

SDG 13 Passion to Purpose

Climate Action and Sustainable Development



Lesson Title and Summary: Generating Ideas + Remix & Improve

This lesson enables learners to develop an understanding of the process of generating ideas starting with their personal experience to help them build skills for personal project ideas. Learners develop an understanding of the importance of developing ideas and looking for opportunities to iterate and improve on existing ideas. Learners are also introduced to open source concepts, e.g. iteration and collaboration.

Passion to Purpose

Climate Action & Sustainable Development

Action Project

Lesson 6: Generating Ideas + Remix & Improve

Vocabulary:

Agility, Creativity, Disruptive, Innovation, Enterprise, Problem Finding and Solving

In this lesson, the learner will:

- explore their own experience as a source of ideas
- feel comfortable with exploring experimental approaches
- develop skills around idea generation
- accommodate variables and limits into design processes
- learn to transfer and apply skills

Materials

- Worksheet: Ideate Remix 1
- Extension Task: Remix 2
- Pens, pencils
- Paper



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Activity Instructions

Activity 1 Remixing ideas – Rapid Response (20 mins)

1. Using Worksheet: Ideate Remix 1, ask learners to complete the first row based on their own preferences.
2. Organise learners into pairs to share what they have filled in. Pairs can be assigned randomly or spend some time with a whole class share to pair partners up who have the same hobby filled out.
3. While learners are sharing their ideas in pairs, draw the grid template on the board- Hobby, Likes, Obstacles, Change (2-3 rows).
4. Ask the class for input from the grid randomly e.g. "Group one tell me what's written in the second column, row 2." Write their answer on the board. Repeat three more times until you have something on the board from each of the columns, e.g. group 4 tell me what's written in the column 3, row 1, group 2 tell me what's in column 4, row 2, group 3 tell me what's in the column 2 row 3.
5. Now you have a completed grid with mixed ideas from the class.

Activity 2 Remixing ideas Rapid Response 2 (20 mins)

1. Using the remixed grid on the board, ask pairs to start coming up with possibilities for a business, activity or service that include the 4 variables; the more random the variables, the better to push their creativity.
2. Give pairs 10 minutes to brainstorm ideas and then share as a whole class or smaller groups.

REFLECTIVE EXERCISE: 3-2-1 (10 mins)

- Three things they feel they have learnt from the tasks
- Two things they found most interesting and would like to explore more
- One – their opinion they have about the tasks

Rather than post-its you can set up a mentimeter poll to gather reflections - www.mentimeter.com

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EXTENSION / REDUCTION ACTIVITIES

Reduction: For a shorter class, complete Activity 1 only, extending the timing of the steps. Complete Activity 2 in a following lessons.

Extension: For a longer class, use the work in Activity 2 with Worksheet: Remix 2. Ask the class to undertake the same process for the Idea Remix using one of the businesses, services or Activity 1 ideas that has come out of the first part of the lesson. Learners can begin to develop an empathy map for a user of the ideas, products or service that have come out of Activity 1.

This can be extended to explore multiple ideas and help them select which has the best 'fit' between users needs and their purpose. Learners can also integrate learning from DT 1 Empathy by using the Step into the Problem worksheet to work through the ideas generated.

They can also undertake a standard SWOT analysis once they have selected their final project idea

MEDIA BOX: (materials, online video links, extra resources, case studies etc)

Video: Design Thinking: Ideate (4:04 mins) <https://www.youtube.com/watch?v=zbLxs6te5to>

Website: Sustaining Development SDG 12 <https://sustainingdevelopment.com/sdg12-indicators/>

Local Trip / Expertise / Additional Work and Assessments

Continue to research the local organisations and stakeholders involved in their selected problem and make connections with them to consider the development of their service or product in response to the local problems.

Reconnect with any values-led organisations they may have connected with in Lesson 6.

Revisit their stakeholder mapping worksheet and undertake the activities focused on their own project or selected problem.



LESSON 6 WSA: Idea Remix 1

This worksheet will help you play with ideas using your own experience and pastimes.

Fill in the boxes - we will then work with the whole group to develop a number of possible ideas.



What is one of your hobbies?



What do you like about your hobby?



What are some obstacles that make doing your hobby difficult?



What would make it easier to do your hobby?

Hobby

Likes

Obstacles

Change

Hobby

Likes

Obstacles

Change

LESSON 6WSb: Remix 2

This worksheet will help you play with ideas using an adaptation of a SWOT analysis, replacing the categories with Purpose, Strengths, Weaknesses and Users. Fill in the boxes for each of your team’s three different project ideas.

For a standard SWOT analysis use Strengths, Weaknesses, Opportunities and Threats

Purpose	Strengths	Weaknesses	Users
Purpose	Strengths	Weaknesses	Users
Purpose	Strengths	Weaknesses	Users