



Program Description

This 5-day program introduces educators and school staff to the Design Thinking process as a practical and collaborative approach to solving challenges within the educational environment. Through hands-on activities, participants explore real needs of students, teachers, and staff, define meaningful school challenges, ideate innovative solutions, create prototypes, and test them in realistic scenarios.

The course fosters creativity, user-centered thinking, teamwork, and problem-solving skills that can be integrated into classrooms, staff rooms, administrative processes, and overall school culture. Participants finish the course with a concrete, ready-to-implement solution tailored to their school context.

Competences

Participants will be able to:

- Apply the Design Thinking process in educational contexts.
- Identify the needs of students, teachers, and staff.
- Develop creative, practical, and user-centered solutions.
- Build and test prototypes quickly and effectively.
- Collaborate in mixed school teams.
- Analyze challenges and plan actionable improvements.
- Communicate ideas clearly and provide constructive feedback.
- Reflect on personal teaching and school management practices.
- Promote innovation and problem-solving within the school.
- Integrate design thinking skills into daily school activities.

Methodology

- Learning by doing: applying tools directly to real school challenges.
- Group collaboration: mixed teams of teachers and staff.
- User-centered design: focusing on real needs in the school community.
- Prototyping and testing: fast creation and improvement of solutions.
- Reflection: short daily reflections to connect learning to practice.

Results

- By the end of the course, participants will:
- Produce a functional prototype addressing a real school challenge.
- Develop an implementation plan ready to use in classrooms, staff workflows, or school processes.
- Gain practical strategies for improving learning, collaboration, or school culture.
- Enhance collaboration and teamwork among teachers, staff, and administrators.
- Improve understanding of student and staff needs.
- Increase creativity, confidence, and problem-solving skills.
- Promote a culture of innovation in their school.
- Learn to iterate and refine solutions based on feedback.
- Build tools and approaches ready for immediate application.
- Acquire skills to apply Design Thinking to future school challenges.

Day by day Planning

Day 1 – Empathise: Understanding Learners & School Context

09:00–09:30 Welcome & Introduction to Educational Design Thinking

09:30–10:30 Understanding Students' Needs

10:30–11:30 What do you know about design?

11:30–12:00 What would you like to know about design thinking?

12:00–12:30 What is Design Thinking?

12:30–13:00 What can I use Design Thinking for?

13:00–13:30 What does Design Thinking look like in action?

13:30–14:00 Group reflection. Day conclusions.

Day 2 – Define: Framing Educational Challenges

09:00–10:00 Organizing Educational Insights

10:00–11:00 Defining the Classroom Challenge

11:00–12:00 Aligning Challenges With School Goals

12:00–13:00 Mapping in Schools

13:00–14:00 Finalizing Problem Statements

Day 3 – Ideate

09:00–10:00 Creative Warm-Up for Educators

10:00–11:00 Classroom-Focused Idea Generation

11:00–12:00 Visualizing Teaching Ideas

12:00–13:00 Evaluating Ideas for the Classroom

13:00–14:00 Selecting Educational Solutions

Day 4 – Prototype

09:00–10:00 Prototyping Educational Solutions

10:00–11:00 Planning the Classroom Prototype

11:00–12:00 Building the Prototype

12:00–13:00 Refining Prototype Elements

13:00–14:00 Peer Testing Session

Day 5 – Test & Implement

09:00–10:00 Testing With Educational Feedback

10:00–11:00 Analyzing Test Results

11:00–12:00 Revising the Educational Prototype

12:00–12:30 Preparing the Implementation Plan

12:30–13:30 Final Presentation

13:30-14:00 Goodbye session