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# **PEDAGOGICAL EXPERIMENT**

Define what experimentation & practice mean; build an innovation team &

### **SET THE LEARNING**

Design the Learning strategy Use the vision backcasting framework

land + choose the right tool:

#### **DESIGN THE LEARNING**

Design the Learning Experience

Use learning arches & plan your setting & landing

What courage do you need to have to be

## **CREATE THE LEARNING**

Facilitate the learning experience DO IT!: Deliver. Create the alliance with the students and invite them into the experience

#### NOTE: Advices for leading the space:

Find a way to be part of / participating in what you are teaching

Be prepared to step back / and not provide all the

Trust in yourself and the learning strategy & experience you have designed

# CATAGORIES OF EDUCATIONAL INNOVATION AND ADAPTION OF INNOVATIVE CHANGE EARLY EARLY MAJORITY 30% ADAPTORS ADAPTORS 10% ED DESIGN PIONEERS CHANGE AGENTS 05% ADAPTED FROM E.M. Rogers, Diffusion of Innovation. 4th edition (NY Free press 1995)

#### DEEP LISTENING, OBSERVATION, EVALUATION & FEED FORWARD

As a learning team: teacher & students (colleagues)

Open up your practices to your colleagues. Meet and share what's working & what's not, find patterns and redesign the learning

# CO\_CREATE THE FUTURE

#### **IMPLEMENT**

Share wise practices and methods with staff and leadership

#### **CREATE THE LEARNING**

Set the frames & create ownership with the students & get off the stage!

#### **DESIGN THE LEARNING**

Re-design the learning experience with the students & establish TBP

#### What is TBP (Team based Pedagogy)

learn how to learn, support and value each other's growth and development as leaders, managers,

A team-based pedagogy provides the opportunity to



THE ART & CRAFT OF FACILITATING LEARNING SPACES Learning experience

& strateav design **Education Master Class**