NextGeN ENTREPRENEURS

Education Package

Lesson 3 - DISCOVER

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LESSON 3 - DISCOVER

Discover

Students dive into DISCOVER mode as they research the problem they intend to solve. Industry partner reveals more real-world application of sustainable solutions. We practice asking good research questions.

Overview

Learning Areas: English, HASS, HPE, Technologies, Science

Year Levels: 5-10

Teaching Time: 55 mins.

Resources required:

- Device capable of presenting a video to the class
- Word wall
- Journal (exercise or scrapbook) 1 per student

Level of teacher scaffolding: Medium – facilitate class discussion

Learning Intentions

- Students have a clear understanding of the problem and its background. They understand the underlying processes and concepts and are able and ready to consider and design a solution in the next stages.

Keywords: Innovation, Criteria, Define.

Carbon Zero Future - The Challenge (remind students)

Create a new idea or innovate on an existing sustainable solution. You do not need to make the product nor know how to design it - just come up with an innovative idea. Develop your idea to the pitch/presentation stage. Include a poster or slide. You can present your idea in person or via video, 3 minutes in length. A panel of judges will provide feedback.

Refer to the 6 Stages of Solutions Thinking.

Innovation Challenge

5 minutes – Social Drawing

In groups of 4 begin drawing on one blank page in your journal. It can be a pattern, a sketch, representational or abstract. After one minute (use timer), pass journals to the left so that after one minute each, every group

member has contributed to your original drawing. This task is best carried out in silence, with no input or comment from students or teacher.

This task is a reminder that the idea we had planned does not always turn out as we expected. Others see things differently. You gain an awareness of other points of view. You could learn who might be great at helping with your poster - ask them to join your team!

Solution Thinking Focus: DISCOVERY

DISCOVERY: This is the exploration stage. Skills include determining where the information is, skimming, scanning, and scouring the information for background filtering, and taking smart notes. Discovery stage ensures solution seekers diligently research the problem they intend to solve.

While today's industry partner reveals more real-world application of sustainable solutions, we practice asking good research questions.

For example;

- What is the problem to be solved?
- Who cares about this problem and why?
- What have others done?
- What is your solution to the problem?
- How can you demonstrate that your solution is a good one?

Industry Partner

10 minutes

Industry partner incursion or video (videos will continue to be made available on our website).

Encourage students to ask good **DISCOVERY** questions.

For example;

- What is the problem to be solved?
- Who cares about this problem and why?
- What have others done?
- What is your solution to the problem?
- How can you demonstrate that your solution is a good one?

Journey Map

5 minutes

Before you complete your Journey Map today, revisit your "WHY".

Plot where you intend to spend your time today.

It might be time for DISCOVERY!

Word Wall

5 minutes

Review understanding of existing vocabulary.
Add *Scan*, *Scour & Skim* to the word wall.

Carbon Zero Journey

20 minutes

Have you DEFINED the problem you wish to solve? Now is a good time for DISCOVERY. Ask yourself good research questions, such as;

- Who cares?
- Is there already an existing solution?

Conclusion

5 minutes

Chart where you spent your project time on your Journey Map.

Sleep on it

Don't fall in love with your first idea, you don't have to marry it! Great solutions take many iterations