

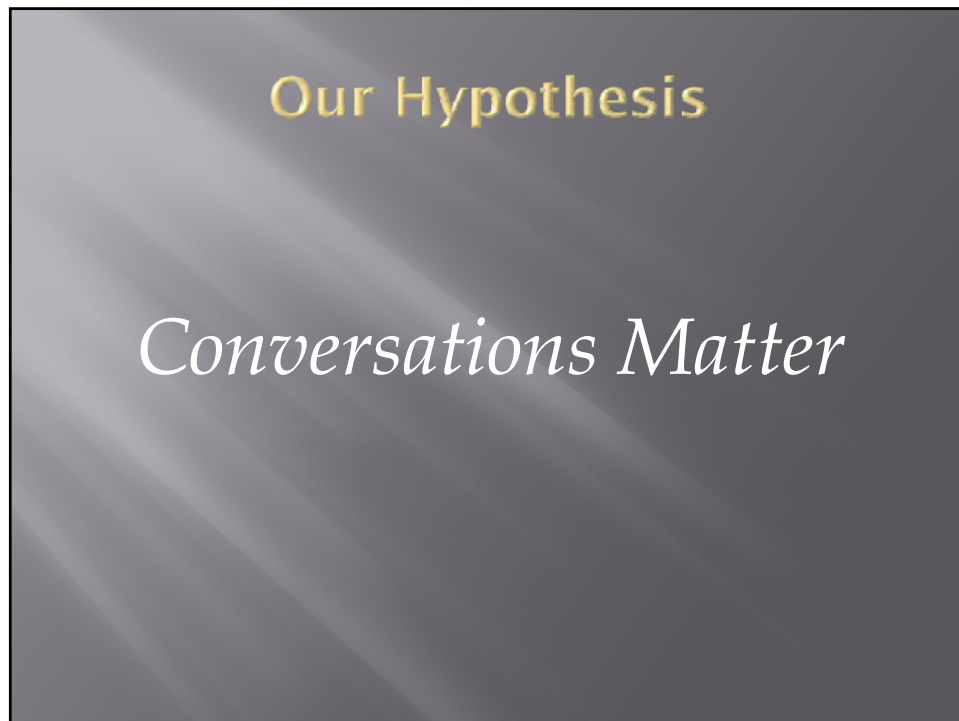
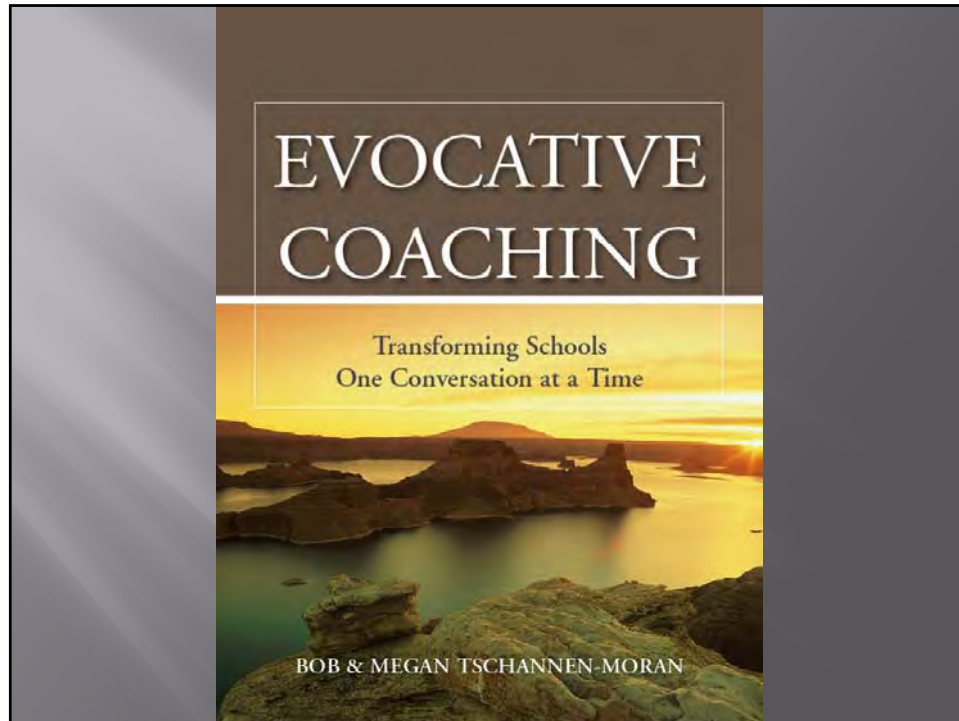
REDESIGNING CLASSROOMS FOR LEARNING: INNOVATION IN ACTION

