Designing the Crescent Leadership Experience





Session Overview

- Crescent School Leadership Overview
- Empathy Interviewing Activity
- Identifying Needs and Insights Activity
- Storyboarding Ideas
- Lessons Learned



(Re)Designing Student Leadership:

What happens when we allow students to practice their leadership skills in the real world?

- GPP3O Leadership and Peer Support
 - Leading yourself
 - Leading others
 - Leading for change





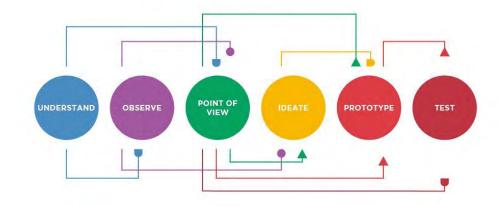
Course (Re)Design

1. Experience: Community Engagement



2. Method: Design Thinking

PROCESS FOR DESIGN THINKING







Design thinking approach

- 1. Understand people affected by the problem [users]
- 2. Make sure you have clarity re: the problem and people's needs

IMMERSION/INSIGHT GATHERING

- 3. Develop proposed solutions that meet the users' needs
- 4. Get feedback on your solution(s) from users

IDEATION

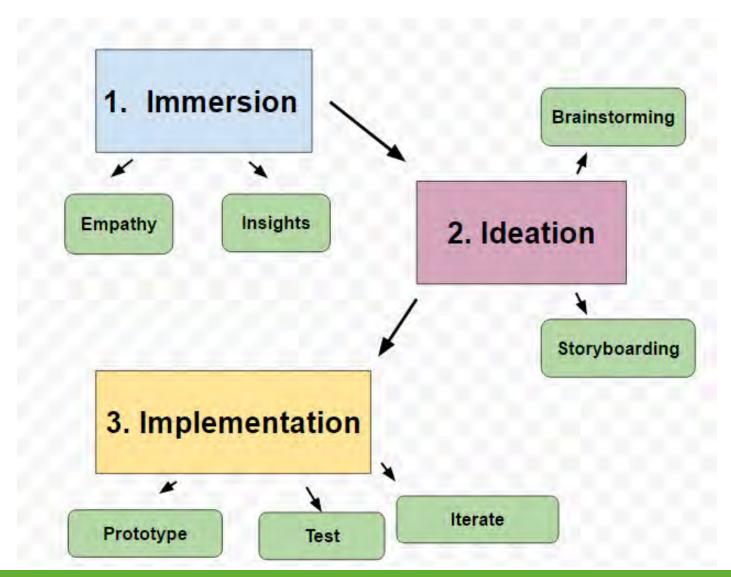
- 5. Create testable prototypes of your solution(s)
- 6. Get feedback from users on the prototypes

IMPLEMENTATION





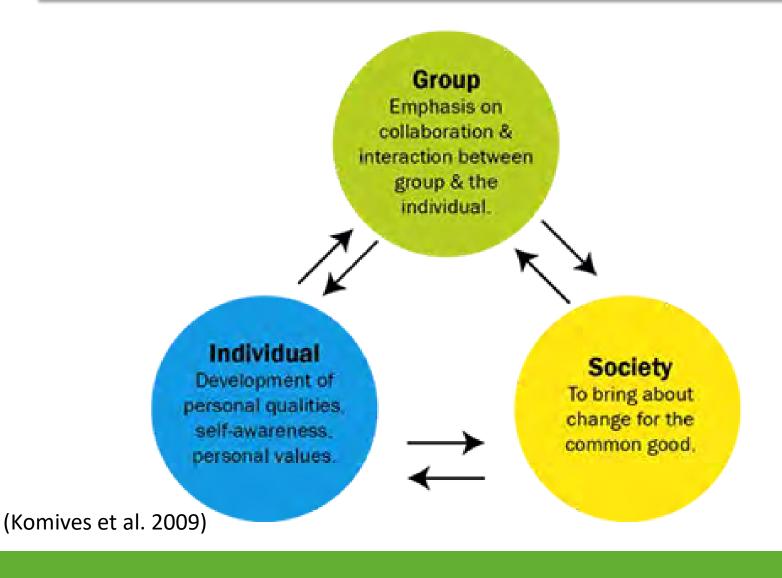
Design Thinking Stages







The Social Change Model of Leadership





Student Leadership Competencies

Learning and Reasoning

Research
Other Perspectives
Reflection and Application
Systems Thinking
Analysis
Synthesis
Evaluation
Idea Generation
Problem Solving
Decision Making

