reflect…

TURN/PAIR/SHARE:

- What are you resonating with most that you heard and discovered today?
- What are your top AHA's?
- When you reflect on teaching and learning at your school, what are some opportunities that you see?
- Are there any next steps you want to take following today's session?

Evolving Fearlessly with

Incubate to Innovate

Your Journey Towards Exploratory and Experiential Learning

What if empathy, creative problem-solving, and exploration were the foundation of the learner experience? The world requires our students to cultivate new skills. We do this by bringing the Changemaker Innovation Process™ to your school or district. This transformation involves a deep relationship that takes several years to affect every aspect of a school's practice.

Incubate

- Journey Towards Exploratory & Experiential Learning PD
  - PD for Teachers & Leaders
  - PD for Paraprofessionals
- The Power of Reframing Learning Experiences PD
- Learning Labs

Implement

- Foundational PD for New Teachers
- Implementing Design Thinking at the Next Level PD
- Learning Labs
- Empowering Edleaders in Maker Education PD
- Instructional Coaching Launch

Illuminate

- Foundational PD for New Teachers
- Dynamic Assessment and Feedback Strategies PD
- Learning Labs
- Parents, your Community, and the ChangeMaker Mindsets™
- Instructional Coaching

Iterate

- Foundational PD for New Teachers
- Ideation & Iteration Strategies to Strengthen Student Engagement PD
- Learning Labs
- Innovation Fest School-Wide Event
- Instructional Coaching

Innovate

- Foundational PD for New Teachers
- Creating & Sustaining a Culture of Innovation PD
- Learning Labs
- Reflection & Goal-Setting Workshops
- Instructional Coaching: Scaling Positive Impact

Year 1 · Year 2 · Year 3 · Year 4 · Year 5

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Maker Kit

By Incubate to Innovate

A zero-to-implementation kit for
ChangeMakers at any school

instructional coaching & support system
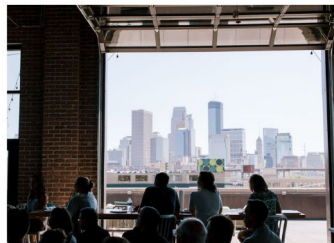
EMPATHY LED
HUMAN-CENTERED
JOB-EMBEDDED

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THE COLLABORATIVE
For Christian EdLeaders

Our next event is THIS Thursday, November 7th!

Register Today: linktr.ee/ incubatetoinnovate

Come join us for authentic collaboration, connection, and learning with other Minnesota Christian EdLeaders!

Question & Answer...

Want to Take
Next Steps?

Send me an email (joannarichter@incubatetoinnovate.com)
to set up a Discovery Call with the i2i team!

Thank You!

Joanna Richter

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Phone: 612-360-9132