

Innovate or Die: The Global Learnings of Project 2051

Program

Speed Dating

Learnings from Project 2051

Global Education

Innovation at St. George's School

Design Challenge



Welcome



Adrienne Davidson

Director of Advancement





Sam Johnston
Director of Learning



Speed Dating

Stare lovingly across the table at your date... and explain to them why you work in a boys school... in 40 seconds or less.



The 2051 Project pushed CAIS schools to think differently about the future of education and what their part would be in creating and shaping the future. Our research included students, who offered their best advice about schools for their children. Our process included a variety of people who studied schools around the world. Our findings will change our schools and ensure today's students are prepared to be leaders of tomorrow.



Our Mission:

To create opportunities for school leaders to research international best practices and develop strategies to grapple with the dual challenge of designing innovative academic programs, while managing cost per student.



Our Vision:

To continuously explore academic and business innovation to ensure independent schools' strength and permanence, while shaping the future of education.



Our Values:

To provide our members opportunities and research resources that will push schools to look externally at global education trends and internally at their strategic priorities, and discover what their role will be in shaping the future of education in their schools, their staff and their students.



Our Goal:

To initiate innovation and change in our schools, both in the academic realm and the business realm, in order for our students to experience an education that prepares them for a future we cannot yet imagine.



INOVATE OR DIE





When asked about opportunities to innovate within the academic program, participants identified the following:

- Timetable flexibility in scheduling
- Experiential learning opportunities / exchange and co-op programs
- Online micro-school / Blended learning and the use of technology
- Personalized learning / Project-based learning
- Self-directed learning / Learning environments
- Assessments students, parents, and faculty
- Collaborative faculty PD Business and Operations



When asked about opportunities to innovate within business and operations, participants identified the following:

- Enrolment / Tuition
- Boards facilitating strategic choice surrounding innovation
- New hires designated to develop and initiate innovation initiatives
- Leveraging the collaborative business culture of shared resources
- Flexible and adaptive financial plans
- Partnerships / Extended course offerings
- Leveraging technology to reduce costs
- Faculty structures and salaries



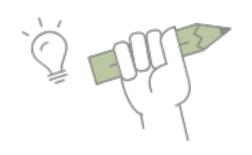
Your school is an Oreo Cookie











Design Thinking



Burning Platform



Global Education

"How wonderful it is that we need not wait a single moment before starting to change the world."

Anne Frank



Graduating Global Citizens

Discuss in your groups why or if graduating global citizens is import for your school to thrive.