Self-Awareness and Development

Seif-Understanding Personal Values Personal Contributions Scope of Competence Receiving Feedback Self-Development

Group Dynamics

Organizational Behavior Power Dynamics Group Development Creating Change

Personal Behavior

Initiative
Functioning Independently
Follow-Through
Responsibility for Personal Behavior
Ethics
Responding to Ambiguity
Responding to Change
Resillency
Positive Attitude
Confidence
Excellence

Knowledge

Civic Responsibility

Diversity
Others' Circumstances
Inclusion
Social Justice
Social Responsibility
Service

Strategic Planning

Mission Vision Goals Plan Organization

Communication

Verbal Communication Nonverbal Communication Listening Writing Facilitation Conflict Negotiation Advacating for a Point of View

Interpersonal Interaction

Productive Relationships Appropriate Interaction Helping Others Empathy Mentoring Motivation Others' Contributions Empowerment Providing Feedback Supervision Collaboration





Your Challenge

Design the ideal report card

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REPORT CARDS

Math A+

English A+

Science B+

History A-

Attendance A
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INTERVIEWING ACTIVITY





Empathy Interviewing

Ask your partner to share **stories** about their experience

- Tell me about your best experience....
- Tell me about your worst experience....

Explore by asking

- Tell me more
- Why?





INSIGHTS IDENTIFYING ACTIVITY





INSIGHTS

- Memorable quotes
- Surprises
- Observations
- Themes
- Emotions
- Behaviours
- Contradictions
- Workarounds/hacks
- Needs



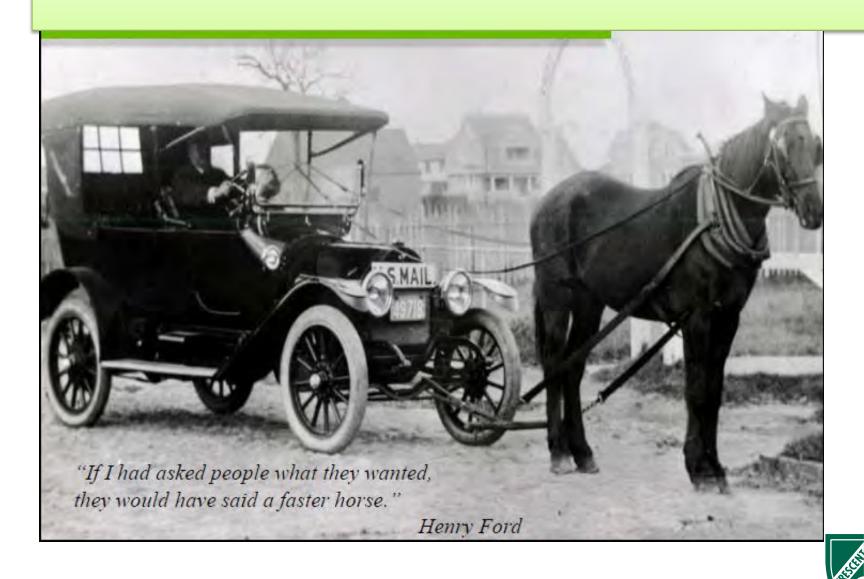
The corner
Store only
Sells junk
food, but it's
quick+easy.

"The fruit at Max's store seems old."





NEED FINDING





Examples of universal needs

acceptance acknowledgement admiration

appreciation

approval

believed in

capable

cared about

challenged

clear (not confused)

competent

confident

forgiven

forgiving

free

fulfilled

heard

helped

helpful

important

in control

included

listened to

loved

needed

noticed

powerful

privacy

productive / useful

reassured

recognized

respected

safe / secure

supported

treated fairly

trusted

to understand

understood

valued

worthy

Source: eqi.org





Persona and Brainstorming Ideas

Persona: Senior Socializer Sean

WHO: Crescent grade 12 student, rugby player, actor, band member, and academically inclined student

SEAN'S STORY: I started at Crescent in grade 7. I'm very involved in the school and I love the many clubs & opportunities the school prodites. I went to Senior's Wish because all other volunteer opportunities were focused on children. I could communicate with seniors without a filter. I stopped volunteering b/c I had to commit to the play and there was no time for senior's wish

