Training plan Canton, MA Innovation... making things

better. 7/11/2024

Back-ground

Needs: • The skills needed in our vastly complicated world, whether to earn a decent living or to be an active and informed citizen, are radically different from those required historically.

• simply, the world has changed, and our schools remain stuck in time. "Knowledge workers" have become obsolete. What the world demands today are "**smart creatives**," the term that Eric Schmidt and Jonathan Rosenberg use to describe the kind of people Google needs to hire in their book How Google Works.....

Wagner, Tony; Dintersmith, Ted (2015-08-18). Most Likely to Succeed: Preparing Our Kids for the Innovation Era.

We are still using the same method we did 100 years ago

We need to provide an education that interests our students and gets them deeply engaged in their own learning, and that teaches all of our students what they need to be successful in their 21st-century lives.

To change, that is, both how we teach and what we teach, in ways that reflect our current and future realities. Changing the "how" means creating a pedagogy that works for today's students. Changing the "what" means creating a curriculum that is future-oriented and engaging to today's students, while remaining useful and rigorous.

How to Teach – Changing Our Pedagogy to "Partnering" We need to move from the teacher talking and the students taking notes. ("My teachers just talk and talk and talk" is by far the students. biggest complaint about school.) In partnering, the students do what they do – or can do – best, which is finding information, using technology and other resources, and creating. The teachers do what they do best, which is asking the right questions, ensuring quality and rigor, vetting, and adding context and appropriate scaffolding

What we teach Knowing our students ... education plan for the student

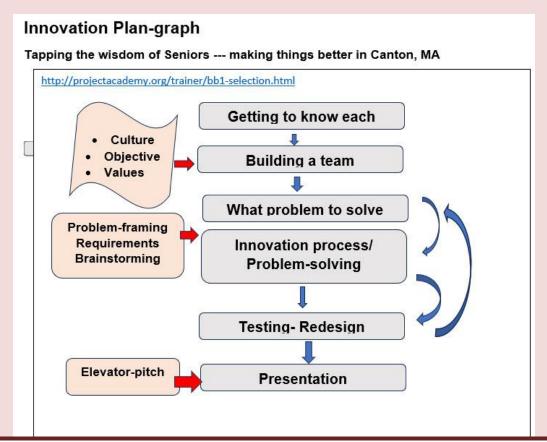
In the current system – or at least the public portion, which is most of it – there is an almost total lack of curricular emphasis on character, i.e., becoming a good person in addition to a good student • Children need to feel successful and do it with community • Communication and Problem Solving • Character and Passion • Empathy • Ethics • Values

Learning Strategies:

It is important to give learners the time and opportunity to talk about thinking processes, to make their own thought processes more explicit, to reflect on their strategies and thus gain more self-control. Acquiring and using meta-cognitive skills has emerged as a power idea for promoting a thinking skills curriculum ... Carol McGuinness (1999) Create your thinking strategies

- Look to make your approach more efficient.
- Look at issues from a system view with inputs, outputs, processes and feedback.
- Think of strategies in "gathering, organizing, analyzing and making conclusions.
- Break problems into small chunks and study them well.
- Begin with the things that are simplest to understand and move to the more complex.
- Never to accept anything as true that you do not clearly know.
- Be complete in both your work and reviews that nothing is omitted.

Descartes, Discourse on Methods



Curriculum Flow Process:



how can I help senior citizens to learn and use the innovation process to make things better in their community

ChatGPT

Helping senior citizens learn and use the innovation process to improve their community can be highly rewarding and impactful. Here are some steps to guide you through this process:

1. Understand Their Needs and Interests

- **Listen and Observe:** Spend time with senior citizens to understand their needs, interests, and the specific challenges they face.
- **Surveys and Interviews:** Conduct informal surveys or interviews to gather information on what changes they would like to see in their community.

2. Educate on the Basics of Innovation

- Workshops and Seminars: Organize workshops to introduce the concept of innovation, its importance, and its potential impact on the community.
- **Simple Language and Examples:** Use simple language and relatable examples to explain innovation concepts.

3. Encourage Participation and Collaboration

- Create Teams: Form small teams to encourage collaboration and idea-sharing.
- **Mentorship:** Pair them with younger mentors or professionals who can guide them through the innovation process.

4. Provide Tools and Resources

- Materials: Supply necessary materials like notebooks, pens, and access to computers or tablets.
- Online Resources: Provide access to online resources, tutorials, and courses on innovation and creativity.

5. Facilitate Brainstorming Sessions

- **Idea Generation:** Host brainstorming sessions to generate ideas for community improvements.
- Use Techniques: Introduce brainstorming techniques like mind mapping, SWOT analysis, and the Six Thinking Hats method.

