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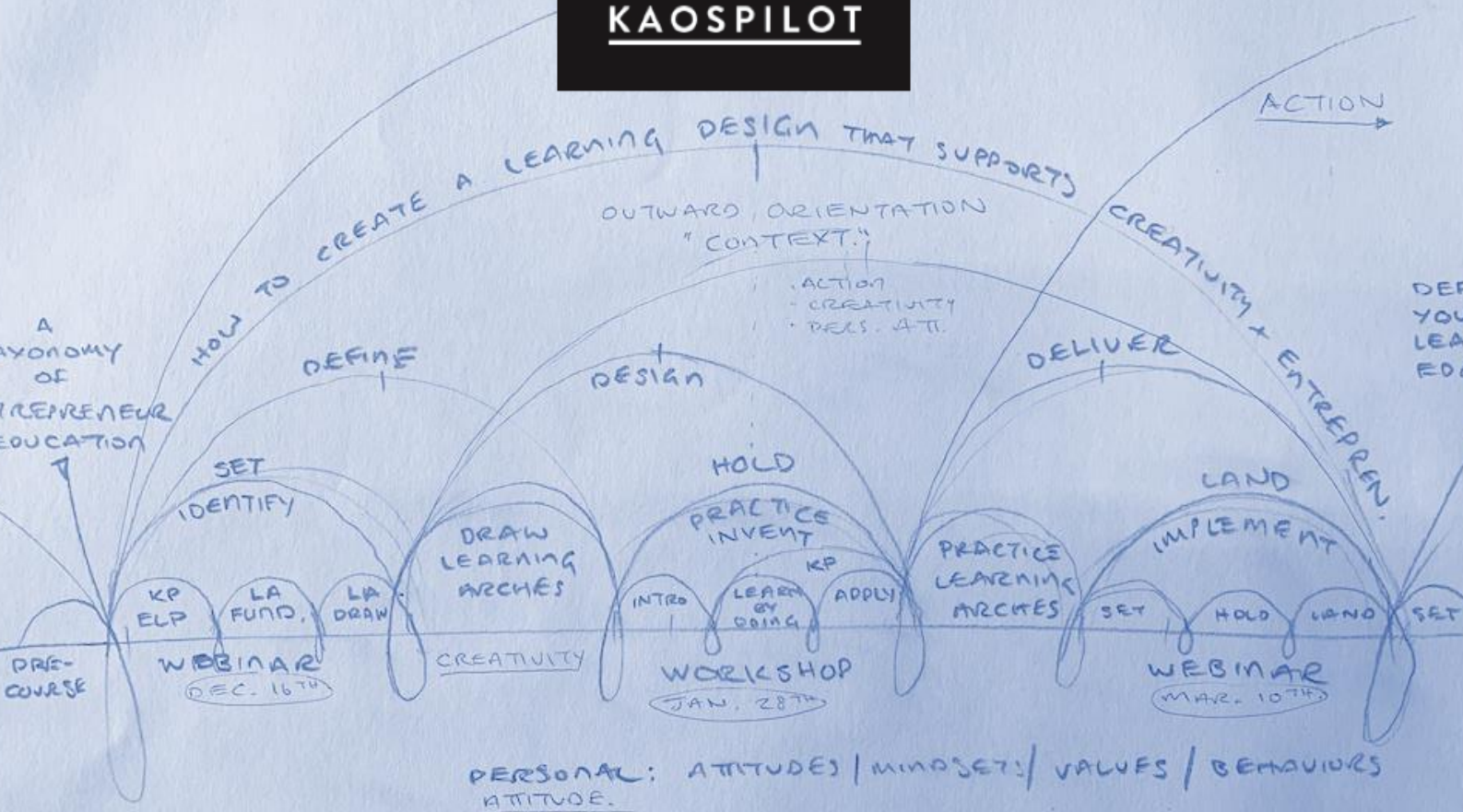
SET: *identify*

Part 1. How to create a learning design that supports creativity and entrepreneurship competencies?
Learning Arch Design Fundamentals. **December 16th @ 19.00-20.30**

