

# The Future of Learning Design Challenge



CONSTRUCT  
FOUNDATION

July 31 - August 11, 2017

15 Students

Base Camp:  
Concordia University Library

Sponsored by Oregon Business Council and Oregon Community Foundation. Powered by **BREAKER**

EVERY BREAKER DESIGN CHALLENGE BEGINS WITH A SYSTEM LEVEL PROBLEM AND ENDS WITH THE INVENTION OF NEW PRODUCT OR SERVICE SOLUTIONS. STUDENTS EMERGE FROM A BREAKER CHALLENGE WITH CONFIDENCE IN THEIR ABILITY TO UNCOVER OPPORTUNITIES AND ADD VALUE IN THE WORLD.

The Future of Learning tasked students with building “bridges” between school and work by re-imagining where and how we learn.

*Special thanks to our thought leader and sponsor the Oregon Business Council.*





*The two week journey looked like this:*

## Kick Off Event

Thought Leaders frame the challenge speaking from their own experience. The kick off event is open to the public.

Future of Learning thought leaders participated in a panel discussion.

**JAMES PRITCHETT**, Founder of Morebots

**BREANNA L. PROBASCO-CANADA**, Integrated Talent Planning, Kaiser Permanente NW

**NANDINI RANGANATHAN, Ph.D.**, Executive Director, Make+Think+Code,

Pacific NW College of Art

James discussed the skills required to take an innovative idea to a sustainable enterprise and how education does and does not support that process. **“It’s not so much about looking at your resume ... it’s how passionate you are about what we’re doing here.”**

- James Pritchett

Nandini discussed the importance of self-directed learning and critical need to expand access to such programs. **“It’s our job, as educators, to start thinking about... how do I change what I’m doing to empower students to make a difference?”**

- Nandini Ranganathan

Breakers generated questions for the speakers...

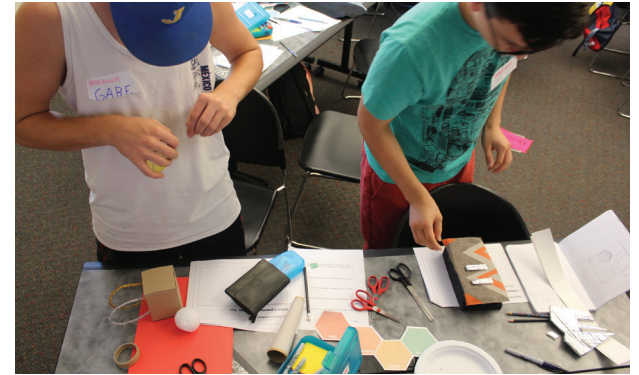
“How can kids be successful and still have failures at the same time?”

“Why does a letter grade or GPA define students intelligence within a system?”

“How do we support students who don’t want to pursue academic jobs?”

**“Being open to ideas, and trying to think about how to incorporate them- something magical can come out of that!”** - Nandini Ranganathan

**“Failure is a much better way to learn than not trying something.”** - Nandini Ranganathan





## Improv Games - Lots of Them

### WHY USE IMPROV?

Because it releases the mind from judging to non-judging and it requires fast thinking that is both collaborative and creative. At the same time you are out of your chair using your body!

**“It’s fun though - you can be really bad at your first try, and you don’t have to be embarrassed.”** - Grace, Breaker Participant



## Empathy

Human Centered design begins with empathy. Curious to find out how and where we learn, Breaker’s divided into teams and fanned out across the city to investigate the real needs of real people. (two days of empathy interviews)

### FIELD SITES INCLUDED:

- Blue Ribbon Studios, Nike Inc.
  - Pacific Gas and Electric (on the hottest day of the year!)
  - Tinker Camp
  - Portland Art Museum
  - Code Fellows
  - Burnside Skateboard Park
  - Oregon Trades Women
- (see full list of our eco-learning system at [www.constructfoundation.org](http://www.constructfoundation.org))



### THE EXPERTS CAME TO US

Breaker’s continue with investigative interviews asking generative questions followed by active listening.

Several visitors joined us including Chris Tebben, from Buck Institute for Education; Tim Bazemore, from Catlin Gabel, discussing the Mastery Transcript; Francisco Bueno, from College Possible and AmeriCorps; Jeremy Asay, from Gateway To College and BridgePDX; and Rolando Florez, from David Douglas High School.