Bob & Megan Tschannen-Moran
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Good News School

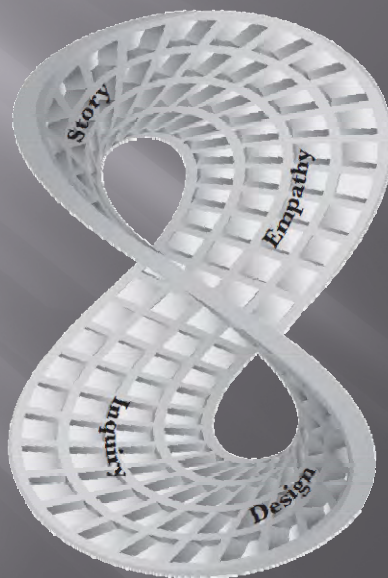
The mission of Good News Educational Workshop is to unleash the power of education early in the lives of disadvantaged students in order to break the cycle of poverty.



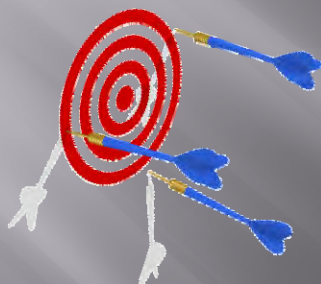
Transformational Conversations

- ▣ STORY Listening
- ▣ Expressing EMPATHY
- ▣ Appreciative INQUIRY
- ▣ DESIGN Thinking

Möbius Strip Flow



Schools under Fire



Most schools and teachers cannot produce the kind of learning demanded by the new reforms, not because they do not want to, but because they do not know how, and the systems in which they work do not support them in doing so.

National US Commission on Teaching, 1998

What Matters Most?

- ▣ Class Size
- ▣ Curriculum Choice
- ▣ Per-Pupil Funding
- ▣ Teacher Quality

Improving Teacher Quality

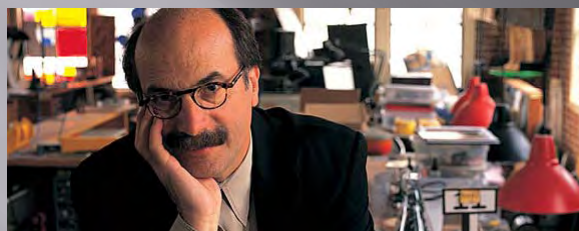
- ▣ Hiring Assessments
- ▣ Value-Added Assessments
- ▣ Merit-Based Rewards & Punishments
- ▣ Training & Professional Development
- ▣ Mentoring & Modeling Relationships
- ▣ Innovation Partnerships

Innovation Partnerships

“People creating value through the implementation of new ideas.”

- The Innovation Network

The Deep Dive



IDEO:
The Innovation
Company



Paired Interviews

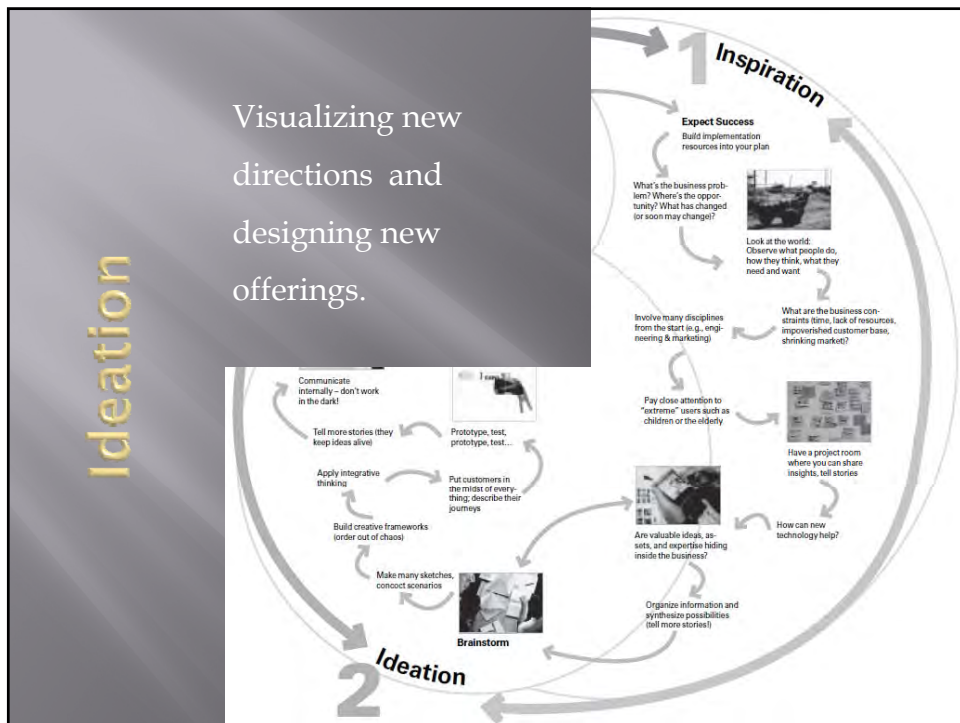
- ▣ What struck you about IDEO?
- ▣ What can schools learn from IDEO?