6. Implement Design Thinking

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- **Empathize:** Encourage them to empathize with other community members to understand diverse perspectives.
- **Define:** Help them define the problems they want to solve.
- **Ideate:** Facilitate ideation sessions to come up with creative solutions.
- **Prototype:** Guide them in creating simple prototypes of their ideas.
- **Test:** Assist them in testing their prototypes within the community and gathering feedback.

7. Encourage Continuous Learning and Adaptation

- **Feedback Loop:** Establish a feedback loop where they can learn from successes and failures.
- Iterate: Encourage them to iterate on their ideas based on feedback and changing needs.

8. Celebrate Successes and Learn from Failures

- **Recognition:** Celebrate their successes to keep them motivated.
- **Learning Opportunities:** Treat failures as learning opportunities and encourage resilience.

9. Foster a Supportive Community

- **Networking:** Create a network of like-minded senior citizens who can support and inspire each other.
- **Community Events:** Organize community events where they can showcase their innovations and share their experiences.

10. Provide Ongoing Support

- **Regular Check-ins:** Have regular check-ins to provide support and guidance.
- **Resources:** Continue to provide access to resources and learning opportunities.

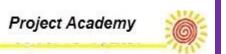
Example Programs and Activities

- **Innovation Clubs:** Start an innovation club where senior citizens can meet regularly to discuss and work on projects.
- **Project-Based Learning:** Encourage them to work on specific projects that address community issues.
- **Intergenerational Projects:** Promote projects that involve collaboration between seniors and younger generations.

Conclusion

Empowering senior citizens to use the innovation process requires patience, empathy, and continuous support. By providing them with the necessary tools, resources, and encouragement, you can help them make meaningful contributions to their community.

Est.	Label	Detail		
Time				
On-	Know each	Introduction to		
going	other	114.11. (1 = 1)		
	Discuss about	Utilize the Experience and Wisdom of your past		
	you	Experience? practical contact with and observation of facts or events. "he had already learned his lesson by painful experience"		
	Discuss the	Wisdom? ability to discern inner qualities and relationships : insight. b : good sense : judgment		
	beginning of a			
	Brand for you			
1 hr	Class schedule	How the classes will run & our responsibility		
		 Our culture, students' responsibility 		
		 Tenants http://projectacademy.org/Documents/tenets- 		
4.1	A.I	projectacademy-03222017.pdf		
1 hr	About you	Creating a brand for the individual-		
		Strength & Goals		
		 Video, doing your brand statement 		
		 Interpersonal skills Attitude \Hand-shake Inter-personal 		
		http://projectacademy.org/trainer/bb1-		
		icebreaker.html		
1 hr	know your	Discuss Corp Culture and expectations		
	customer-	 Organization 		
	Their needs	Expectations, Professionalism		
		Learning – Curiosity		
		http://www.projectacademy.org/Documents/		
		ownership-mindset-10272018.pdf		
hr	Your inner	Review the importance of your Attitude and		
	strength	Social & Emotional thoughts		



Est. Time	Label	Detail	
		http://www.projectacademy.org/resources/docs/s kills-set-SEL-05092018.pdf Master Your Life Aptitudes	
		Inner Outer	
		Self Awareness: • Awareness of your emotions • Accurately knowing yourself • Self-Confidence Social Awareness: • Understanding others • Understanding of group behaviour & motivations • Service Orientation	
		Self Management: • Managing Emotions & Impulses • Adaptability & Creativity • Motivation & Self-discipline • Wise actions • Initiative Strong Relationships: • Clear communicator • Elevates others • Ability to influence & Manage conflicts • Builds Bonds & Collaborates	
		howtomasteryourlife.com	
1hr	Mindset thinking	Ownership Think like an owner Growth The brain is like a muscle, use it or lose it	
	Questions are the answer	Engineering Manage tasks around a project	
		http://www.projectacademy.org/	
1 hr	Life-Skills discussion	 Creative & critical thinking, Learning skills Wisdom- good decisions and taking the path that provides value to all (society) 	
	Trust, Respect,	Community - People and relationships count	

