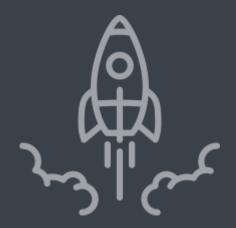


# Leverage Your "Moonshot Mindset" to Fuel Innovation

October 12, 2020

Learning Now Webinar Series

## Check In



If you had unlimited resources (time and money), what's a challenge you would want to solve?

Put your response in the chat



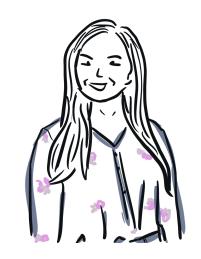
## Your Hosts for Today's Conversation



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## **Essential Questions**

## Your Takeaways for Today

What is a "moonshot mindset?" How can it be applied to the education context right now?

Why now?



What role can a research and development team play in acting upon and advancing moonshot ideas?



## **Elements of Building Knowledge**



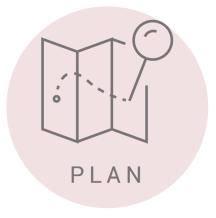
Understand why this idea matters through first-hand experiences



Explore resources and deepen knowledge related to idea



Try using the idea in small, safe ways to prepare for application



Develop a hypothesis to test and determine the supports you need



## **SPARK**

What is a moonshot?





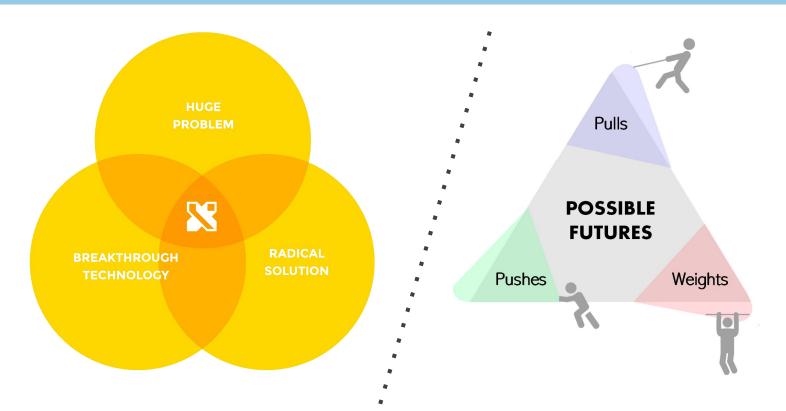
## moon·shot

Noun

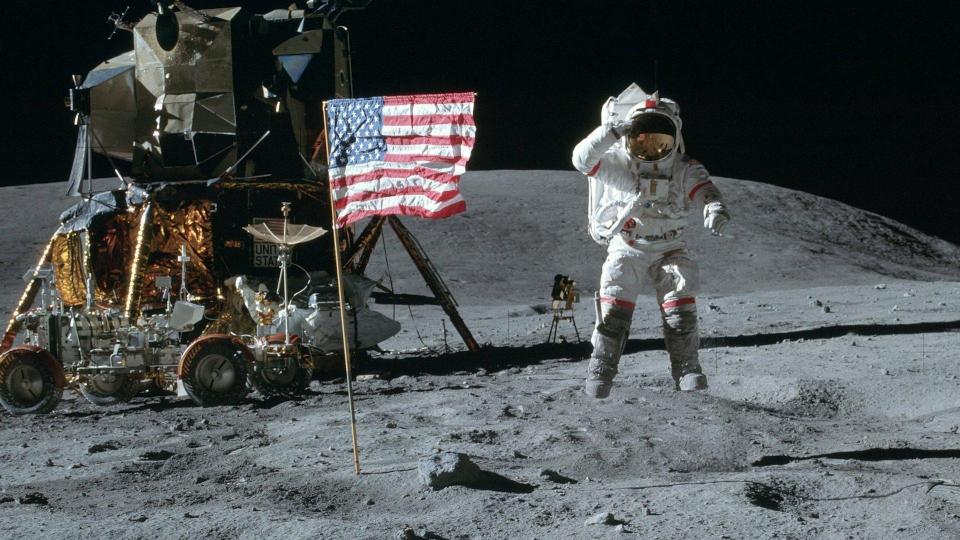




## **Moonshot + Futures Triangle**





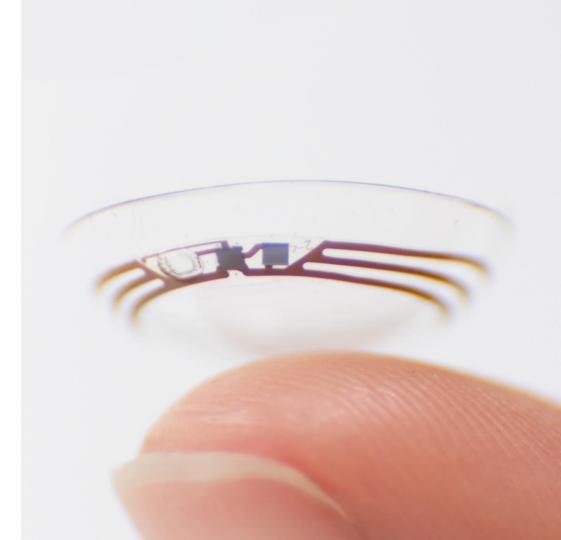


Expanding Internet connectivity with stratospheric balloons





Smart contact lenses to help people live healthier lives





## Reflect: What ideas do these moonshots spark for you?



## **EXPAND**

What moonshots can we tackle in education?