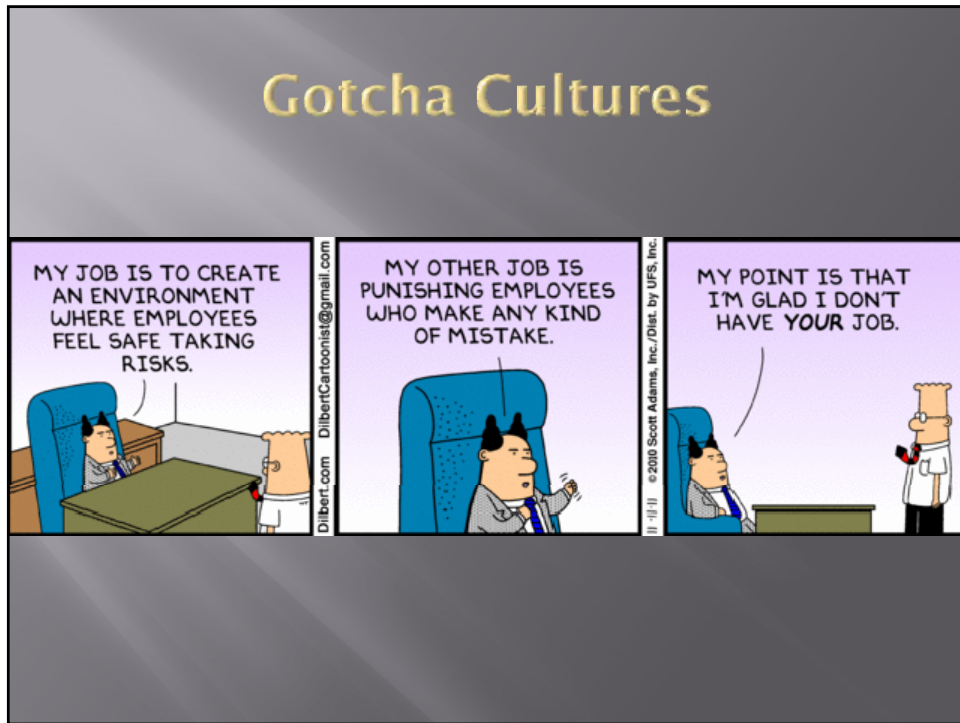
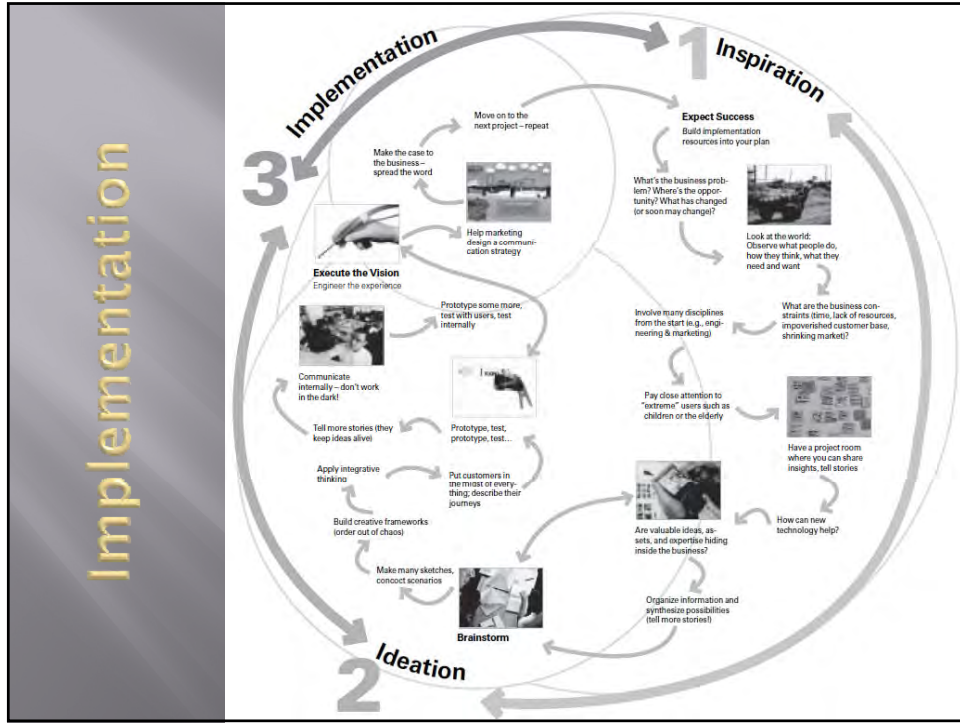
Innovation Formula

