

INTRAPRENEURSHIP

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The Educators' Design Sprint Resource

How can educators design and deliver innovative learning experiences in the classroom that engage students and leave a lasting impact? How can leaders foster a culture driven by curiosity, creativity, and innovative thinking within their teams and communities?

At EduFest WA 2024, education and community leaders from across Western Australia came together to unpack these questions and more as part of the inaugural Educators' Design Sprint. After an action-packed morning of masterclasses, keynote speeches, and panel discussions, attendees formed teams and participated in a 90 minute design sprint to explore how they can develop innovative learning experiences for their students, or build a culture of innovation within their communities.

Each of the ideas generated have been captured and documented in this resource to help innovative educators across the state looking to lead change in their community.



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About EduFest WA

EduFest WA is a one day professional learning conference designed to empower West Australian educators to design and deliver learning experiences for their students, and build a culture of innovation in their communities. With the inaugural conference delivered in Perth in September 2024, EduFest WA aims to help attendees foster a new generation of creative problem solvers and critical thinkers who are ready to tackle the challenges of the future.

Through workshops, seminars, and hands-on activities, EduFest WA attendees had the chance to learn from industry leaders and experts, as well as collaborate and network with other educators. EduFest WA was a unique opportunity for educators to enhance their knowledge and understanding of intrapreneurship, innovation, design thinking, and entrepreneurship education, enabling them to teach these 21st-century skills with confidence.

To find out more about EduFest WA, head to: www.edufestwa.com

Stream One: Building A Culture Of Innovation

How can leaders foster a culture driven by curiosity, creativity, and innovative thinking within their teams and communities?

This action packed design sprint saw attendees will collaborating to develop strategies, frameworks, and initiatives to build a culture of innovation within their teams.

Whether you're an innovative educator seeking to build a dynamic team around you, a school leader aiming to empower your staff to adopt innovative teaching approaches, or a community changemaker striving to influence young people, this design sprint will provide practical tools and insights for fostering sustainable impact.

Facilitated by young entrepreneur and innovative educator Scott Millar, this session has been designed to give attendees the chance to experience the innovation process firsthand.



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How Might We...

Better engage our parent community in projects

Our Solution

Have three idea swaps. Go through this process with them (digital attendance - QR code with speaker to participate remotely) and catch up

Planning in the Project

Resourcing/Budget: Digital surveys, virtual galleries, speaker?, relief + admin, catering vet cert students

The Why: To help build an involved community

Timeline: Yearly - with some time for implementation + review

Success: Surveys for data + feedback, percentage of parent participation on how much it increases

Stakeholder Personas

Stakeholder: Parent

Needs: Time, flexibility, direction of expectation

Wants: Feedback on child, doable for all parents

Frustrations: Unclear messages, kid does not listen and communicate

Stakeholder: Students

Needs: Empathy + boundaries

Wants:

Frustrations: Parents attitudes

Stakeholder: Teachers

Needs: Support-realistic work parameters

Wants: Resource support

Frustrations: Time educating parents

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How Might We...

Better highlight innovation pathways in our community

Our Solution

Programing + events that create deep partnerships between industry + education

Planning in the Project

Resourcing/Budget: Year 11 + 12 students, industry professionals (parents), hosting an event

The Why: Adding value to each of the partners and their frustrations

Timeline: Prework with students, industry engagement event, post event follow up

Success: Connection to industry, genuine learning, broadened pipelines

Stakeholder Personas

Stakeholder: Teachers

Needs: Relevant, real-world experiences

Wants: Easy to access resources

Frustrations: Unable to provide the level of learning they would like to

Stakeholder: Industry

Needs: Engaged workers

Wants: Young people on a career path

Frustrations: No value added

Stakeholder: Service Providers

Needs: Partnerships + participants

Wants: People to use their resources

Frustrations: Difficult to provide + connect cost effective solutions

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How Might We...