Learn from People

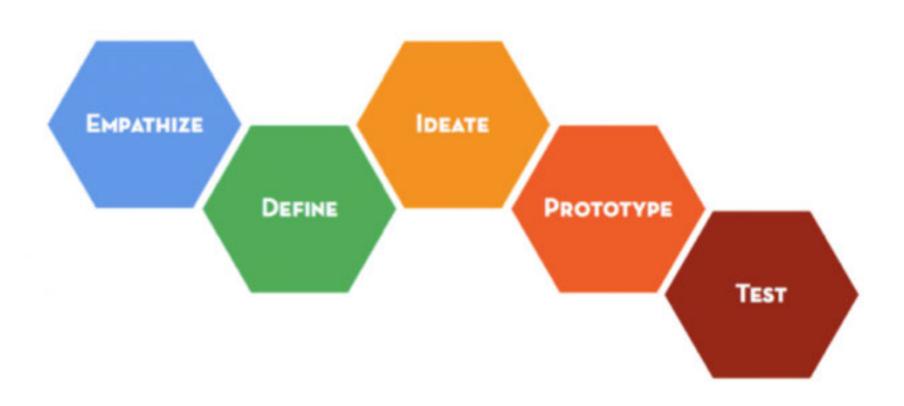
Find Patterns

Design Principles

Make Tangible

Iterate Relentlessly

Stanford's Design Thinking Model



Innovation in Schools

PEOPLE PRINCIPLES PROTOTYPES PATTERNS PROGRAMS

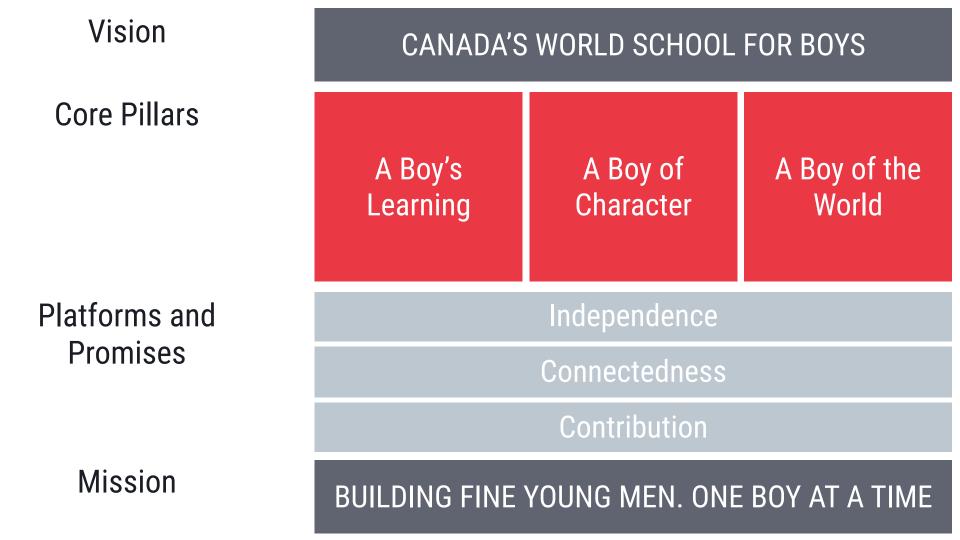








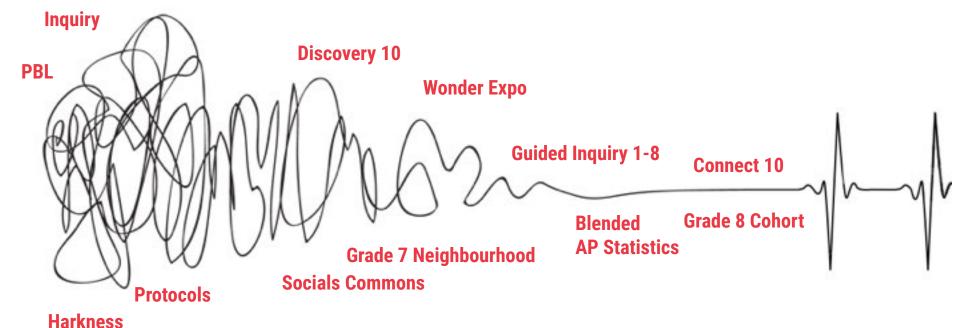




PATTERNS

CLARITY / FOCUS

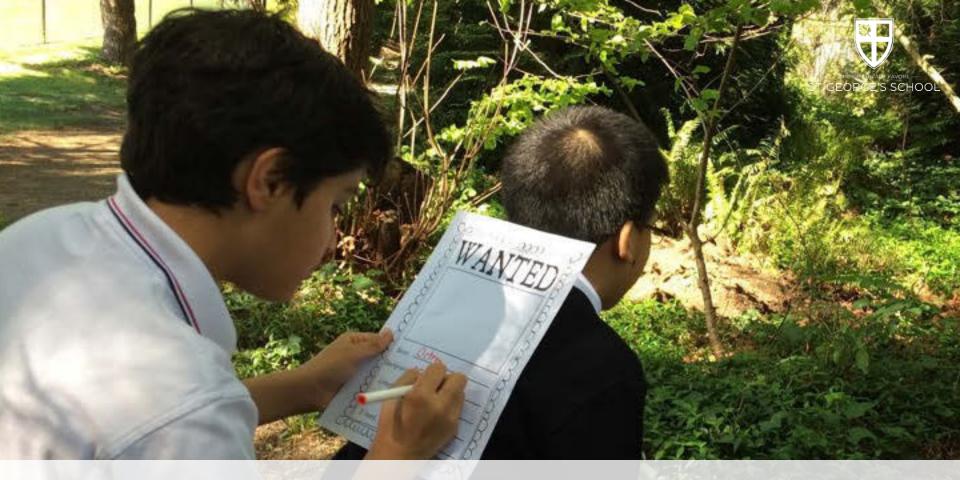
Visible Thinking



PEOPLE/PRINCIPLES

RAPID PROTOTYPING

PROGRAMS



Learning is social



Students drive their learning farther and faster than we can drive it for them



Complex problems require an interdisciplinary approach



Inquiry and experiential learning take time and space



There is power in networks

