Proposal

Client

Servite College

PROJECT:
COMMUNITY FOCUSED S.T.R.E.A.M PROBLEM BASED LEARNING

Strategic consultancy services to the Australian education sector
A project aims to align with and to help deliver the Servite College 2020 vision

PROJECT PROPOSAL:
A COMMUNITY FOCUSED DESIGN THINKING PROJECT BUILT AROUND PROBLEM BASED LEARNING

School leaders know that preparing their students for success in college, career, and civic life is vital to our democracy. This has been the mission of the Deeper Learning movement, which supports development of essential skills in the context of mastering core academic content through meaningful, relevant work, so that students will ultimately be able to solve the novel, complex problems they will encounter in the world. Deeper Learning schools are successfully preparing students for graduation and beyond. This has been found on measures of academics, inter- and intra-personal skills, and high school graduation and future employability. But the instructional practices used at Deeper Learning schools are not simple to implement. They require a responsive school culture and system of support at the school level, and many of these schools were built from the ground up for this purpose. This project is designed to enable this way of learning.

Next Learning Strategic Projects bring an independent and strategic approach to the piloting of new pedagogies for deep learning based primarily upon PBL (problem based learning). In doing so we leverage and develop middle leadership and enhance the use of technology for schools striving to ensure all of their students are highly employable in the 21st century. To conduct these project we prioritise the mindset (strategy, leadership, vision), what educators and learners have as a their skillset (pedagogy) and the toolset (infrastructure) required to enable success.
Stage 1: Define shared vision
Start with why - ‘The Rallying Cry’ - mini Hackathon

**July/August:** Paul Reid and Mike Fuller facilitate a STREAM (Problem Based Learning) deep dive + intro to Design Thinking workshop for leadership and key middle school leading teachers (Learning Leaders). Quite simply, coming up with lots of great ideas in an environment where the only thing that’s limited is the time you can take!

Time: 2 to 2.5 hours last period + after school - weave in school LEADing Lights STEM work

Once we’ve all identified and agreed the problem you want to solve (eg. what could our community based problem based learning days best look like, or the general 21st century skills challenge you’re facing).

Look at possible ways to bring in Digital Technologies - Apps/VR/AR + LEADing Lights toolset.

“What I’ve come increasingly to understand from my work, is that the world simply no longer cares how much our kids know. That’s a commodity. There’s no competitive advantage in knowing more than the person next to you because that person will Google it just in time. So the world doesn’t care what our kids know. What the world cares about is what they can do with what they know, which is a brand new and completely different education problem. So what must we do differently to prepare young people for that world and what’s at stake? I’ll tell you one thing that’s at stake, jobs, jobs for our kids.”

Dr Tony Wagner
Harvard University’s Innovation Lab and Senior Research Fellow at the Learning Policy Institute.
Stage 2: Prototyping Hackathon

STREAM PBL learning “HACKATHON” for Servite teachers (Year 9 TBC) to co-design, motivate and choose desired outcomes

August:

Part 1: Mini-workshop to connect with Main Street Co-Op with school members included.

Time: As available

Part 2: Full day Design Thinking workshop for Servite Curious Teachers to plan STEM (STREAM with a focus on Stewardship and Community Connection) day in Term 3 or 4.

Morning: Linking local Community to Problem Based Learning. STREAM and 21st century learning design.

Afternoon: Have teachers experience the full hackathon on Design Thinking/Lean canvas so they feel confident in both the PBL day/s structure and how they will learn with the students. Develop confidence in use of digital tools for checkpoints and model the exact same experience for students.

Look at possible ways to bring in Digital Technologies - Apps/VR/AR + LEADing Lights toolset.

Time: Full day 8.30am - 3.30pm
Stage 3: *Optimise toolset*

Plan and design digital tools to compliment Servite Toolset

As required. A palette of start-up thinking tools and deep learning process will be provided and considered in collaboration with the Learner Leaders.

Stage 4: *Community STREAM Learning Day*

Plan and design digital tools to compliment Servite Toolset

STREAM learning and problem solving day for Main Street Co-op with real world problems - a day for students facilitated by Next Learning and Servite Staff. Main Street Co-op - show us what you’ve got Servite kids. Students ideas may include something like, but need to come from the students:

- Cyber Seniors workshops by students in the Osborne Park library
- App for businesses or other stakeholders in the area
- AR video treasure hunt on history of the area
- VR tour overlaying historical photos
- Website for annual events and social media
- Farmers market concept for local market gardeners • design for a skate park and youth cafe
- Osborne Park redesign Library with cafe

Stage 5: *Pitch and pivot*

Sharing our Minimal Viable (Loveable) Product/Idea/Solutions

Pitch and successful teams would then be picked by peers and teachers to present to Main Street Co-op and City of Stirling Councillors