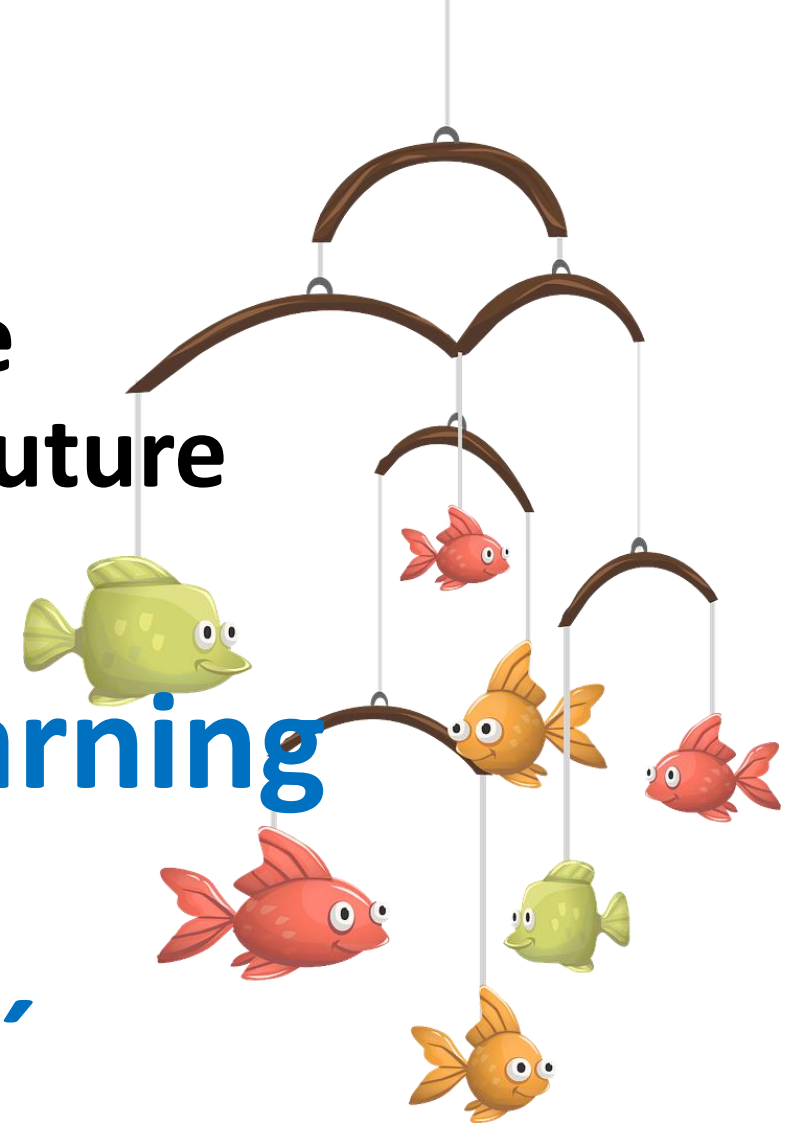
Prepare young people for the challenges of the future



How can I rethink learning through ´design thinking´

ANITRA ARKKO
Principal, Suomen kristillinen yhteiskoulu / Finland FI

DESIGN THINKING
is about believing we
can make a difference, and having
an intentional process in order to get to new,
relevant solutions that create positive impact.
– IDEO

CURRICULUM **SPACES** **PROCESSES AND TOOLS** **SYSTEMS**

What can I do with Design Thinking?

(image: Pixabay)

(image: Pixabay)

A CHALLENGING AND CONSTANTLY CHANGING WORLD?

(image: Pixabay)

We can use "design thinking" when we design learning and practices in school, through which we bring added value to our target group.

We can **creatively** develop our practices to meet the needs of today and the needs of the future, which is the whole mission of education.

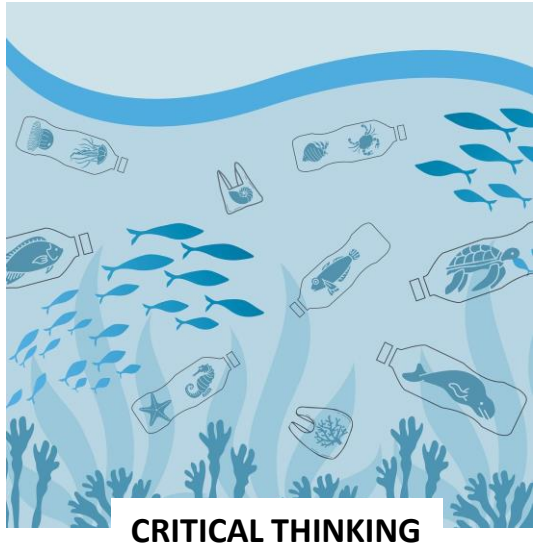
(image: Pixabay)