Visible Thinking	Grade 7 Neighbourhood	Social	Grade 5-7 Neighbourhoods
Guided Inquiry	Wonder Expo	Engaged	Guided Inquiry 1-10
Project Based Learning	Legacy Week Grade 8 Cohort	Interdisciplinary	Grade 9 Cohort
Harkness	Connect 10	Deep	Fusion 10
Protocols	Discovery 10	Connected	Express 10

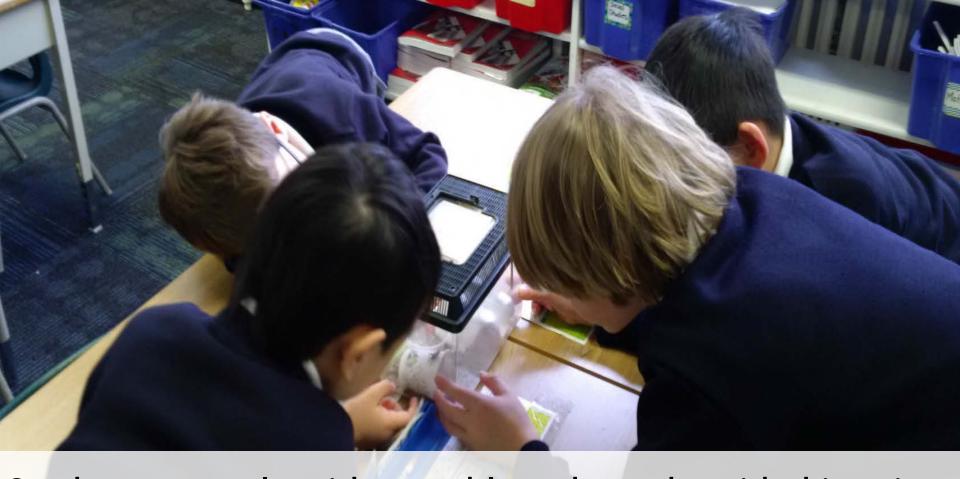
Express 10

PEOPLE/PRINCIPLES **PROGRAMS PROTOTYPES PATTERNS**

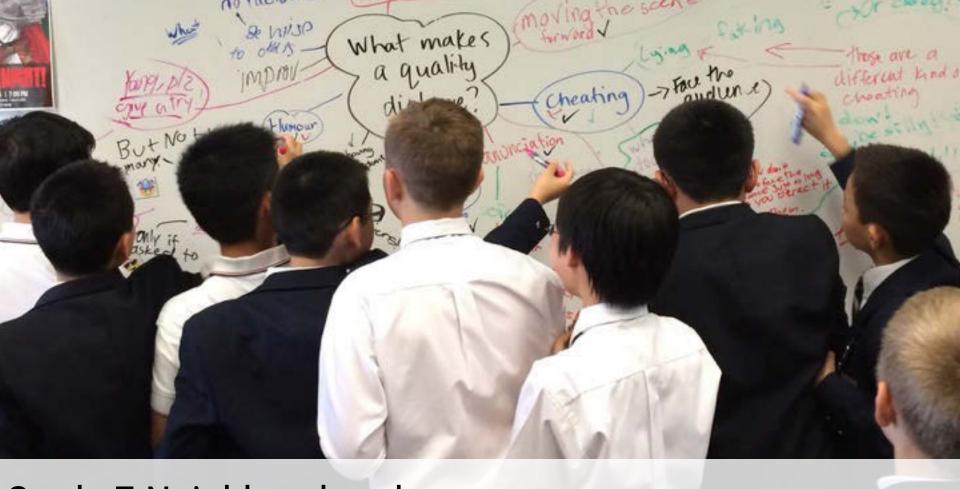
Inquiry at the Junior School

"Inquiry... requires more than simply answering questions, or getting a right answer. It espouses investigation, explanation, search, quest, research pursuit, and study. It is enhanced by involvement with a community of learners each learning from each other in social interaction"

