

E20-DESIGN THINKING for education

1 Week ERASMUS+ Teacher Training Course PIN 908748187

In collaboration with FONDAZIONE GOLINELLI: <http://www.fondazionegolinelli.com/>

And University Modena and Reggio (UNIMORE) Design Thinking laboratory

<http://www.dt.unimore.it/site/home.html>

The proposal concerns design thinking, a creative innovation process developed at Stanford, used by different teachers and schools around the world to design human (student)-centred and project-based learning experiences.

Working on teaching planning, the course allows to learn the different phases of the creative process (iterative cycle of research, ideation and construction) through firsthand experimentation, thus putting into practice different methodologies and tools (brainstorming, interviews, prototypes, etc.) and acquiring knowledge and useful skills for the development of educational activities.

About [Design Thinking for Educators](https://designthinkingforeducators.com/): click <https://designthinkingforeducators.com/>

Educational Goals

- Training teachers' ability to plan educational activities which promote creativity, critical thinking, investigative approach, sense of the possible, ability to work cooperatively and to manage time, capacity to build knowledge through the opinions and expertise of others, and to learn from failures and through practice.
- Increasing the use of design thinking in the project- and skills-based learning
- Strengthening the management ability of students' didactic projects.

Date&time	Arguments
Mo. 9.30-17.30	We will learn the design thinking approach by applying tools in the creation of new teaching/learning experiences: - presentation, introduction and experimentation of Design Thinking basics
Tue. 9.30-17.30	Development of possible models for the introduction of design thinking tools in the challenges we face during the daily work in class (1st Phase): - "discovery": students at the center, research approach, observation and interviews; - "interpretation": separating needs and solutions; personas, how might we question
We. 9.30-17.30	Development of possible models for the introduction of design thinking tools in the challenges we face during the daily work in class (2nd Phase): - "ideation": brainstorming for the generation of ideas, tests and feedback analysis; - "experimentation": prototypes, the learning and project iteration; - "evolution": field action, involving users and stakeholders, transforming and evolving.
Thu. 9.00-18.00	VENICE- tour of the city of Venic. It is possible to visit: Ca' Foscari School for International Education - http://www.unive.it/pag/9915/ Architecture School Iuav- http://www.iuav.it/ENGLISH/ABOUT-IUAV/IUAV-PROFI/ Galleria dell'Accademia - http://www.gallerieaccademia.org/?lang=en Peggy Guggenheim Collection - http://www.guggenheim-venice.it/inglese/default.html Or other sites.
Fri. 9.30-12.30	Metacognition and group reflection about how to the transfer our learnings in our class and institute contexts.
Fri. 14.30-16.30	Debrief and delivery of diplomas

Cod.E20-1: BOLOGNA

- Dates 2018: 27 - 31 August
- deadline: 30 July

COURSE DETAILS

- Length of the course: 1 week, Mon - Fri;
- Extra site activities: Bologna Guided Tour; 1 day Venice trip
- Price: € 495,00
- N. minimum participants: 9 - max: 30

ACCOMMODATION

We can offer shared and independent apartments, host families, student rooms and hotels accommodation from 250€ per week.

Contact us for more details.



This course is organized in collaboration with: [THE GOLINELLI FOUNDATION](#) and Università di Modena e Reggio (UNIMORE), [DESIGN THINKING DEP.](#)



UNIMORE Design Thinking
UNIVERSITÀ DEGLI STUDI DI
MODENA E REGGIO EMILIA

Fondazione Golinelli was established in Bologna in 1988, as a will of the entrepreneur and philanthropist Marino Golinelli.

Today it represents the unique Italian example of a private and totally operative foundation, inspired to the model of the American philanthropic foundations. Fondazione Golinelli deals with education, training and culture in an integrated manner, to nurture the intellectual and ethical growth of young people and society, with the final goal of contributing to the sustainable development of the country.

It works for cultural and responsible development of the citizens in all fields of knowledge. One of the most important strategic goals is to provide children (especially schoolchildren), the citizens of tomorrow, guidelines and tools that enable them to grow responsibly, civilly and socially, fostering the creation of ethical behavior for a more cohesive society. Young people, able to develop themselves in an innovative and competitive way in an increasingly globalized, complex, multi-cultural and unpredictable world.

Design Thinking is the Stanford Design Innovation Process that was pioneered by IDEO (<https://dschool.stanford.edu/>) and that has fueled much of the entrepreneurial culture in the Silicon Valley. At the heart of the process is the notion that to innovate, one must understand the **needs of the user** and the context surrounding the design. It is a hot topic in the business, product design, and applied research fields. The best way to learn the tools and processes is to experience it through **real world design innovation challenges**. UNIMORE Approach is instead an education pedagogy, directed at preschool and primary education, that aims **to nurture children's natural needs, creativity and curiosity**, to cultivate children's **imagination** and to respect their own self-development. Most importantly, UNIMORE Approach aims to reinforce the child's **sense of the possible**, to nurture a "resourceful child" that can generate **changes in their society** and becomes a "producer of culture, values, and rights".

The influence of the two approaches encouraged us to fully embrace a mission which is important to us and to our society: revolutionize the **image of young people in the public opinion** and support them to unleash their full potential as innovators and change-agent, not only of the future, but especially of today. Therefore, our department created a collaborative environment that intensifies relationships between students, educators, researchers, citizens, and professionals. To enable our community **to envision a better future and to pursue it** with the support of the whole network.