FUTURE SKILLS

and meaningful learning experiences

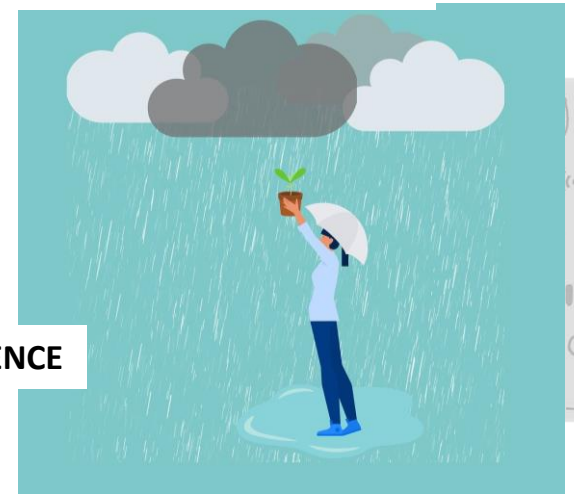
(image: Pixabay)

CREATIVE PROBLEM SOLVING



CRITICAL THINKING

COLLABORATION



RESILIENCE

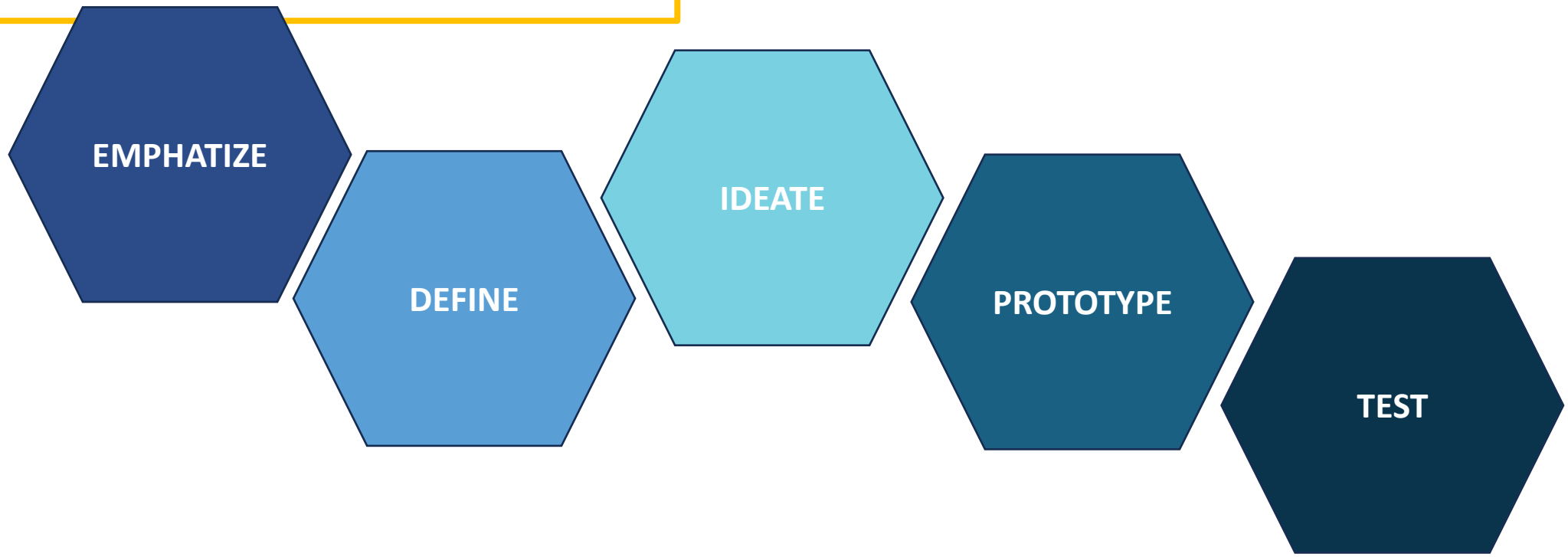
DIGITAL FLUENCY

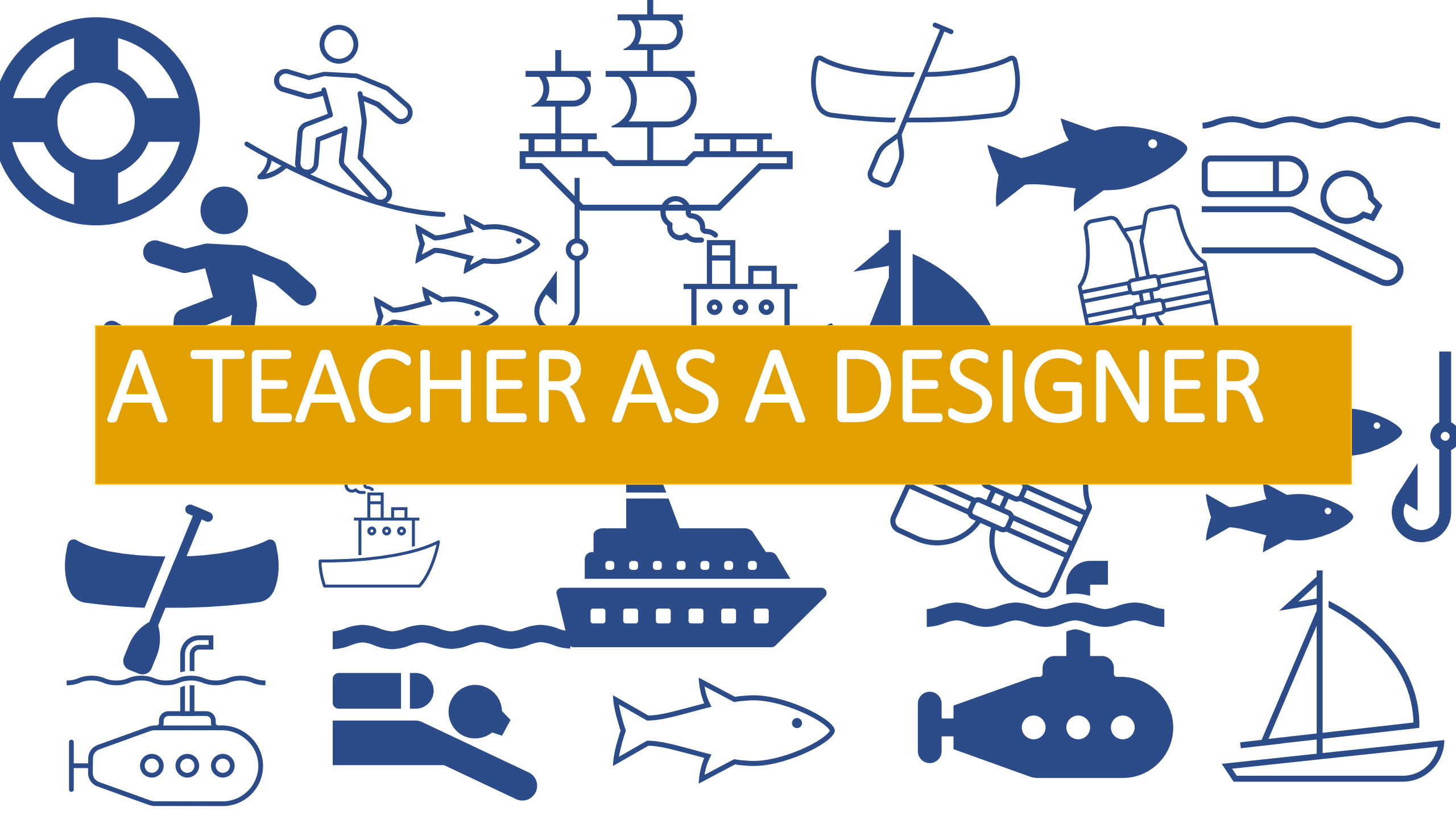
EMPATHY

(images: Pixabay)

