

Design Thinking and Storytelling for Student Entrepreneurship

Audience: Teachers/Educators
Grade Level(s): Grades 4-12
Format: Full Day

Overview

Why pair design and storytelling? Because even the best designs fail to make an impact if they can't be shared with the world. Participants will spend the day using design thinking to create meaningful products and share their creations with an authentic audience using storytelling tools and strategies. The workshop will model several activities and strategies that educators can immediately use with their students.

Outcomes

As a result of engaging in this workshop, participants will understand and implement design thinking protocols and storytelling techniques with their students. They will practice activities and learn about resources they can use to get their students identifying needs and designing solutions.

Evidence

Design thinking provides opportunities for learners to engage in processes and practices that are [critical in the 21st century workforce](#). The [ISTE Standards for Students](#) place an emphasis on students being Creative Communicators, "communicat[ing] clearly and express[ing] themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals."

Earn Micro-credentials

This workshop supports educators to earn the [Creating Learner Driven Curriculum](#), [Documenting and Reflecting on Making](#), and [Planning a Student Showcase](#) micro-credentials.

Contact us at learning@digitalpromise.org to learn more.



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