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IZVJEŠĆE S TEČAJA

Design Thinking for Educators

Malaga, Španjolska

4.-8.8.2025.

Overview

The Design Thinking for Educators training, part of the Erasmus+ initiative, empowers teachers to approach educational challenges with creativity, empathy, and innovation. The workshop introduces educators to human-centered design principles and equips them with practical tools to transform classroom experiences.

Foundations of Design Thinking

- **Core Concepts Introduced:**
 - Design Thinking as a mindset and methodology.
 - The five-phase process: Empathize, Define, Ideate, Prototype, Test.
- **Key Takeaways:**
 - Educators are natural designers, constantly shaping learning environments.
 - Empathy is central to understanding student needs.
 - The Double Diamond model helps visualize divergent and convergent thinking.
- **Case Study Highlight:**
 - A UK school improved homework completion by reframing the issue through empathy, revealing access and clarity, not motivation as the core barriers.

Deepening Empathy and Active Listening

- **Empathy in Action:**
 - Techniques: Interviews, Observations, Shadowing, Empathy Maps.
 - Listening Levels: Internal, Focused, essential for uncovering hidden needs.
- **Communication Skills:**
 - Active listening, open-ended questions, and reflective feedback.

- Tools like the GROW model and SMART goals help structure meaningful conversations.
- **Creativity vs. Innovation:**
 - Creativity generates ideas; innovation implements them.
 - Barriers include fear of failure
- **Gamification Introduction:**
 - Game mechanics (points, feedback, autonomy) can enhance student engagement.

Ideation, Prototyping, and Gamification

- **Gamification Insights:**
 - Museum visit revealed how game design fosters motivation and flow.
 - Classroom applications include quests, badges, and role-play.
- **Ideation Techniques:**
 - SCAMPER method, brainstorming rules, and “How Might We” questions.
 - Emphasis on divergent thinking before converging on solutions.
- **Prototyping:**
 - Rapid to test ideas and gather feedback.
 - Types include lesson redesigns, classroom layouts, and instructional tools.
- **Scaling Innovation:**
 - Consider context, resources, stakeholders, and sustainability.
 - Use tools like journey maps, empathy maps, and pitch canvases.

Conclusion

This workshop equips educators to become intentional designers of learning. By embracing empathy, creativity, and iterative problem-solving, teachers can co-create meaningful educational experiences that respond to real student needs.