



QASSP LEARNING

# DESIGNED INGENUITY

A LEARNING FRAMEWORK FOR THE CREATIVE MIND



## LOCATION

Online, via Teams  
QLD



## DATE

Tuesday 25 - Monday 31  
October 2022



## INVESTMENT

Members & Non Members  
\$495 (inc.GST)

## WHAT YOU WILL LEARN

Designed InGenuity is a learning framework for the creative mind – where small experiments spark fast, iterative learning cycles and integrate students' personal interests into the curriculum.

It's a practice that allows school leaders, their teachers, and support staff to experience, once again, the original joy of curiosity-led learning and inspire wonder and deeper learning for our students.

## OUTCOMES



Inspire students through curiosity-led learning cycles



Integrate students' personal interests into the curriculum



Unleash the creative genius of teachers and students

## THINK BIG

The time to reimagine education is upon us, if we are to prepare this next generation to thrive in the 'creative economy' – one where competitive advantage is based on innovation and the rapid introduction of new ideas. It's complex and daunting work, but it's the right work.

## START SMALL

The idea of 'Agile' emerged from the software industry. It uses small experiments to spark fast, iterative learning cycles to quickly solve complex problems. Each learning cycle creates surprise. Each surprise allows us to know the problem better. With this process in mind, a new learning framework – Designed InGenuity or DIG – is under construction. It's a practice that allows school leaders, their teachers and support staff to experience, once again, the original joy of curiosity-led learning, and inspire wonder and deeper learning for our students.

## MOVE FAST

Each DIG is typically a five-day sprint. It begins with a shared understanding of the subject under exploration – a 'common ground' – and the assignment of individual scramblers, that create 'plots' of discovery for each learner. From there, the learners follow their curiosity – we call it 'Rabbit Hole Research' – to learn about the topics under investigation, but also about themselves as they integrate their own personal interests. Their commission is to uncover something that delights them, and then to create something that they can use to tell the story about this discovery in a way that might inspire wonder in others.

## THE STORY SO FAR...

It started as an experiment.

What might happen if schools were modelled after the learning cultures of fast-growing technology companies?

In 2015 under the banner of Innovate Oregon, school leader Jami Fluke and agilest Thompson Morrison sparked a transformation in a rural high school in Dayton, in the US Pacific Northwest. They co-created a new learning culture that sought to unleash the creative genius in each student, empowering them to be the makers and creators of tomorrow.

The Dayton Experiment shows the path to a new kind of education – one based on the mindset called 'Agile'. At its core, it's an experience of fast, iterative learning with higher purpose. In 2019, 21 members of a QASSP study tour visited Dayton Junior High and High School.

It was a watershed moment. The group observed tangible levels of student engagement and enthusiasm and learning that was palpable. Their itinerary included visits to Apple, Amazon and Microsoft; the group voted Dayton the standout experience.

## AN OUTCOME

To date, more than 200 educators – school leaders and classroom teachers – have experienced the Designed InGenuity learning framework. DIG trials are now underway in classrooms throughout Queensland schools, as together teachers and students reimagine education. We're building a movement to spread the impact of what was learned in Dayton.

To discover more, visit [dig.wiki.innovateoregon.org](http://dig.wiki.innovateoregon.org)



### ABOUT QASSP LEARNING

QASSP provides quality and customisable learning for all stages of an educator's career. This is learning for the profession, by the profession.