THE DESIGN THINKING

PROCESS





A TEACHER AS A DESIGNER

DESIGN THINKING

& CREATIVITY

for the development of learning practicies

DESIGN

(RE)THINKING

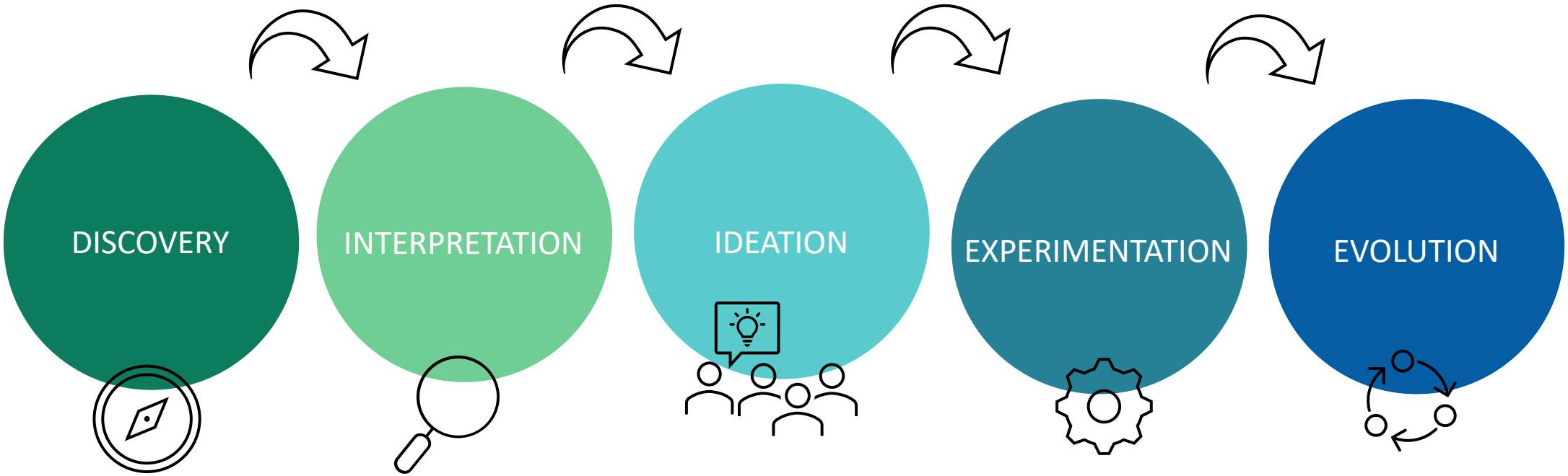
LEARNING

(image: Pixabay)

collaborate – create – understand user – test – iterate – develop – reflect – redesign

Rethink learning through ´design thinking´?