Est. Time	Label		Detail
	Independence, Co Ilaboration, Kindness, Listening, Empathy	Purpose-se http://www.pr lobel-age_ski	•
? hr	Basic computer literacy	•	o, Search, Software tools ctacademy.org/trainer/bb1-set-
8 hr	Communication • Wri		image mapping Difficult conversations
	Dealing with conflicts in the team Insure listening to each other Seek understanding not	Info-Mapping	Makes the document easier to read with labels on the left side of the document and logical break up of information in the document.
	agreement Outline the issues Build dialogue Agree to an action plan Insure you follow up. Be positive	Mind- Mapping	A mind map is a diagram used to visually organize information. A mind map is hierarchical and shows relationships among pieces of the whole. [1] It is often created around a single concept, drawn as an image in the center of a blank page, to which associated representations of ideas such as images, words and parts of words are added. Major ideas are connected directly to the central concept, and other ideas branch out from those
		Listening	http://projectacademy.org/fuller/liste ning-not-judging.pdf
8 hr	Module Design		esign of the learning process how they can be used

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Est. Time	Label	Detail	
		http://www.projectacademy.org/resources/Portfolio%20of%20Learning-0992021.pdf	
2 hr	Team work skills "The work world has changed so that social skills are at a premium. Over 70% of jobs today involve membership of a team Increased technology in the workplace is associated with interdependence teams cooperate with teams. In today's world teamwork skills are employability skills." Dr. Spencer Kagan What roles do we have in the team?	Introduction to creating a team: Why do we need a team? Review U-Tube video's, searches Is diversity good for a team? Why Sesential Questions I must answer: 1. What of bring to the team? 2. What of or	
1 hr	Planning & organizing	Time management, PrioritizationQuestion processGantt Chart, Note taking	

Est. Time	Label	Detail
1 hr	Analysis & Analytical	Basic math, Graphing Problem Framing http://projectacademy.org/trainer/bb1-selection.html
	Innovation process	 Innovation Culture\ What is Innovation Innovation and AI What Innovation should look like
		Ideation Concept Development Prototyping and Design Development and Implementation Launch and Evaluation Continuous Improvement
	Foundational skills	Tools used in the corporate world to manage and improve projects & tasks http://www.projectacademy.org/Foundation-Handbook-12.pdf

Est. Time	Label	Detail
3 hr	 Problem solving Brain-writing Shaping Decision making Reflection 	Problem Solving Problem Framing Requirements Many Designs Pick a few Solutions Pick a few Solutions Pick a few Solutions Reporting Reporting Mark Somerville _ Olin College http://projectacademy.org/trainer/bb1- problem.html
1 hr	Testing and feedback	 Reflection Evaluation http://projectacademy.org/trainer/bb1-test-report.html
1 hr	Example: Project Process (google)	 What project managers do The major phases of a project Plan and organize projects Manage a team to complete tasks Budget and control project costs Complete projects on time Average entry-level starting salary¹ \$59,000/yr
hr	Discussion of corporate roles and job functions	http://www.projectacademy.org/careers- 09142021.pdf
	Practice	Participate in self-reflection. In order to improve, you must first be honest about where your shortcomings are. This isn't always easy. If you are struggling, ask a friend or family member to help you identify your true strengths and weaknesses.

Est. Time	Label	Detail
		Observe others. Look to others who exemplify the soft skills you want to improve. If you have a relationship with them, ask for their advice or coaching.
		 Practice. All soft skills will improve with practice. Once you have obtained training or coaching, practice using your new-found skills with friends or family before your interview. This will give you the confidence to take these skills into the workplace.
	Monthly follow- ups	Mentoring and product updates, one year plan
	Web sites used	https://signalsuccess.org/ MA educational resource Work Readiness Curriculum

Total= days Nee Days Approx weeks

Reference documents:

Title	Address
Bloom	http://projectacademy.org/program-
Taxonomy	plan/BLOOM_Revised_questions_070909.pdf
Time	http://www.projectacademy.org/girls/How%20to%20Teach
Management	%20Time%20Management%20Skills%20to%20Teens.pdf
Training	http://www.projectacademy.org/resources/docs/training-
support	<u>supoort-11282018.pdf</u>
Curriculum	http://www.projectacademy.org/resources/docs/Curriculum
overview	%20Overview-06292018-3.pdf
Coach-	http://www.projectacademy.org/resources/docs/1-
mentor	members%20as%20coach-%20mentor-01272020.pdf
Student	http://www.projectacademy.org/resources/docs/1-student-
Benefits	benefits-02252020.pdf

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Questions	http://www.projectacademy.org/resources/docs/learning-
	skill-theories-12062018.pdf
Balanced	http://www.projectacademy.org/resources/docs/How%20a%
Scorecard	20Balanced%20Scorecard%20For%20Education%20Evalu
	ation%20Should%20Be_10202015.pdf
Doc. Manual	http://www.projectacademy.org/resources/docs/dozuki_tech
	_writing_handbook.pdf