INSPIRATION
+
IDEATION
+
IMPLEMENTATION

Stanford d.School

The screenshot shows the Stanford d.School website. At the top, there is a navigation bar with tabs for 'Big Picture', 'Projects', 'People', 'Our Place', and 'Participate'. Below this is a main banner featuring a photograph of a large, crowded event. The banner contains the text: 'Join other graduate students at the d.SCHOOL to tackle BIG PROJECTS & become a leader in MULTIDISCIPLINARY INNOVATION' and 'DESIGN THINKERS'. To the right of the photo, it says 'IMMERSE yourself in the DESIGN PROGRAM and get a GRADUATE DEGREE in design thinking'. The footer is a red bar with five columns of text: 'Big Picture' (We use design thinking to drive multidisciplinary innovation), 'Projects' (We bring people together to tackle difficult, messy projects), 'People' (We take a human approach to design, business & engineering), 'Our Place' (We provide an innovation space for all of Stanford), and 'Participate' (Work with us, spread the word, and invest in the d.school). The footer also includes 'd.MANIFESTO', 'd.NEWS', and social media icons for Facebook, Twitter, and RSS.



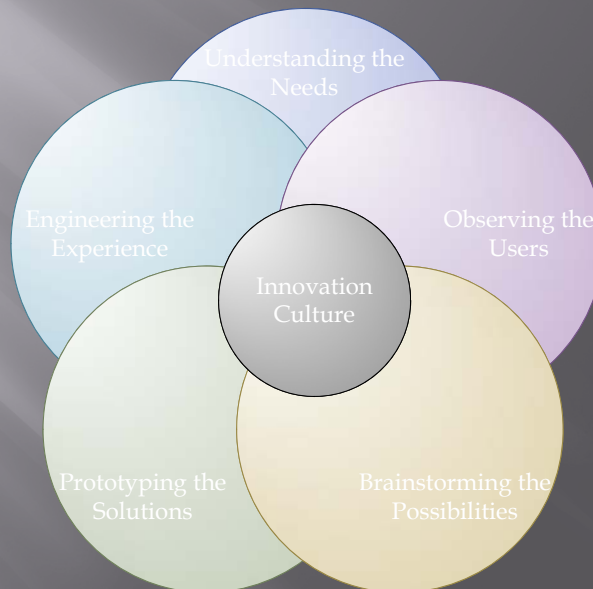


Innovation Cultures

“Fail Often to Succeed Sooner.”