Design thinking is action



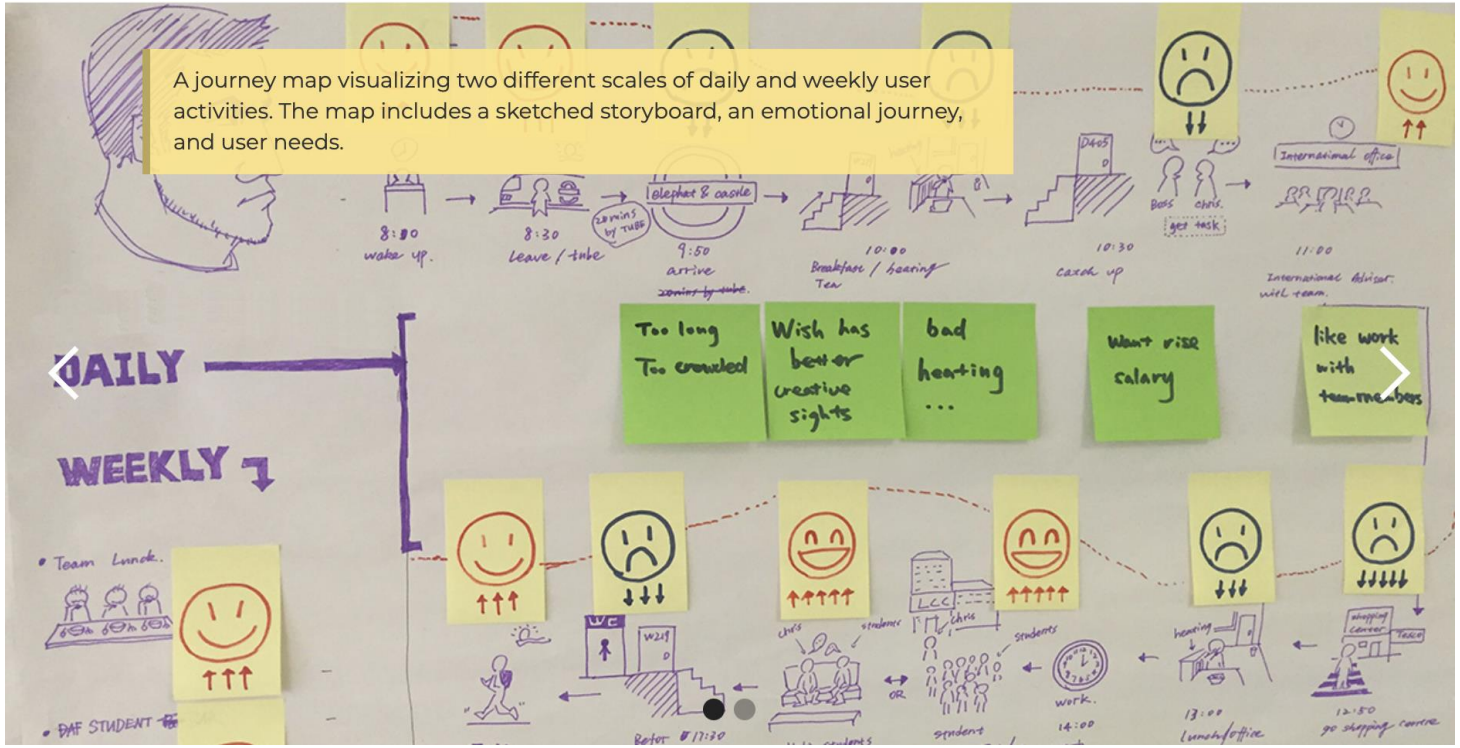
TIPS – Use design thinking

- Rethink learning through design thinking: methods, models, learning environments
- Online learning, online learning environments and online collaboration
- Tasks and activities
- School environment and classrooms
- Processes and operations
- Marketing
- Activities with other stakeholders and partners

Examples

- Journey map

step-by-step process
https://www.thisisservicedesigndoing.com/methods



Design thinking &
co-design with stakeholders

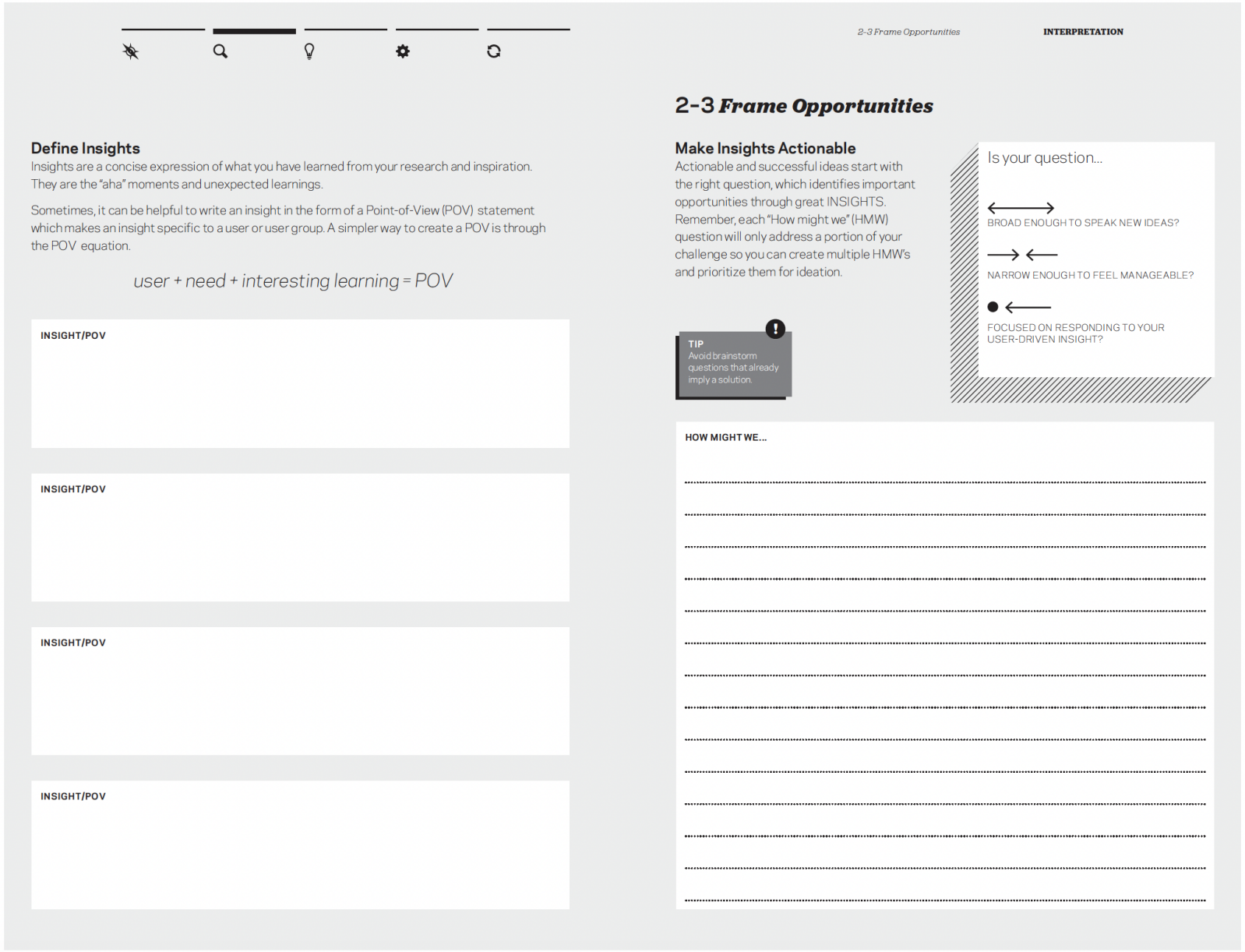
Creative and authentic learning and development environment

