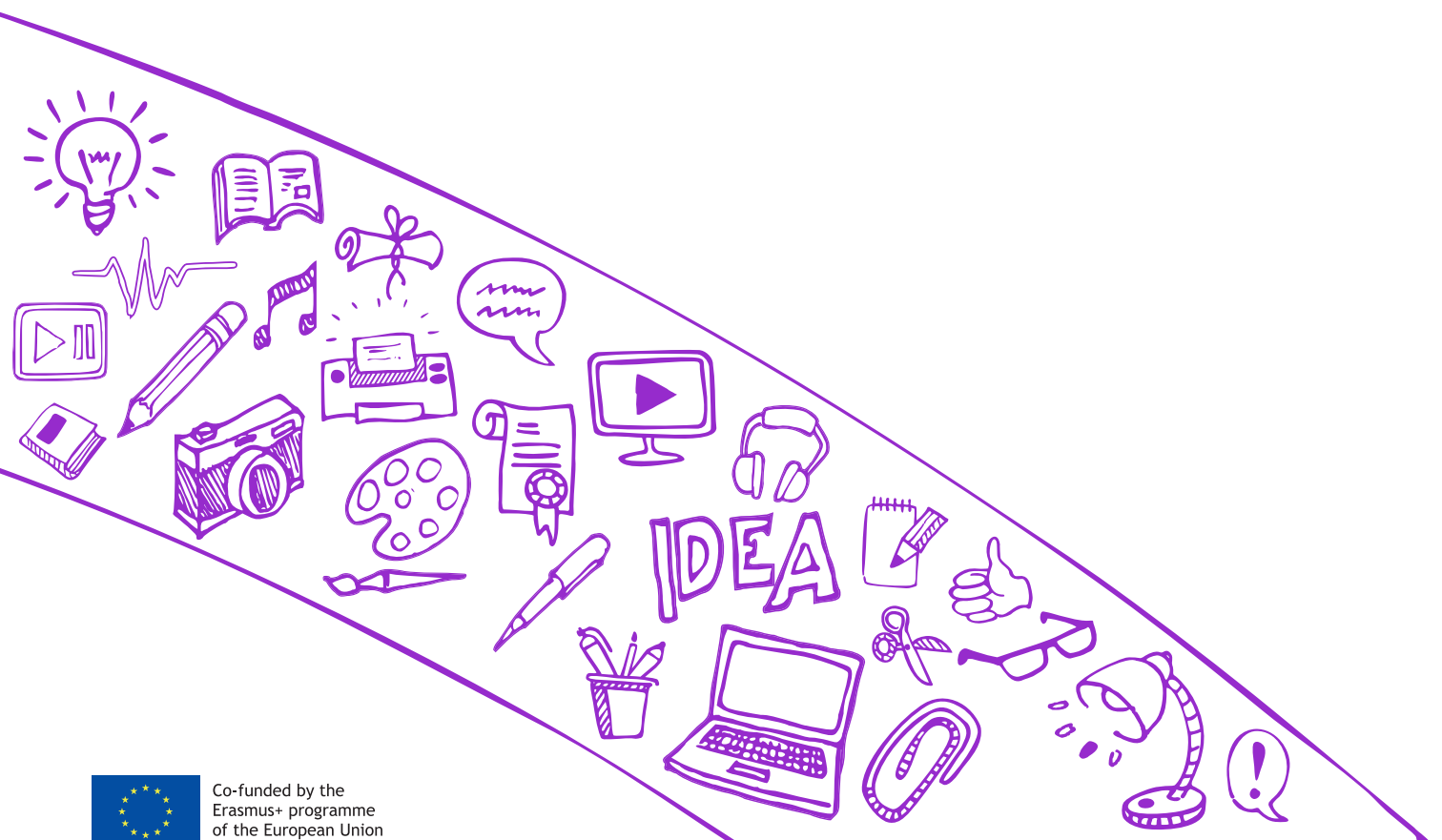Youth Creativity Training Course

Module 5

Applying creativity for solving challenges

Part 2

Exercise 1
Opening and check-in

10 minutes

Recap of the work from previous module and check-in with DiARC Digital Cards
https://nmct.eu/creativecards/

Question to all for check in:

❝ *One word or sentence that describes my time between latest module and this final one*

Exercise 2

Exercise 2
Reporting on homework and discussion
"What have we learned so far?"

