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Pedagogic methods in teaching for developing entrepreneurial and innovative mindsets.

MOULE, C., BREMNER, P. and AIR, C.

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INNOVATION AWARD

“Pedagogic methods in teaching for developing entrepreneurial and innovative mindsets”



Summary

Introduction to the workshop

Aims

The RGU Innovation Award

Design thinking

The task

Reflection

Aims

1. Outline the RGU Innovation Award three levels highlighting the pedagogic aspects of design thinking
2. Engage delegates in a technique to use with students to develop an innovative mindset. This technique is used in the level 2 workshop for the Innovation Award.
3. Obtain feedback from delegates as to what they will do moving forward in their own practices (miro board) download the app

THE RGU INNOVATION AWARD



What is the RGU Innovation Award?



**Take part in an
extra-curricular
award
programme**



**Gain micro
credentials to
validate learning
innovation skills.**



**Collaborate to
explore
innovations of
the future**

The award used to be run by the Scottish Institute for Enterprise (SIE) and was known as the Scottish Innovative Student Award (SISA). RGU rebranded it.

What are the award levels?

The RGU Innovation Award is open to any student at any stage of their studies and is split up into three certificate levels each with different competencies you can develop.



EXPLORING INNOVATIONS
OF THE FUTURE



PUTTING INNOVATION
INTO ACTION



LEADING INNOVATIVE
IDEAS

Take part in an accredited module where you will be taught to think about the future.

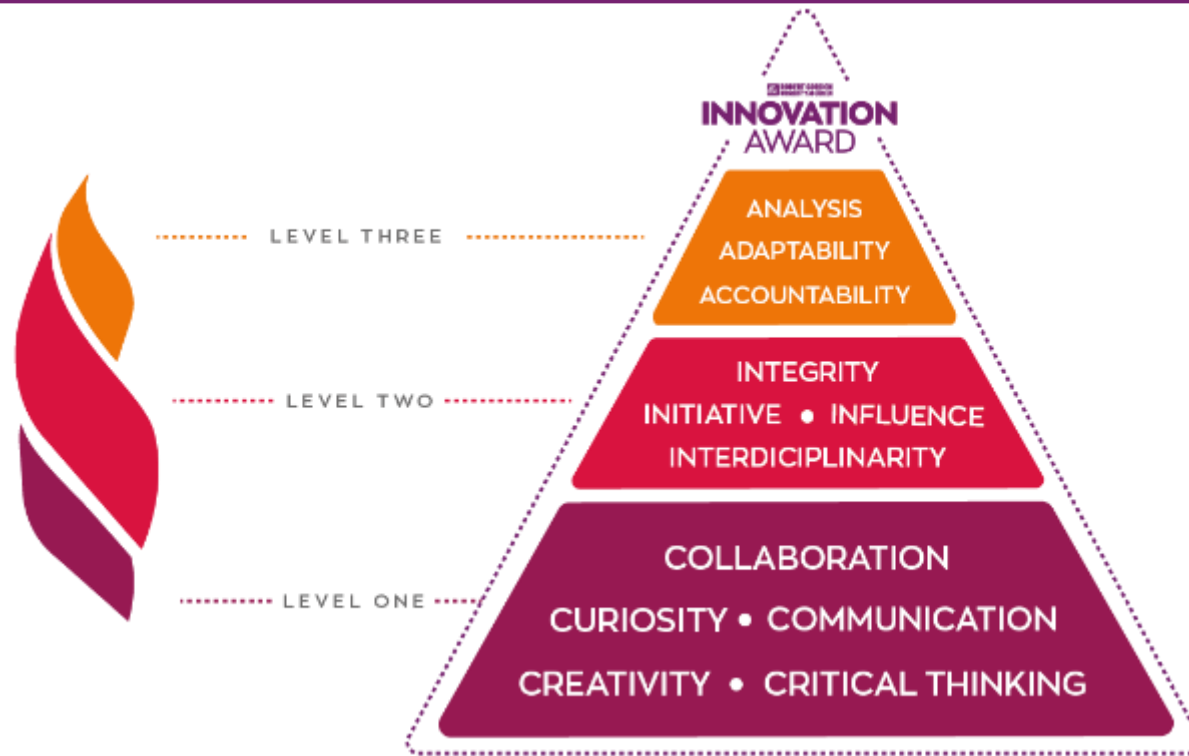
OR

Attend an open Level 1 workshop where you will consider innovations of the future

Write a short 100-word reflection on the future

Attend a Level 2 Student Innovation Challenge with students from other courses to develop and present innovative ideas

Submit an individual Level 3 application with an innovation action plan to demonstrate how an idea can become a reality.



These have been designed in alignment with models such as the RGU Employability Framework, RGU Teaching and Learning Framework, Skills Development Scotland Meta Skills and World Economic Forum Future Skills.

DESIGN THINKING

What is the design thinking process?




Empathize
Understanding people



Ideate
Generating your ideas



Define
Figuring out the problem



Test
Refining the product



Prototype
Creation and experimentation



EMPATHISING WITH A PERSONA


What is your student persona life like in the future?

Each group will be given a hypothetical student persona of the future and you need to brainstorm and map out what the future for this individual might look like, what do they interact with, what do they do, how do they feel.

5 mins

Student Personas





FEEDBACK ON YOUR STUDENT PERSONA

IDEATING A DAY
for your student
persona in the
classroom of the
future



Pick the top 2 ideas from each person in your team
Socialise round the team and select the best idea

5 mins



**TEAMS TO GIVE
THE BEST IDEA**

REFLECTION

What did you think of the session.

What have you learned

What will you do in your teaching going forward

Miro Activity ?



THANK YOU