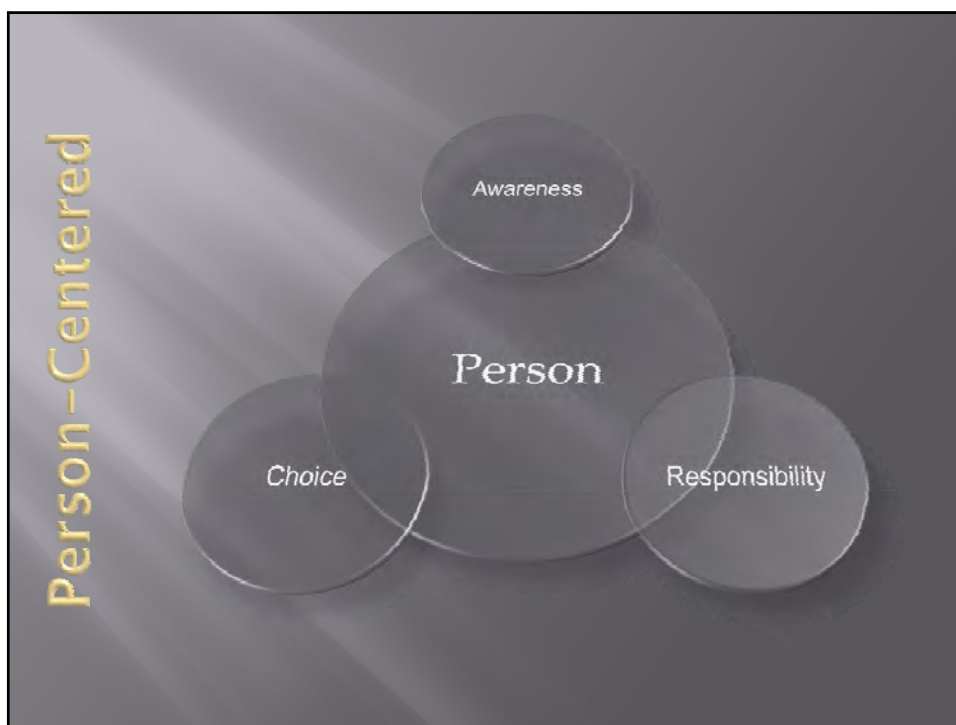
- Tom Kelley

Design Thinking Process



Innovation Cultures

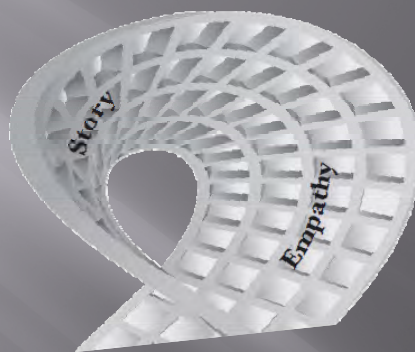
- ▣ Person-Centered
- ▣ No-Fault
- ▣ Strengths-Based



The person-centered approach rests on a basic trust in human beings, and in all organisms, to flow toward the constructive fulfillment of their inherent possibilities.

Carl Rogers

No-Fault



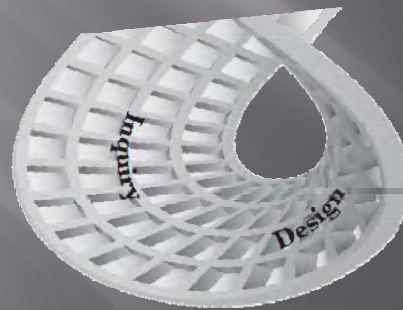
- ▣ Hear the Story
- ▣ Hear the Story behind the Story
- ▣ Understand the Needs
- ▣ See the Beauty of the Needs

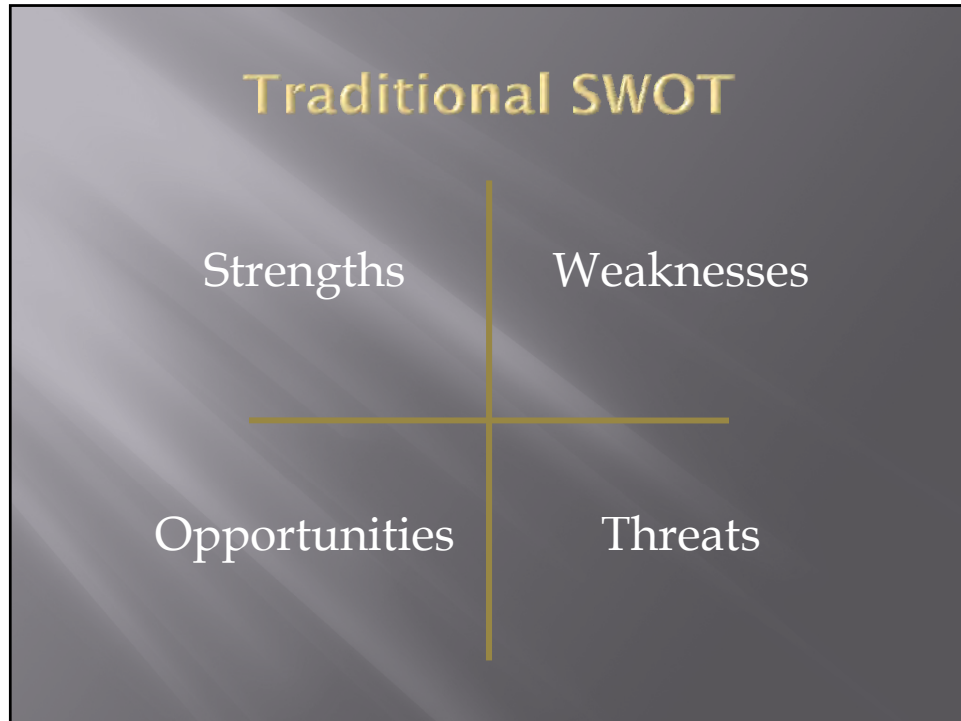
“Being ashamed of our mistakes
turns them into crimes.”