Kuhlthau, Maniotes, and Caspari 2007



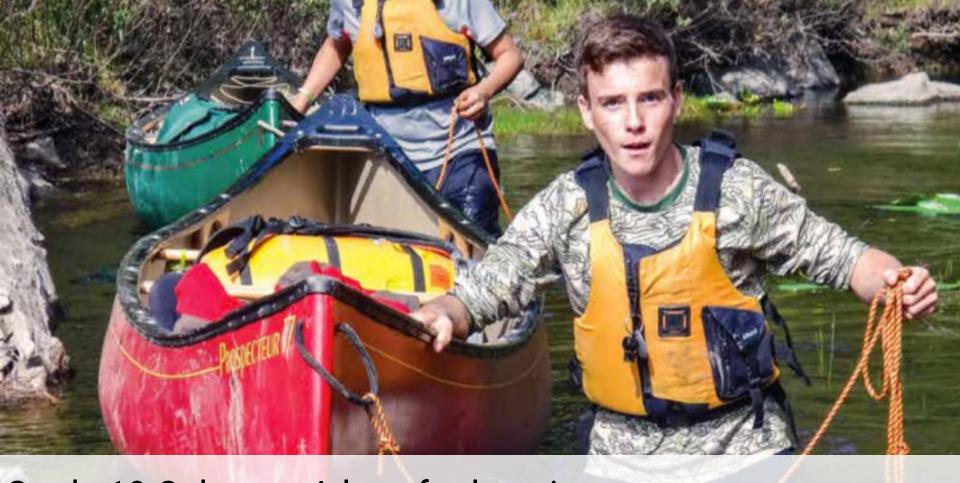
Students grapple with a problem through guided inquiry



Grade 7 Neighbourhood



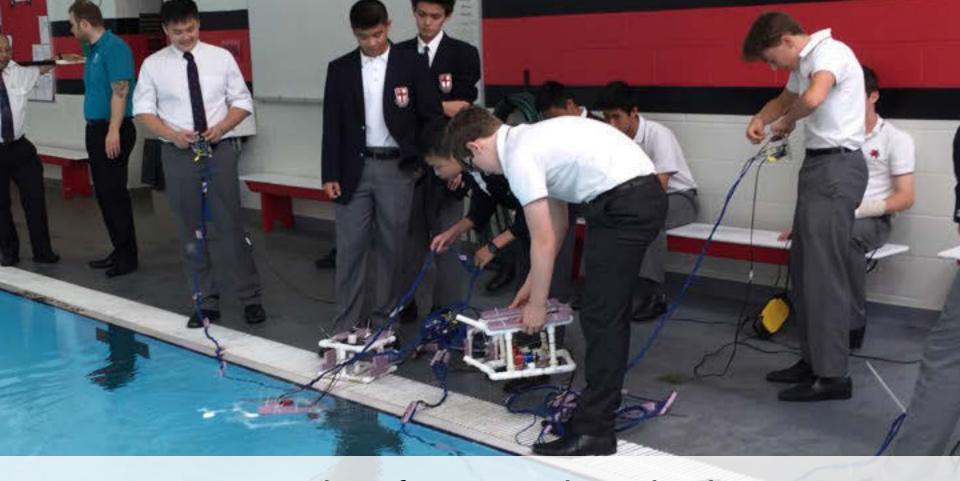
Changing the way we organize learning at the Senior School



Grade 10 Cohorts - A lens for learning



Connect - shifting our perspective, globally



2016-17 - STEM- and Performance- based cohorts





CLINTON GIUSTRA ENTERPRISE PARTNERSHIP (CANADA)

THE ACADEMY OF TOMORROW







Partnerships

Design Challenge

You work for a school which is failing financially; this is due to a lack of enrolment as a direct result of several competing schools "eating your lunch." You have been asked to develop a program that will stem the financial losses while attracting new students locally and internationally. What is your BHAG (Big Hairy Audacious Goal)? How is it innovative? How will it boost financial resources? How will it set your school apart from the lunch-eaters? https://goo.gl/q80nok

Innovation in Schools

PEOPLE PRINCIPLES PROTOTYPES PATTERNS PROGRAMS