Pedagogical method
collaborative and creative online knowledge construction

Frame opportunities and learn from good practices

Have "aha" moments

Design thinking for educators
IDEO
https://www.ideo.com/post/design-thinking-for-educators



2-3 Frame Opportunities INTERPRETATION

2-3 *Frame Opportunities*

Define Insights

Insights are a concise expression of what you have learned from your research and inspiration. They are the "aha" moments and unexpected learnings.

Sometimes, it can be helpful to write an insight in the form of a Point-of-View (POV) statement which makes an insight specific to a user or user group. A simpler way to create a POV is through the POV equation.

user + need + interesting learning = POV

INSIGHT/POV

INSIGHT/POV

INSIGHT/POV

INSIGHT/POV

Make Insights Actionable

Actionable and successful ideas start with the right question, which identifies important opportunities through great INSIGHTS. Remember, each "How might we" (HMW) question will only address a portion of your challenge so you can create multiple HMW's and prioritize them for ideation.

TIP
Avoid brainstorm questions that already imply a solution.

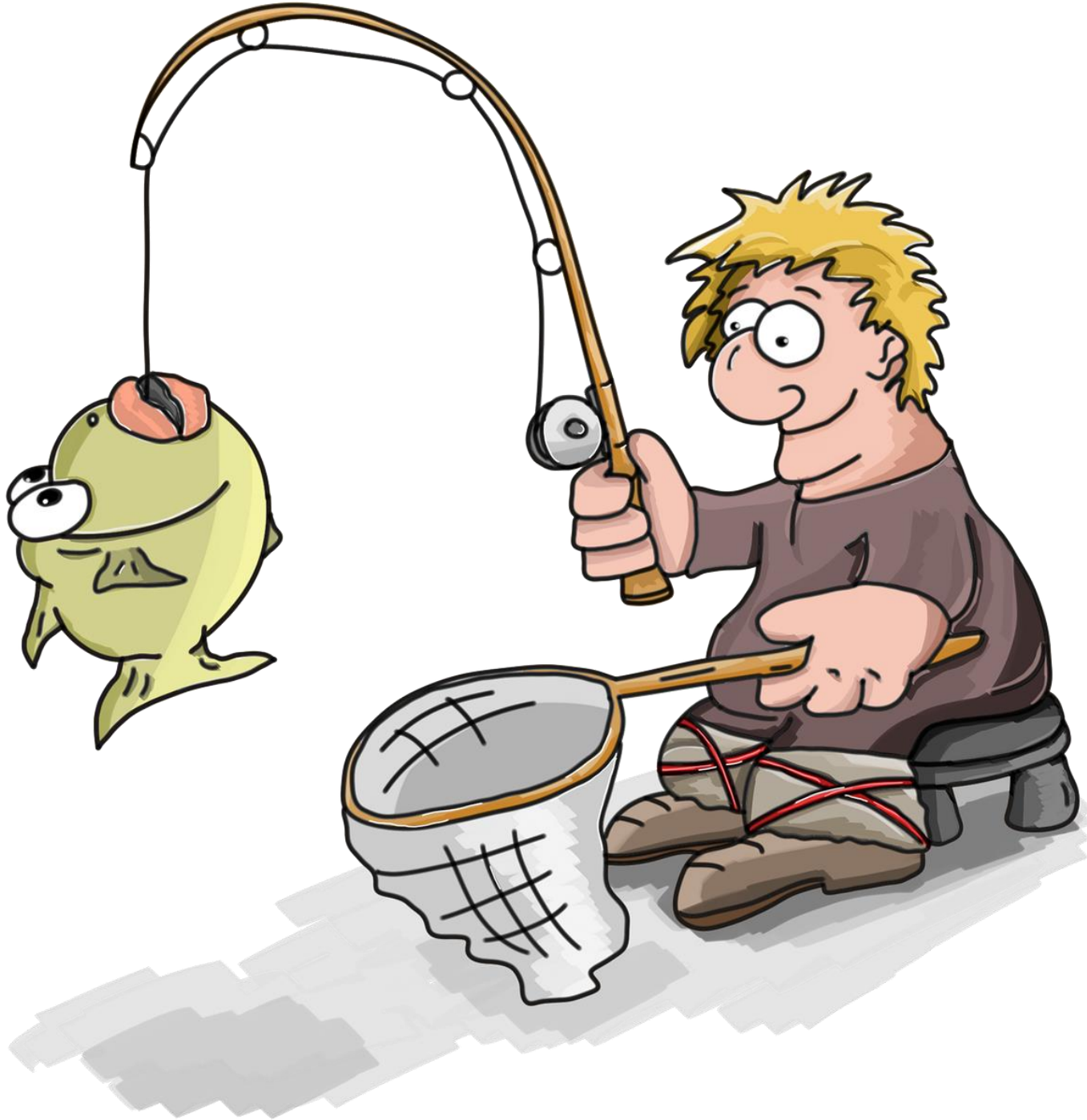
Is your question...