NEEDS: · Humour · Joy · Freedom · Entertainment

· Flexibility · Need to be

Quotes: "I have a lot going on between university applications & the play"

"The seniors don't hold back because they've been through so many things. They can have humour"

HOW MIGHT WE.
Help Sean meet his
need for flexibility
in the Senior's Wish
program when he is
very busy at

School







STORYBOARDING ACTIVITY







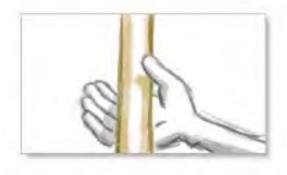








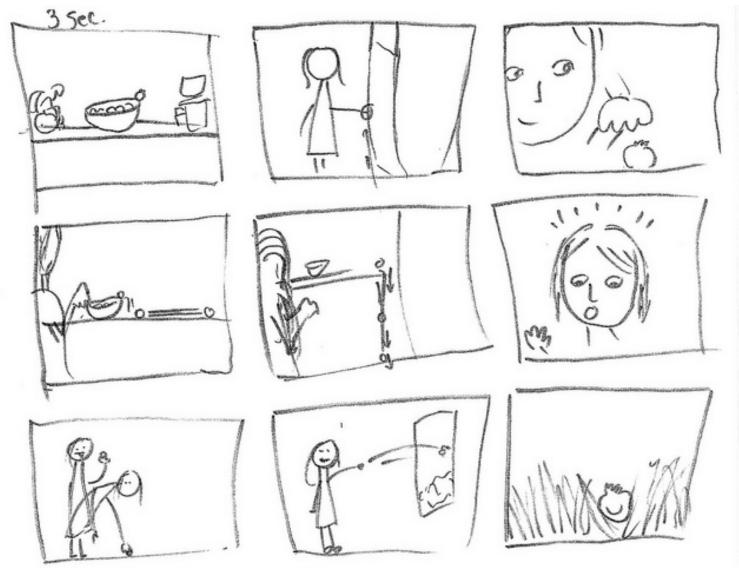
















Getting Feedback

+ What worked +	- What could be improved?-
? Questions ?	!ldeas!





Prototyping





https://drive.google.com/open?id=1fd3CdZ1h4Ead2BKGPd_KObrQqOYE1G69





Highlights from Year One

- ■125 students & faculty in the program
- Over 100 student-led conversations with community partners
- Over 20 innovative solutions imagined based on user needs





Student Reflections: 7 Themes

1. Experiential learning

"I soon found out that design thinking in a classroom with a teacher giving you a problem and working with people in the real world are two very different things."

2. Recognizing community needs

"...we got to experience and be part of a different socioeconomic group in our society. Seeing firsthand how other less-privileged kids live in our society...I was able to interact with them and speak with them about their lives."

3. Identifying and developing strengths (self and others)

"Learning from my past experiences I realized that I was never the most vocal member of my team. Knowing this, I decided to take on the role of communicator."

"Spencer was very honest and straightforward. I could count on him to tell me the truth about how I was doing regardless if it's bad news."

4. Recognizing and overcoming challenges

"My favourite part of this project was encountering the ups and downs we faced. It not only brought us, as a group closer and allowing us to look back at the experiences, but it allowed me to see myself grow as a person and experience that with my friends."

5. Personal growth through challenge

"It seemed as if our group was waiting for someone or something to happen and or to be carried through the process, but this was not the case. ... As a group, we recognized this situation half way through the developing process and came together to settle our confusion and bear down to do what we had to do."

6. Taking ownership of problems

"It was not long before I realized that my lack of motivation and my group's slow dynamic was actually our fault, rather than the course's or the interviewee's We were not taking ownership of the issue. We were simply lacking leadership."

7. Time management

"Next time I will make sure that there is a plan with a set timeline, assigned tasks for each member of the group and I will ensure that there is reporting and accountability so that each step is carried out in accordance with the plan...it is very hard to coordinate activities between five group members and having a timeline means everyone is committed ahead of time."



Lessons Learned

- Partners
- Communication
- Timing
- Common Pitfalls





Questions?



References

- Komives, Susan R., Wendy Wagner, et al. 2009. Leadership for a Better World: Understanding the Social Change Model of Leadership Development. San Francisco: Jossey-Bass.
- Seemiller, Corey. 2013. *The Student Leadership Competencies Guidebook*. San Francisco: Jossey-Bass.