Measure the success of our school-based innovation projects

Our Solution

To co-develop a contextual framework of innovation capabilities for k-12, to track progression in capabilities

Planning in the Project

Resourcing/Budget: Upskilling staff, time to collaborate with all stakeholders, shared space

The Why: Helps us to articulate "what getting better looks like"

Timeline: 6-12 months

Success: Use the framework to assess the capabilities over a period of time

Stakeholder Personas

Stakeholder: Student

Needs: Competence in all capabilities, sense of belonging

Wants: Agency

Frustrations: Measure mentality

Stakeholder: Teachers

Needs: Students to learn, PD to teach + assess capabilities

Wants: Leadership support, purpose

Frustrations: Lack of time

Stakeholder: Industry

Needs: Young people with skills/capabilities, sustainability, partnership with school

Wants: Work force with these skills

Frustrations: Finding partnerships + getting them past school

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How Might We...

Prepare our students to thrive in an increasingly digital world

Our Solution

Collaboration between home and school via opportunities to engage together in the digital world

Planning in the Project

Resourcing/Budget: Software development

The Why: Foster healthy relationships around digital literacy

Timeline: Pilot program

Success: Starting point for parents/students to have conversations around digital literacy

Stakeholder Personas

Stakeholder: Parents

Needs: To feel informed

Wants: Healthy relationship with technology safe environment within technology

Frustrations: Lost control, lack of understanding

Stakeholder: Students

Needs: To feel recognised and consulted + have a healthy digital life

Wants: Be connected as much as possible

Frustrations: FOMO

Stakeholder: Teachers

Needs: To feel consulted

Wants: Clear boundaries, time to support the initiative

Frustrations: Time constraints, support to be part of the learning opportunity

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How Might We...

Foster sustainable industry & community partnerships

Our Solution

EduFest hosted partner repository - description of value, key contacts, case studies or success

Planning in the Project

Resourcing/Budget: Total \$2k, \$1k for admin + collection of partner info, \$1k for web page design on EduFest Website

The Why: A quick go-to spot for education/innovation partners

Timeline: By next EduFest

Success: Metrics on access + new partnership → traffic on EduFest Website

Stakeholder Personas

Stakeholder: STEM/Science/Innovator/School Champion

Needs: Time/Support/Financial Support

Wants: Creative Freedom/Champion

Frustrations: Good fit, shared value proposition curriculum barriers

Stakeholder: Partner Coordinator

Needs: Clear communication, alignment of goals

Wants: As much impact as possible, sustainable

Frustrations: Change in leadership, loss of the champion, timetable, curriculum barriers

Stakeholder: Students

Needs: Engaging content, outlook, meaningful purpose for learning

Wants: More learning experiences like this

Frustrations: One off events, no clear scope of learning

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How Might We...

Place the student in the centre of their own learning.

Our Solution

Getting to know each student as an individual.

Planning in the Project

Resourcing/Budget: Time, training framework, access to external support (BOP, Youth Works, etc)

The Why: We are seeing too many young people fall off the bridge from adolescence to youth because they don't know who they are

Timeline: On going

Success:

Stakeholder Personas

Stakeholder: Students

Needs: Safe space, encouragement, belonging, consistency, transparency, honesty

Wants: Recognise strengths, pathways for support, trust

Frustrations: Lack of services, connection, lack of voice

Stakeholder: Teachers

Needs: Support, time, resources

Wants: Support services, connection with peers, time, resources

Frustrations: Lack of voice and support

Stakeholder: Parents

Needs: Support, direction

Wants: Support, direction, results

Frustrations: Lack of voice

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How Might We...

Build staff capability to design and deliver innovative learning experiences

Our Solution

Integrating whole-school real-world projects based on local industries and mapped to curriculum using design and tech

Planning in the Project

Resourcing/Budget: Time, fundraising, applying for grants

The Why: Upskilling staff, empowering staff, staff creating programs for students for better outcomes

Timeline: Building partnerships - industry or community, tangible connections

Stakeholder Personas

Stakeholder: Executives

Needs: Oversight, outcomes, visibility

Wants: Budgets

Stakeholder: Parents

Needs: Outcomes, clarity, recognition

Stream Two: Designing Innovative Learning Experiences

How can educators design and deliver innovative learning experiences in the classroom that engage students and leave a lasting impact?

This action-packed design sprint saw attendees collaborating to develop resources, templates, and frameworks for crafting impactful learning experiences quickly and easily within their communities.

Whether you're looking for a transferable template to expedite approval processes, a toolkit for sourcing industry partners for learning experiences, or a scaffold for a project-based learning unit, this design sprint offers tangible takeaways to bring back to your community.