BROAD ENOUGH TO SPEAK NEW IDEAS?

NARROW ENOUGH TO FEEL MANAGEABLE?

FOCUSED ON RESPONDING TO YOUR USER-DRIVEN INSIGHT?

HOW MIGHT WE...



Disney picture

DESIGN THINKING IS A PROCESS YOU CAN CHOOSE AND USE

DESIGN THINKING IS A MINDEST YOU CAN CHOOSE AND USE

(image: Pixabay)

BRANCHES
represent teaching and learning
(which includes tasks, learning environments, learning models, methods, learning processes, learning materials, excursions etc.

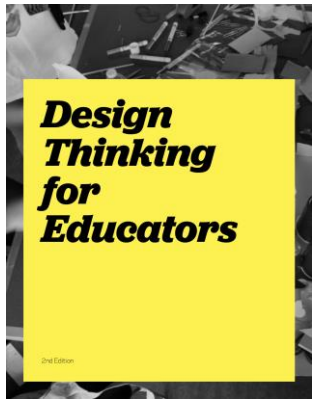
FRAME YOUR DESIGN CHALLENGES

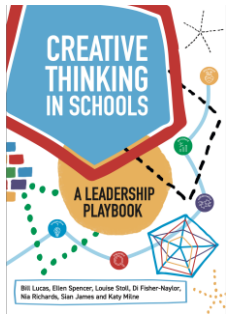
THE ROOTS
are the school and its operational facilities, processes, management, marketing and other partners or stakeholders that support the school

- First introduce yourself:
  - who you are and what school and country you come from
- Share a **good experience or success** that can also be a tip for someone else
- Think about **practical challenges** that require development. Are they related to roots or branches?
- Share ideas and thoughts HOW you can tackle these challenges
- At the end WRITE a note for yourself – What needs to be develop more
- Later, find the right people and creative tools to help you bring this idea to life

Design thinking is action!

LEARN MORE





- Design thinking for educators
  https://www.ideo.com/post/design-thinking-for-educators

