








Design Thinking for Educators

By David Baroni

Course details

-  One week course
-  Starting from 480€ (Cultural activities included)*
-  Min. 4 - max. 14 participants
-  Certificate of attendance included (80% of attendance required)
-  Available in Barcelona, Berlin, Budapest, and Rome

* A 60 € late registration fee will be applied if you register less than 8 weeks before the course start date.

Course description

Educators face design challenges every day, from curriculum design to integrating technology into classes. Some of these challenges are complex and abstract and cannot be solved by using standard methods or approaches. Hence, teachers can benefit from learning and applying a clearly defined structured method of problem-solving.

This course aims to foster out-of-the-box thinking by teaching how to apply the Design Thinking mindset and methodology in order to solve complex problems.

Participants will learn to implement problem-solving activities through a whole design cycle. They will acquire new strategies to analyze a problem, empathize with audiences, prototype a solution, and test it.

We will follow the “learning by doing” approach, meaning you will solve a complex problem during the course by following a five-step model. You will be working together in groups, testing your ideas, and presenting results.

After completing this course, you will be able to apply design thinking both in and out of the classroom.



Learning outcomes

The course will help the participants to:

- Apply design thinking in your daily work;
- Understand the unique needs around specific challenges;
- Enhance your creative problem-solving skills and innovation mindset;
- Develop a strong understanding of the design process and how you can apply it in and out of the classroom;
- Develop and test innovative ideas through experimentation.

Tentative schedule

Day 1 – Introduction to Design Thinking

- Introduction to the course, the school, and the external week activities;
- Icebreaker activities;
- Presentations of the participants' schools;
- Introduction to Design Thinking;
- Workshop: Identify a problem to solve.

Day 2 – Design methodologies

- Design Methodologies;
- Workshop: Empathize with the target audience.

Day 3 – Design Thinking strategies

- Ideation and prototyping strategies;
- Workshop: Generate solutions to identify insights and opportunities.

Day 4 – Testing

- Testing with the target audience;
- Workshop: Collect valuable feedback by testing the prototype.

Day 5 – Iteration and final presentations

- Iteration and final presentations;
- Sharing feedback with each other.





Day 6 – Course closure and cultural activities

- Course evaluation: round-up of acquired competencies, feedback, and discussion.
- Awarding of the course Certificate of Attendance.
- Excursion and other external cultural activities.

*The schedule describes likely activities but may differ significantly based on the requests of the participants, and the trainer delivering the specific session. Course modifications are subject to the trainer's discretion. If you would like to discuss a specific topic, please indicate it at least 4 weeks in advance.

Our courses usually include two cultural activities. Further information is available on the webpage of each course location.

About the provider

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