Facilitated by social entrepreneur and innovative educator, Lily Kennedy, this session was designed to give attendees the chance to experience the innovation process firsthand.



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How Might We...

Develop sustainable partnerships with industry

Our Solution

A means of connection → teachers with industry by leveraging community (parents, alumni, school staff)

Planning in the Project

Resourcing/Budget: Time, contact person to create data base, publicity/communication with community

The Why: There are people in our community, we need to find out who they are + network with them

Timeline: Set up in 1 year, ongoing to maintain/update network list

Success: To have a data base & have had an exchange with someone from data base in the school

Stakeholder Personas

Stakeholder: Industry

Needs: Need + meet KPI's, justify their time

Wants: Seen by community, getting their logo/brand seen

Frustrations: Publicity, photo consent for students having to have WWC, the restrictions of access wifi regards to school

Stakeholder: Leadership

Needs: To have them on board

Wants: The time in school day to offer opportunities

Frustrations: Getting them on board

Stakeholder: Teachers

Needs: Contacts, connections, relevant for the context

Wants: Affordable, accessible, something beyond what is available in the school setting

Frustrations: Non-alignment with school structure + expectations of how schools can engage to meet industry and who to go to so not wasting teachers' time

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How Might We...

Integrate more innovated learning experiences into the classroom

Our Solution

Cross curricular, inquiry-based project that focuses on the incorporation of external bodies, people from industry, and community members with skill sets.

Planning in the Project

Resourcing/Budget: Planning time, transport budget, payment for industry members, sponsorship for program experiences

The Why: To develop the skills within the students for life long learning, so students can see what is possible and to gain an understanding of why.

Timeline: 8 weeks → 2 weeks planning prior to program

Success: Student enjoyment + achievement. Teachers are energised and willing to continue. Feedback is positive.

Stakeholder Personas

Stakeholder: Students

Needs: Curriculum, prior learning, safe space, support, real world experiences, engagement

Wants: Fun, collab with friends, time, achievements, interesting lessons, choice

Frustrations: When it doesn't work, time, lack of interest, working with people they don't like

Stakeholder: Teachers

Needs: Time, admin, resources: time, funding, support, demonstrate learning, autonomy, skills to deliver

Wants: Support, funding, resources, appreciation, student behaviour

Frustrations: Time, class size, behaviour, work load, curriculum constraints

Stakeholder: Leadership

Needs: Staff, protocol, justification, meet registration requirements, fit with school plan, budget

Wants: Motivated staff, successful programs, well behaved students, happy parents, voice, successful alumni

Frustrations: Managing everyone's needs, time

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How Might We...

Better infuse our learning experiences with creativity

Our Solution

Develop an app with capability to suggest creative ways to deliver lessons based on curriculum area and year group

Planning in the Project

The Why: Unlimited ideas, continually evolving data base of ideas

Success: Every teacher uses this to transform their lessons

Stakeholder Personas

Stakeholder: Policy Makers/School Leaders

Needs: Data, funding, proof of concept/outcome

Wants: Success

Frustrations: Lack of funding, agility, strict governance

Stakeholder: Teachers

Needs: Resources, time, education, training

Wants: Success, support, engagement

Frustrations: Lack of time, resources, funding

Stakeholder: Parents

Needs: Happy children, information

Wants: Inclusion, consultation

Frustrations: Lack of transparency, cost, opportunity

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How Might We...

Create more opportunities for cross curricular learning experiences

Our Solution

Multiple! See the following pages.

Planning in the Project

Resourcing/Budget: Access to industry, school visits, infrastructure of school, timetable, communication

The Why: Workplace is an interwoven place where all skills + content is fluid - need to practice this - life long learning

Timeline: Ongoing - will always evolve

Success: Student independence, teacher reduced work load

Stakeholder Personas

Stakeholder: Students

Needs: Engagement, authenticity, autonomy, connection, safe space, opportunity

Wants: Relate to their interest, "be correct", easy answer to be "gifted", expectation

Frustrations: Boredom, teamwork, social justice, competition, standardisation

Stakeholder: Teachers

Needs: Time, resources, permission, support, wellbeing

Wants: Support, engaged team

Frustrations: Time, change, parents, "mandates", student behaviours

Stakeholder: Wider School Community

Needs:

Wants:

Frustrations:

Other Ideas & Suggestions

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Backmap to see opportunities and evidence of curriculum covered

Find links in LA's - knowing curriculum very well can assist with this

Time on PD days to get creative with staff outside your office

Music and movement are powerful means to learning a concept. High schools have music, media and dance departments

Identify school students + community needs to determine purposeful learning

Let's combine to create a cross curricular science music video to teach balancing ionic compounds in chemistry

Empower students with the curriculum to co-design learning PDL learning. Ask what is essential

Allowing students the freedom to choreograph the moves, score the music for individual instruments and film their music video assessment thrown in. It's called drop and swap.

More emphasis on school visions + values that are enacted

Other Ideas & Suggestions

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Look at timetable structures to create time for teams to plan + learn together. Year 7 cohort taught by STEM with PBL application

Connect and share practice across schools. Create powerful resources to support teacher thinking + planning

Remove content from curriculum

Ask students what are some things THEY want to learn + incorporate that into lessons

Integrate cross curricular learning into the curriculum

Transparent + realistic expectations/KPI's

Access to industry professionals with cross curricular understanding or opportunities

More hands-on activities with inquiry-based learning

Rostered time on end of term days for cross curricular learning experiences

Greater awareness of tools + resources or good practice schools

Be explicit with students about what cross-curricular subjects they are learning

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How Might We...

Better highlight innovation pathways for students from school to industry

Our Solution

Centralised hub/website/app to have a platform accessible to all stakeholders

Planning in the Project

Resourcing/Budget: Up to \$250k + regular maintenance + updates

The Why: Make information more transparent and equitable to all in a timely manner. Cost efficient

Timeline: 6 months to build, 6 months to advertise and test, 6 months to share/evaluate

Success: User determined

Stakeholder Personas

Stakeholder: Industry

Needs: Students, champion teacher - regulates contract

Wants: Branding, exposure, access to specific/all groups

Frustrations: Misunderstandings + poor/tardy communications

Stakeholder: Teachers

Needs: Programme, hands-on focused plan fit for purpose, capacity

Wants: Easy to manage opportunities

Frustrations: Time, bound by curriculum constraints

Stakeholder: Student

Needs: Exposure, support

Wants: Opportunities, food

Frustrations: Information overload, peer support + pressure

Other Ideas & Suggestions

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Central forum/space
to access current
information (for
teachers & industry)

Speed careers events

Incursion day with
great facilitator

School website
careers corner

Bring in guest
speakers

Showcase nights
(industry meets
students)

Information shared
across different
platforms

Student support and
guidance to link in
with industry

Industry incursions
and active events

Online poll of options
that appeal to
students (identify
starting points)

Teacher find industry
(for buy in)

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How Might We...

Easily implement technologies to increase engagement

Our Solution

Digital tech to be prioritised in coaching in schools

Planning in the Project

Resourcing/Budget:

The Why: Upskill teachers and increase confidence

Timeline: Immediate staff → ongoing

Success:

Stakeholder Personas

Stakeholder: Students

Needs: Learning, engagement

Wants: Fun

Frustrations: Opportunity, teacher knowing

Stakeholder: Teachers

Needs: Engagement, Infrastructure

Wants: Ease

Frustrations: Budget, time

Stakeholder: Industry

Needs: Access, relationship/stakeholders

Wants: Impact

Frustrations: Access, engagement competition

Other Ideas & Suggestions

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Audit current school resources to determine best starting points

Establish DT content experts/work groups to lead development

Select subject relevant digital technology apps

Think creatively about how to use exciting tools/resources without reinventing the wheel

Having a person in charge of digital technology professional development

Allocation of timing in teacher timetable

Find good, simple resources and implement effectively.

Implementing professional learning PD's specifically for the specific areas

Online community, resources connections, tech-based incentives

Website

Check out our website for more information about future events and opportunities:

www.edufestwa.com

Socials

Make sure to follow our socials to keep up to date with upcoming events, news, and opportunities:

[@EduFestWA](https://www.instagram.com/EduFestWA)

Thank You

Thank you so much to each and every participant of EduFest WA for your involvement and input.