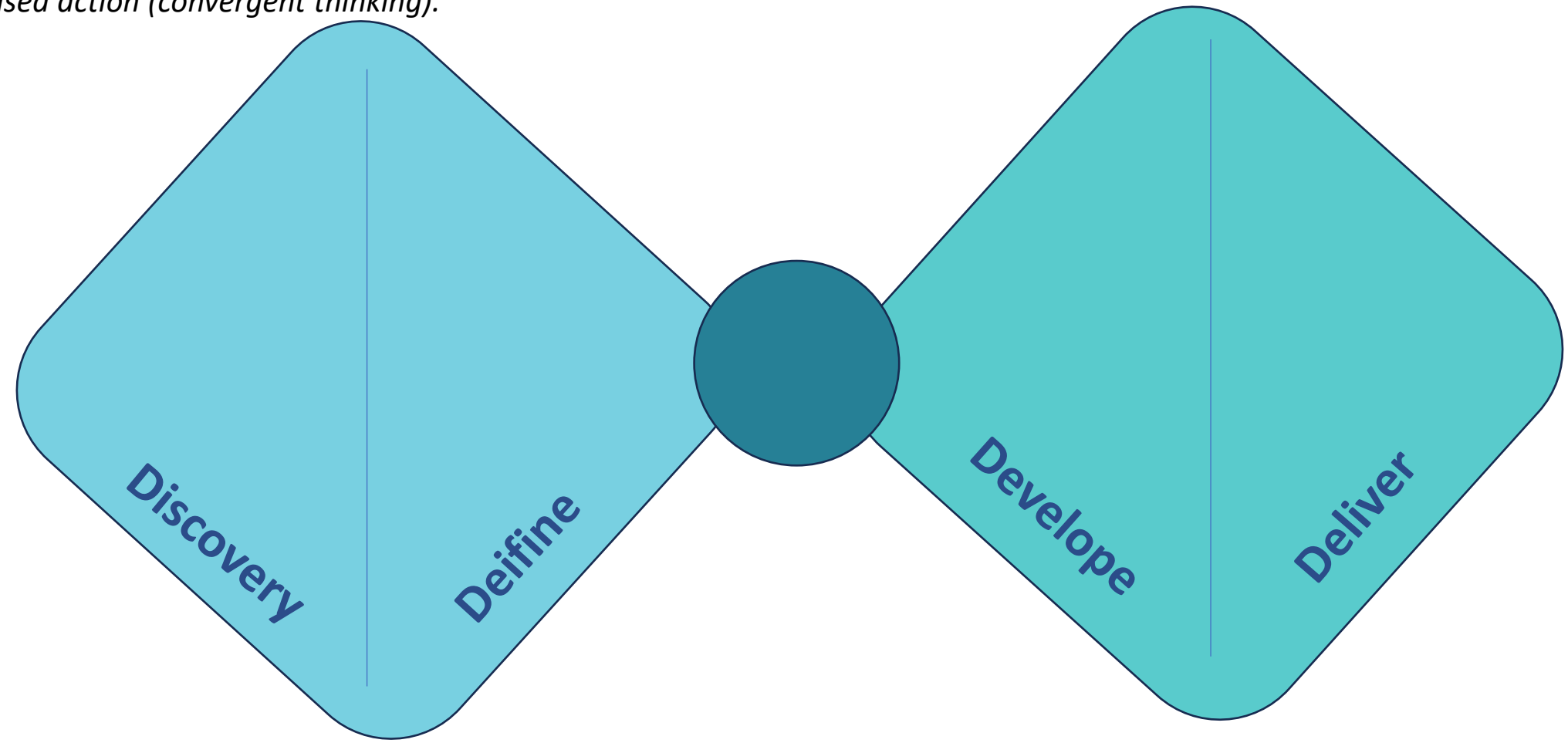
- "The Co-Designing Schools Toolkit helps build the capacity of school communities to set and pursue equity aspirations, so that every student is future-ready, no matter who they are, where they live, or how they learn."
  https://www.codesigningschools.com

- Service Design tools
  https://servicedesigntools.org/tools
  https://www.designkit.org/methods.html

Here's something extra for you if you're interested in creativity in your school: *Creative Thinking in Schools* focuses on how school leaders can create capacity among their staff to embed creative thinking in every aspect of school life.
https://www.crownhouse.co.uk/assets/look-inside/9781785836848.pdf

The Double Diamond

"Design Council's presented Double Diamond, a design process to designers and non-designers alike. The two diamonds represent a process of exploring an issue more widely or deeply (divergent thinking) and then taking focused action (convergent thinking). "



Source: https://www.designcouncil.org.uk/our-resources/the-double-diamond/

Something extra

Lessons from Finnish education

For those interested in Finnish education

Pasi Sahlberg talks about it in these videos

'What if Finland's Great Teachers Taught in Your Schools?' | Pasi Sahlberg

https://youtu.be/ERvh0hZ6uP8 [16:54]

Pasi Sahlberg | Finnish Lessons: What the World Can Learn from Educational Change in Finland [1:28:00]

- https://youtu.be/WeMM-hL0KFY

Excellence & Equity - How To Make Change Happen At Scale? | Pasi Sahlberg | HundrED Summit 2018

- https://youtu.be/UKZzGRFzrI4

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