Confucius

Strengths – Building

- ❑ Discovering Vitality
- ❑ Inviting Possibility
- ❑ Brainstorming Ideas
- ❑ Designing Experiments



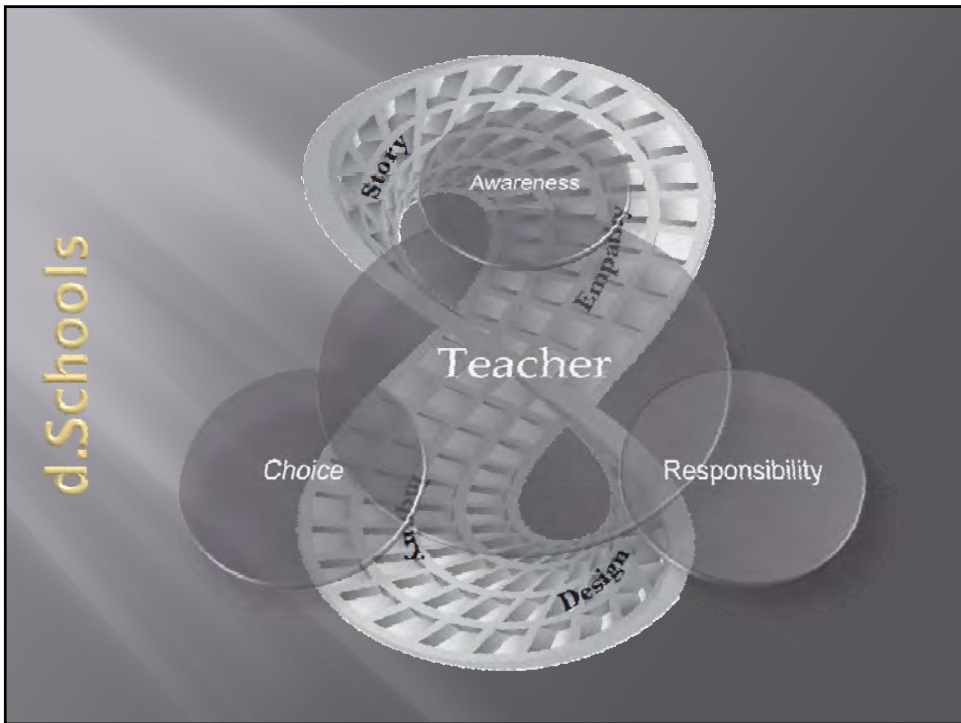
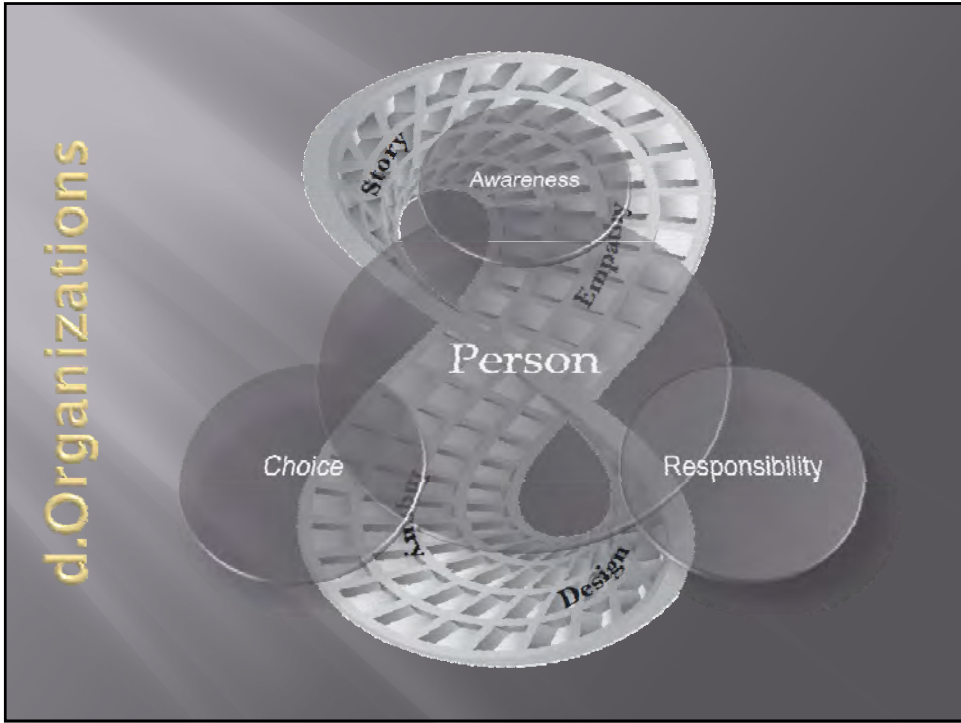


