

Instructions:

Use this template to structure the lesson.

Complete as much of the information as possible, to make it easy for other teachers to use the material in the future.

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FONT Face: Arial

Delete these instructions from the finished lesson plan.

Date:	21.06.23	Time:	16:00-17:30	Duration:	1 hour 30 minutes	Room number:	FONGIT Main Room
Students to complete prior to class							
Bring to class: e.g. <i>Smartphone or Laptop</i>							
Watch / read / do / etc: <i>NA</i>							

Five Lessons from a Decade of Innovation, Sustainability, and Leadership by Gregory Pepper

Time	Duration (min)	Topic	Format	Content	Resources required
00:00	10:00	Workshop and speaker introduction	Presentation	<ul style="list-style-type: none"> <input type="checkbox"/> Short introduction of the speaker <input type="checkbox"/> Online pole using Mentimeter <ul style="list-style-type: none"> <input type="checkbox"/> How is everyone feeling right now? <input type="checkbox"/> What would be most valuable for me to speak about? 	Screen/projector Mentimeter
00:10	05:00	Topic crowdsourcing summary	Discussion	<ul style="list-style-type: none"> <input type="checkbox"/> Summary of the participant inputs for most valuable topics to be discussed during the session <input type="checkbox"/> For this session, the topics were 	<i>Whiteboard or flipchart</i>

				<ul style="list-style-type: none"> <input type="checkbox"/> Leading Social Innovation <input type="checkbox"/> From Idea to Solution <input type="checkbox"/> Pitching 	
00:25	25:00	Iceberg Model	Discussion	<ul style="list-style-type: none"> <input type="checkbox"/> Introduction to the Iceberg Model <input type="checkbox"/> Exploring what drives behaviours and actions <ul style="list-style-type: none"> <input type="checkbox"/> Feelings and emotions <input type="checkbox"/> Values and beliefs <input type="checkbox"/> Fears and needs <input type="checkbox"/> Discussion: relevance for leadership and innovation 	Screen/projector
00:40	05:00	Design thinking for social innovation: an overview	Discussion	<ul style="list-style-type: none"> <input type="checkbox"/> Introduction to four stages of design thinking (double diamond model) <ul style="list-style-type: none"> <input type="checkbox"/> Discover <ul style="list-style-type: none"> <input type="checkbox"/> Framing problems <input type="checkbox"/> Understanding stakeholders <input type="checkbox"/> Define <ul style="list-style-type: none"> <input type="checkbox"/> Brainstorming <input type="checkbox"/> Downselecting ideas <input type="checkbox"/> Develop <ul style="list-style-type: none"> <input type="checkbox"/> Prototyping <input type="checkbox"/> Suggestions of no-code platforms <input type="checkbox"/> Testing <input type="checkbox"/> Deliver <ul style="list-style-type: none"> <input type="checkbox"/> Solution launch with feedback loops 	<i>Whiteboard or flipchart</i>

FIVE LESSONS FROM A DECADE OF INNOVATION SUSTAINABILITY AND LEADERSHIP

				<ul style="list-style-type: none"> <input type="checkbox"/> Solution roadmap <input type="checkbox"/> Competence <input type="checkbox"/> Business model <input type="checkbox"/> Financial model <input type="checkbox"/> Fundraising <input type="checkbox"/> Customer acquisition and satisfaction 	
00:50	10:00	Innovation process	Exercise	<ul style="list-style-type: none"> <input type="checkbox"/> Introduction to the importance of good process in innovation <ul style="list-style-type: none"> <input type="checkbox"/> Goal of the phase <input type="checkbox"/> Key Objectives (Value Maps) <input type="checkbox"/> Gathering evidence to increase confidence in each Objective <input type="checkbox"/> Activity using SENSE Worksheet 	Screen/projector Worksheet in Google Sheets
00:55	10:00	<i>Break</i>			
1:05	10:00	Users, Customers and Beneficiaries	Discussion	<ul style="list-style-type: none"> <input type="checkbox"/> Discussion about the difference between Users, Customers and beneficiaries <input type="checkbox"/> Discussion about relevance for social innovation 	<i>Whiteboard or flipchart</i>

				<input type="checkbox"/> Example with school book for children	
1:15	10:00	Pitching: the essentials	Presentation	<input type="checkbox"/> Introduction to the core elements of a pitch <input type="checkbox"/> Brief discussion about public speaking	Screen/projector
1:25	5:00	Wrap-up	Discussion	<input type="checkbox"/> Brief discussion about key takeaways	<i>Whiteboard or flipchart</i>
1:30		END			

Additional Notes:

Additional notes go here



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