40 minutes

Facilitate a debriefing process. Start with invitation to participants who have worked between modules (there are chances someone couldn't invest the time) on brief reporting – photos and videos with a storyline, about their work between the final two modules.

After each one, sharing trainer and other participant give feedback:

- *What seems to be done well*
- *What can be added / done for an even greater outcome*
- *Congratulate the participant for the effort.*

(Participants who haven't worked on the homework are invited to organize the steps within the homework during the time allotted for Exercise 3 – working on presentations.)

After everyone individually presents their homework, continue with a Group Discussion. Questions to reflect on:

- *What are the outcomes from our creative design so far?*
- *What did we manage to plan and create within 4 hours in the previous module?*
- *What creative work did we delivered to the communities we want to serve / help?*
- *What have we learnt so far?*

Exercise 3
???????

90 minutes

Each group to work on their presentation – PPT, video, story, choice of them how will they present, summarising:

1. *Intentions – when starting the course*

2. *Planning creative work*

3. *Creative work as process – what have we learned by studying the process*

4. *How did we approach design thinking – a story about learning and practicing: phases, how did they choose the community challenge they want to support being solved?*

5. *Outcome – what community did we support through creative work and how did we do it*

6. *Lessons learned*

It is important as a trainer to demonstrate a presentation here or launch one from the Internet to see what direction teams to take.

The topic of the presentation:

- *What did we experience?*

- *How did we experience it?*

- *What did we achieve?*

The goal is to inspire others to participate in similar processes.

Split teams into Breakout rooms while working and visit each room to support the work.

Participants that manage to prepare their PPTs earlier are invited to compare their current scores on the creativity test (presented in Module 1) with their original score. This will allow them to explore how things have changed for them.

Link to the test: **https://www.datcreativity.com/task**

15 minute break

Exercise 4

Exercise 4
Show time + Q&A

40 minutes

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10 min for each team to create their presentation

Q&A from the other teams

Optional – for the presentations, everyone can invite a representative of the community they supported through their project.

Or the Trainer can invite the DIARC project contact point to serve as a jury or public.

Closure of the module

15 minutes

Debriefing

Feedback gathered through online google form.

Certification and thanks for joining us.

The creative journey now begins!!!

Course contact points

United Kingdom
Nick Owen (The Mighty Creatives),
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Annex 1 - Course bibliography

The current list is indicative, highlighting examples of sources to be used when delivering the different modules of current course. It would be constantly updated through the piloting sessions in each piloting country (United Kingdom, Bulgaria, Slovenia and Croatia).

Guides

The Field Guide to Human-Centered Design by IDEO.org
http://www.designkit.org//resources/1

Design Project Guide by Hasso Plattner Institute of Design at Stanford
https://static1.squarespace.com/static/57c6b79629687fde090a0fdd/t/589ba9321b10e3beb92 5e044/1486596453538/DESIGN-PROJECT-GUIDE-SEPT-2016-V3.pdf

Articles

Design Thinking for Social Innovation by Tim Brown & Jocelyn Wyatt, 2010 *https://new-ideo-com. s3.amazonaws.com/assets/files/pdfs/news/2010_SSIR_DesignThinking.pdf*

Human-Centered, Systems-Minded Design by Thomas Both, 2018
https://ssir.org/articles/entry/human_centered_systems_minded_design

Books

The Vein of Gold: A Journey to Your Creative Heart by Julia Cameron, 1996
https://www.amazon.com/Vein-Gold-Journey-Creative-Heart/dp/0874778794

Entrepreneurial You by Dorrie Clark, 2017
https://www.amazon.com/Entrepreneurial-You-Monetize-Expertise-Multiple-ebook/dp/B06XJ4NWR9

Change by Design, Revised and Updated: How Design Thinking Transforms Organizations and Inspires Innovation by Tim Brown, 2019
https://www.amazon.com/Change-Design-Revised-Updated-Organizations/dp/0062856626

Movies

The Creative Brain, NETFLIX