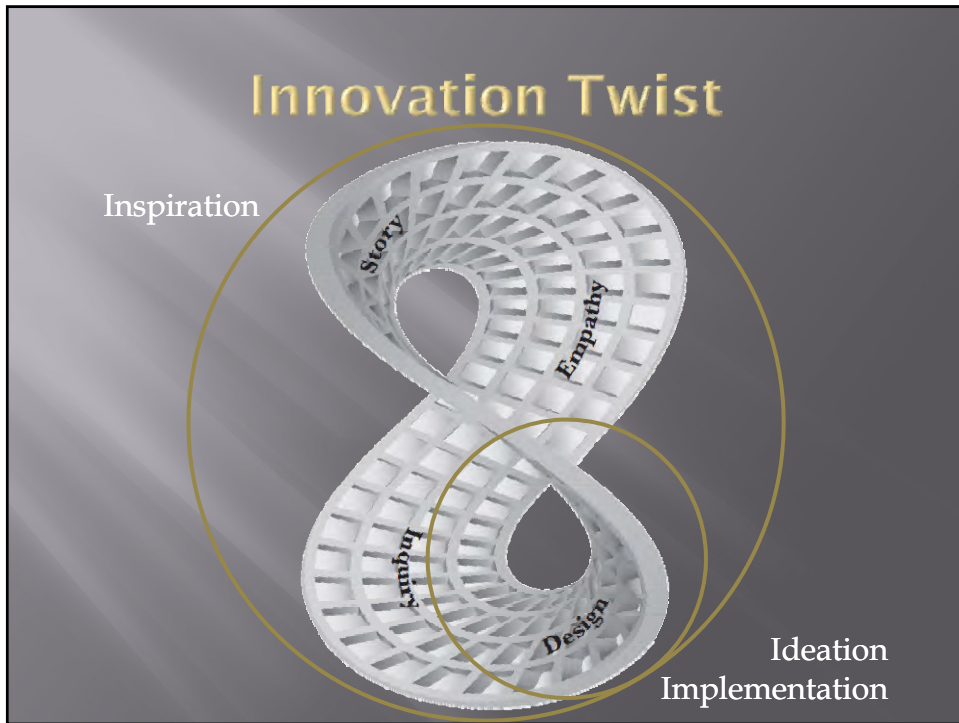
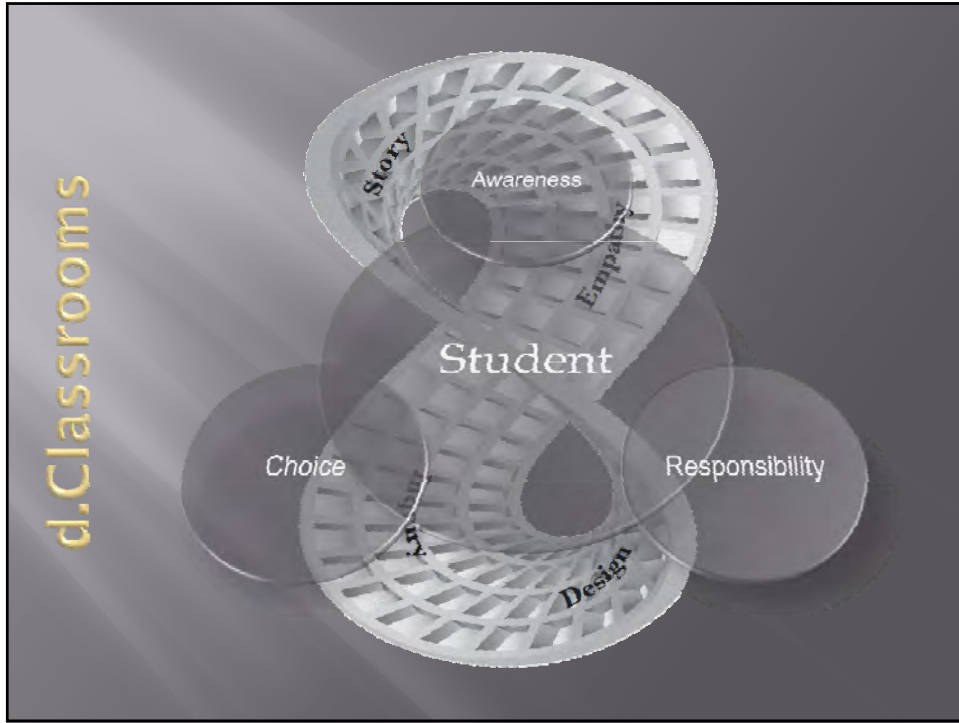
The more we know about our strengths, the better our changes will be.