Intention:	Introduction to the Kaospilot; our ELP (Enterprising Leadership in Practice) approach, the learning arch design & pedagogical compass methodology.
Desired outcomes:	➔ Learn about the Kaospilot' approach to learning design and how we increase the bandwidth for Creativity, Enterprise and risk taking in our programs. ➔ Learn how to use the learning arches to: ▪ visualise and explore your epistemology ▪ design learning journeys and set the stage for autonomous and action-based learning and to bring curriculum and mindsets alive. ➔ Introduction to the 7Cs from connection & context to Craft.
Agenda & Time:	19-1930 *set*: intro // 1930-2000 *hold*: Practice // 2000-2030 *land:* Q&A(land & set next session)
Prep:	Scan: Kaospilot Enterprising leadership in practice : A taxonomy of entrepreneurship education

	Watch: [Introduction to learning arches part of this video](#) / watch the entire video to learn about how the kaospilot cultivate mindsets
Prep for next class:	Read: [The Learning arch design manual](#) Draw learning arches for a current or future program using this [graph – Print on A3 minimum](#)

HOLD: *practice & invent*

Part 2. How to create a learning design that supports creativity and entrepreneurship competencies?

Through an exciting workshop program, you will be design and develop a Learning Design that can foster creativity and entrepreneurship. **January 28th**

Intention:	Practice action-based learning and how to set, hold and land learning arches.
Desired outcomes:	➔ Learn about the kaospilot' approach to learning design and how we use learning to set, hold & land learning journeys. ➔ Introduction to the Kaospilot learning style of ACT-LEARN-ADAPT ➔ Learn how to use the learning arches to: ▪ Bring the TAXONOMY OF ENTREPRENEURSHIP EDUCATION alive ▪ deliver learning to creates the context and relevance of content and sets high studenst ambition & capacity. ▪ build on your own learning journeys to increase engagement, ambition and collaborative learning. ▪ explore how to design for individual, group and team based learning. ➔ A next draft learning arch for your program that you will receive peer 2 peer sparring and creative input.
Agenda & Time:	19-1930 *set*: intro // 1930-2000 *hold*: Practice // 2000-2030 *land:* Q&A(land & set next session)
Prep:	Read: [The Learning arch design manual](#) Scan[: A taxonomy of entrepreneurship education](#)
Prep for next class:	Continue to develop your own learning arches & start practicing

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LAND: *implement*

Part 3. How to create a learning design that supports creativity and entrepreneurship competencies?

Follow up on Learning Spaces, land and feed-forward **March 10 @ 19.00-20.30**

Intention:	Explore next level understanding and application of learning arches in your contexts based on practice and how to unpackage the pursuit of knowledge.

Desired outcomes:	➔ Learn about the Kaospilot' approach to learning design and how we increase the context and relevance of content.
	➔ Learn how to use the learning arches to:
	
	   ▪ host & facilitate learning journeys through holding the learning space and reflection/evaluation.
	   ▪ build on your own learning journeys to increase transparency, dialogue, ownership
	   ▪ build on your own learning journeys to develop and deliver the hidden curriculum – how to bring mindset, attitudes, competence, behaviours or values alive in your programs.
	
	➔ Define your learning edge

Agenda & Time:	19-1930 *set*: intro // 1930-2000 *hold*: Practice // 2000-2030 *land:* Q&A(land & set next arch & learning edge)
Prep:	Read: The Learning arch design manual Scan: A taxonomy of entrepreneurship education
Post class:	Draw learning arches for a current or future program Post class reading: David jul, benjamin kafka, Designing learning journeys David Kolb, experiential learning & origins John Dewey, Progressive Organization of Subject Matter

About Simon

Born in Dublin. Simon received his B.A. in Art & Design Education from the National College of Art & Design (a joint degree incorporating 3 years of Visual Communication) at 21, 1996. Here he already found the need to challenge educational norms through making art more relevant to students especially from social and economically challenged communities.

For the next 5 years, Simon worked as Creative Director and entrepreneur in the Irish Multimedia Industry. During these years he designed, programmed or managed approximately 600 titles and set up offices in New York and Paris. In 2001, he became a consultant for Windmill Lane Studios in the areas of Interactive Television, Content Management and Educational Systems, and Online Gaming before moving to Paris to further his career in digital media and art.

He re-embarked on the educational path in Shanghai where he lead the BA Faculty of Visual Communications for a British degree in new media, design and culture for 3 years. In 2006, he sought and found the most experiential leadership education in the world (www.Kaospilots.dk).

Here, he continues to explore alternative approaches to education and pedagogy with the long-term goal of rebooting the 3rd level educational system through experiential learning design, strategies and transformational learning journeys which... 'INCREASE THE BANDWIDTH FOR CREATIVITY, INNOVATION, ENGAGEMENT AND RISK IN EDUCATION'