**“We still rely a lot on standardized tests. I think we are using the wrong measures to measure students’ success...”** - Chris Tebben, Board Member, Buck Institute for Education





**“If you feel like you have a relationship with me - if you feel known, and valued, and safe in the classroom, you’re going to have a more beneficial learning experience.”**

- Tim Bazemore, from Catlin Gabel, discussing the Mastery Transcript

## Synthesis

Teams came together to share insights from interviews. They begin to build user profiles.

## Point of View

### EVOLVE COLLABORATIVE

A day with Evolve Collaborative, former Ziba Designers, who offer to share their process with the Breakers.

**“It’s important to look for “actionable insights” from our empathy interviews.”**

-Christian Freissler - Principal Evolve Collaborative

### WEEK 2

Every Breaker design challenge resembles a “sprint” as facilitators impart a “bias toward action” mindset. While continuing to be mindful of process students move through: Define, Prototype, Test, Business Modeling, and Pitch.

Entrepreneurs as mentors! We have a visitor each day to work through concepts and provide feedback as the Breakers prepare for pitch day.





## Define the Problem

User point of view turns into “How Might We” statements.

### IDEATION

Includes a fun generative session of crazy and practical solutions to a newly defined problem.

### MORE IMPROVISATION

Facilitators run “yes, and...” collaboration exercise to generate ideas that lead to innovative solutions.

### PROTOTYPE

Breakers build a prototype for each product concept. They identify important features and prepare to test with end users.

### TEST

“test like you are wrong...” with prototypes in hand Breaker’s present their concepts and flush out problems with their design. Usually heading back to the white board to pivot, adapt, and iterate on their designs.

### BUSINESS MODELING:

- HOW WILL YOUR PRODUCT/SERVICE REDUCE PAIN OR INCREASE GAIN FOR YOUR CUSTOMERS?
- WHAT ARE THE SOCIAL IMPACTS OF YOUR PRODUCTS?



Cindy Cooper, Co-Founder of the Portland State University program, Impact Entrepreneurs, demonstrated the case for a human centered approach to prototyping and testing. **“It is important to connect with your end-user once you have a prototype. That is how you begin to test your assumptions.”**

### PITCH PRACTICE

Rick Turoczy joins Breaker help students prepare for “pitch day”. **“Everyone in the audience wants to help you - don’t be afraid to ask for that.”**

### PITCH

The last day is demo day - with prototypes and slide decks in place, students pitch their concepts to an the audience.





# That's a Wrap

THE 2017 BREAKERS DESIGNED, PROTOTYPED, TESTED, AND PITCHED THREE PRODUCT AND SERVICE CONCEPTS THAT COULD RADICALLY IMPROVE THE FUTURE OF LEARNING:

## GROUP 1

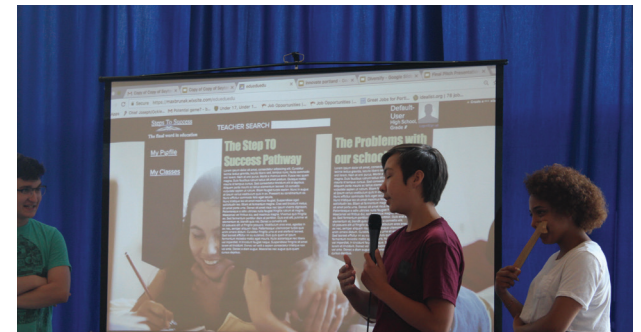
This group's goal was to increase the number of teacher candidates who are people of color in order to create reflective representation in k12 education. They designed a recruitment campaign focused on young people of color who would participate in a an educator bootcamp at the beginning of the summer. After successful completion of the bootcamp, students would be eligible candidates for a 4 week paid internship teaching and assisting in a summer school program with local elementary school students.

## GROUP 2

This group's goal was to increase empathy between teacher's and students. They designed a digital platform that could be used to build empathy outside the classroom. The digital tool would provide teachers insights into their student's home lives, personal interests and responsibilities. Also, it would provide students a way to make informed decisions when it comes to understanding teaching styles and teacher personalities as well.

## GROUP 3

This group's goal was to give students an opportunity to solve a real-life community problem utilizing a hands-on skill. They were aiming at the idea that students could learn 21st Century skills like the 4 C's (communication, collaboration, creativity and critical thinking) through hands-on project-based learning. They designed an after school program wherein students would tackle a community problem identified by the program (different problem each year). Working throughout one school year students would design and implement a solution.







# CONSTRUCT FOUNDATION