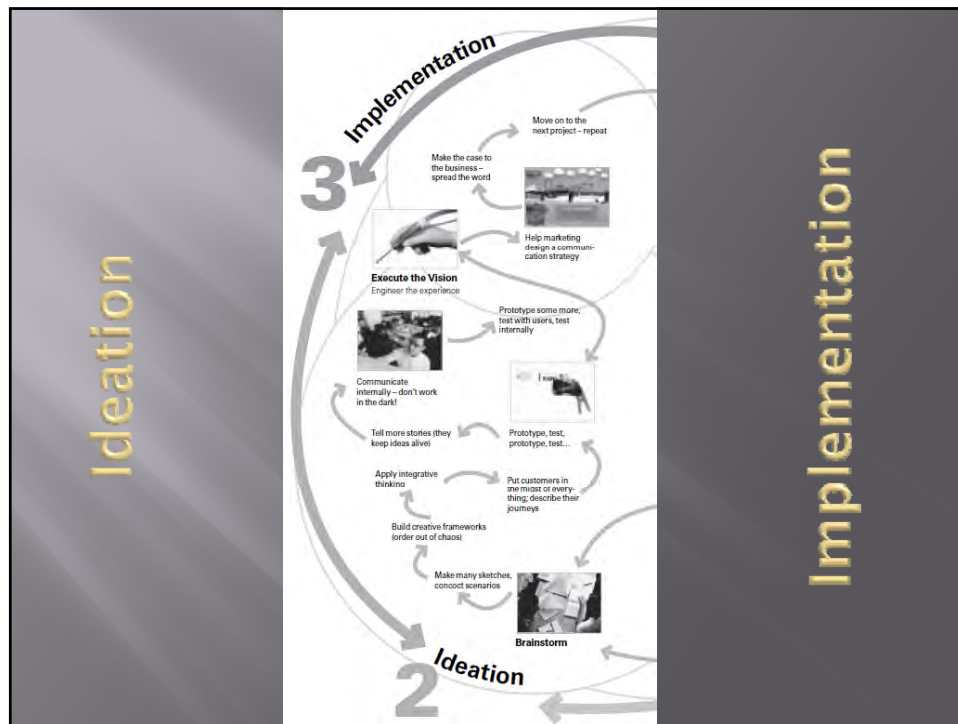
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“Nothing is as dangerous as an idea when it is the only one you have.”

~ Émile Chartier

IDEO's 7 Secrets to Better Brainstorming

- ▣ Sharpen the Focus
- ▣ Stretch First ~ Warm Up
- ▣ Mind the Playground Rules
 - Go for Quantity, Encourage Wild Ideas, Be Visual, Defer Judgment, One Conversation at a Time
- ▣ Jump and Build
- ▣ Number the Ideas
- ▣ Leverage the Space
- ▣ Get Physical

Brainstorming Warm Up



Everyday Creativity

“There’s more than one right answer.
It seems so simple, but it is the key
to creativity.”

– Dewitt Jones



What Struck You
About *Everyday Creativity*?

What Can Schools Learn
From *Everyday Creativity*?

What Creates Culture

- ▣ Ceremonies
- ▣ Rituals
- ▣ Stories
- ▣ Norms
- ▣ Metaphors
- ▣ Humor & Play



Brainstorming Exercise

Brainstorm ideas for making your school or classroom more design friendly.

*"If at first an idea is not absurd
then there is no hope for it."*

~ Albert Einstein

People are more likely to act
on what they say,
not on what they hear.

Action Learning Experiment

- ▣ What ideas attract you most?
- ▣ Why? What's your hypothesis?
- ▣ What experiment will you conduct to test your hypothesis when you get back to your classroom or school?

Wrap Up

- ▣ What excited and energized you today?
- ▣ What captured your imagination?
- ▣ What questions do you have?

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