## **Reimagined Classrooms**









## **Tech-Enabled Learning**











## Start By Asking Thought Provoking Questions

How might we leverage the flexibility that distance learning has afforded to many students to reimagine what we now know as "the classroom?"

- Amp up the good
- Remove the bad
- Explore the opposite
- Question an assumption
- Go after adjectives

- ID unexpected resources
- Create an analogy from need or context
- Play against the challenge
- Change a status quo
- Preak POV into pieces



## Start By Asking Thought Provoking Questions

#### What if internet access was free for every student?

- Amp up the good
- Remove the bad
- Explore the opposite
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- ID unexpected resources
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## Start By Asking Thought Provoking Questions

How might we make the learning experience more like a video game?

- Amp up the good
- Remove the bad
- Explore the opposite
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- ID unexpected resources
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What if schools celebrated failed efforts instead of just successful ones?

What if the measure of a great school was when students were teaching most of the time and teachers were learning most of the time?

What if school policy mandated that teacher speaking never exceeded 20% of the overall conversation in a classroom?

What if each teacher had a board of directors (consisting entirely of students) to whom they reported and gained input for their work as an educator?



## Reflect: What question/possibility would you be excited to explore?



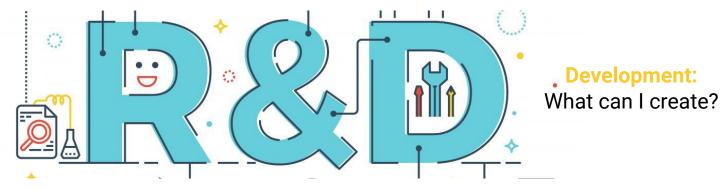
## PRACTICE

How can I make this happen?



### What is R&D?

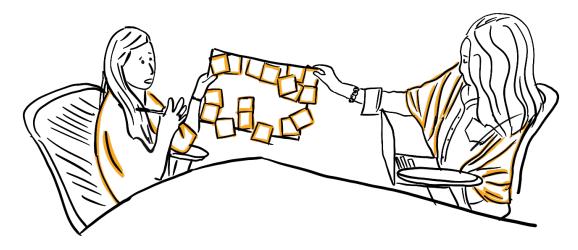
Research: What can I learn?





## Why R&D?

- New problems require new solutions
- Old problems haven't responded to old solutions
- Innovation already happening; seize the moment





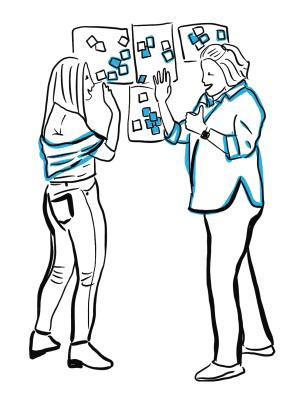
## **R&D Process**

	Initiate →	Review →	Research →	Outcome →	Next Steps ∪
Who	Learning Org	R&D	R&D	Learning Org	Learning Org
How	LO to submit request form* R&D to conduct ongoing insights and share at tbd intervals	Reviews request, determines research strategy/approach Within 48 hours, responds to person who submitted Determines roles for research task (e.g. Lead Researcher, Synthesizer)	Gather insights and produce report per request Product report according to specifications	Learning Org reviews report and determines how information will be used  Reports outcome to R&D (e.g. We reviewed report and determined no current changes are needed; We will be sharing this with xyz)	Information shared to relevant parties (e.g. GCC, service lines, other circles, marketing, sales)  Decision made on next steps (e.g. build prototype, consumer research, further insights needed, market scan)
Why	Supports clarity and efficiency in our process Ensures R&D is continuously investigating trends	Collaborative time to clarify roles based on capacity and expertise	Information presented in timely manner with key insights highlighted to inform outcome	Ensures we stay abreast of how info is being used and what we can do to maximize usefulness of outputs.	Learning org has insight across circles and is best equipped to determine use of information Learning Org will communicate next steps by initiating a subsequent request form



### **R&D Teaming Structure**

- Identify a Thought Leader [Why not YOU?!]
- Build an Ideation Team
- Recruit Innovators for Testing
- Spread the news





## 4 Tips

#### Establish a north star

Why are you doing this? How does it relate to your district's mission?

#### Mobilize your innovators

• Who's excited to dive in? Who will bring innovative ideas to the table?

#### Place small bets

Where is innovation already happening? What's a good place to start?

#### Enlist others

Where can you find thought partners?



## Reflect: What's resonating the most with you so far?



## **PLAN**

What's the best next step?



## Habit building/1%

### How do you foster an innovation-oriented mindset?





## Keep us in the loop!

#### Need a thought partner? You've already found one in Ed Elements!

Reach out to share ideas and innovations happening in your district.



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