



BUILDING CAPACITIES FOR ACCELERATED INNOVATION

UNBOX TINKERING

Draft Agenda

TIME	SESSION	SESSION DETAILS	MODE
DAY 1			
8:30 – 8:45 AM	Welcome & Introductions	Group Introductions	Presentation & Discussions
8:45 – 9:45 AM	Context setting	Overview of ATL program Overview of the Training Program – Online & offline Introduce & run through the Content for ATs – Lets Tinker	Presentation & Discussions
TEA BREAK			
10:15 – 5:00 PM	Life Skills Coaching Skills Facilitation Skills	Design Thinking Overview & deep drive Interactive Sessions Challenge / Activity 1: Upcycling	Presentation & Discussions
DAY 2			
8:30 – 8:45 AM	Reflections	Recap of Day 1	Discussion
8:45 – 10:45 AM	Let's Explore	Introduction to basics of electronics – Sensors, resistors, circuits etc.	Presentation & Discussions
TEA BREAK			
11:00 - 1:00 PM	Let's Make & Learn!	Challenge / Activity 2: Paper Circuit Challenge	Hands On
LUNCH			
2:00 – 3:30 PM	Let's Explore	Introduction to basics of coding, microcontroller boards, processors etc.	Presentation & Discussions
TEA BREAK			
3:45 – 5:30 PM	Let's Make & Learn!	Simple challenges/ activities Challenge / Activity 2: Paper Circuit Challenge (Ctd.)	Hands On
DAY 3			
8:30 – 8:45 AM	Reflections	Recap of Day 2	Discussion
8:45 – 10:45 AM	Let's Make & Learn!	Introduction to basics of IOT and related content & basic activities	Hands On
TEA BREAK			
11:00 – 1:00 PM	Let's Make & Learn!	Activities based on previous session learnings Challenge / Activity 3: Smart Home IOT Challenge	Hands On
LUNCH			
1:45 – 2:30 PM	Let's Explore!	Introduction to 3d printing and design	Presentation & Discussions
2:30 – 3:15 PM	Showcasing	Show and explain products/ models created during the workshop	Discussion
TEA BREAK			

TIME	SESSION	SESSION DETAILS	MODE
3:30 - 4:00 PM	Planning	Show and explain products/ models created during the workshop	Discussion
4:00 - 5:00 PM	Reflections Feedback session	Action Plan for Implementing Techniques at home ATL Integration Worksheet Questions, Comments, Concerns	Reflections
Day 4			
8.30 – 9.00 AM	Reflections	Recap of Day 1-3	Discussion
9.00 -10.00 AM	Innovation Revisited	Innovations that changed the world Why innovate? The many faces of innovation (innovation can happen in different ways- innovation via design thinking and computational thinking; IBM - Feet of Engineering; Robotics for Kids); Group Activity!	Discussion
10.00 – 11.00 AM	Computational Thinking – Warm Up	Introduction to Computational Thinking (What and Why) Cornerstones of Computational Thinking (decomposition, pattern recognition, abstraction, algorithms) Mini Try-outs of computational thinking (brainstorming solutions to real life based problem statements using CT as can be applied to real world challenges)	Hands On / Group work
TEA BREAK			
11:00 – 12 NOON	The Innovation Challenge	9 focus application areas for innovation; Identify challenges; select a challenge to solve and innovate	Group Discussion
12.00 – 1.00 PM	Dare to Design!	Becoming Design Thinkers Know your User (What is meaningful to your users/community/society) Decode the Challenge (Define the challenge you are taking on, based on what you have learned about your user and about the context)	Group Discussion
LUNCH			
2.00 – 3.30 PM	Let's Ideate!	Generate ideas for innovation design in selected problem area	Group Discussion
3.00 – 4.30 PM	I-Innovate!	Spotlight the innovation in the solution	Discussion / Presentation
TEA BREAK			
4.30 – 5.15 PM	Tech Talk!	Identify the technology solution (Leant on days 2&3) to be used to develop the prototype / solution	Group discussion
5.15 – 5.30 PM	Day Closure	Brief discussion on the day	
Day 5			
9.00 – 9.30 AM	Reflections	Recap of Day 4	Discussion
9.30 – 1.00 PM	Tinker to Prototype!	Putting the prototype in the user's hands; ATL equipment will be used for example rapid prototyping tools such as 3D Printer Kit and tools, and Consumables	Hands-on
LUNCH			
2.00 – 3.00 PM	Test the solution	Develop test conditions to test the prototype and apply	Hands on
3.00 – 4.00 PM	Showcasing	Show and explain products/ models created during the workshop	Presentation / Discussion
TEA BREAK			



4.00 – 5.00 pm	Implementation Plan!	How will Unboxing the Tinkering Lab and its applications in the real world take place in school ATLs; Role of the Design Coach	Discussion
5.00 – 5.30 pm	Reflection / Feedback	Feedback and setting up a community pf Tinkerers	Hands - on