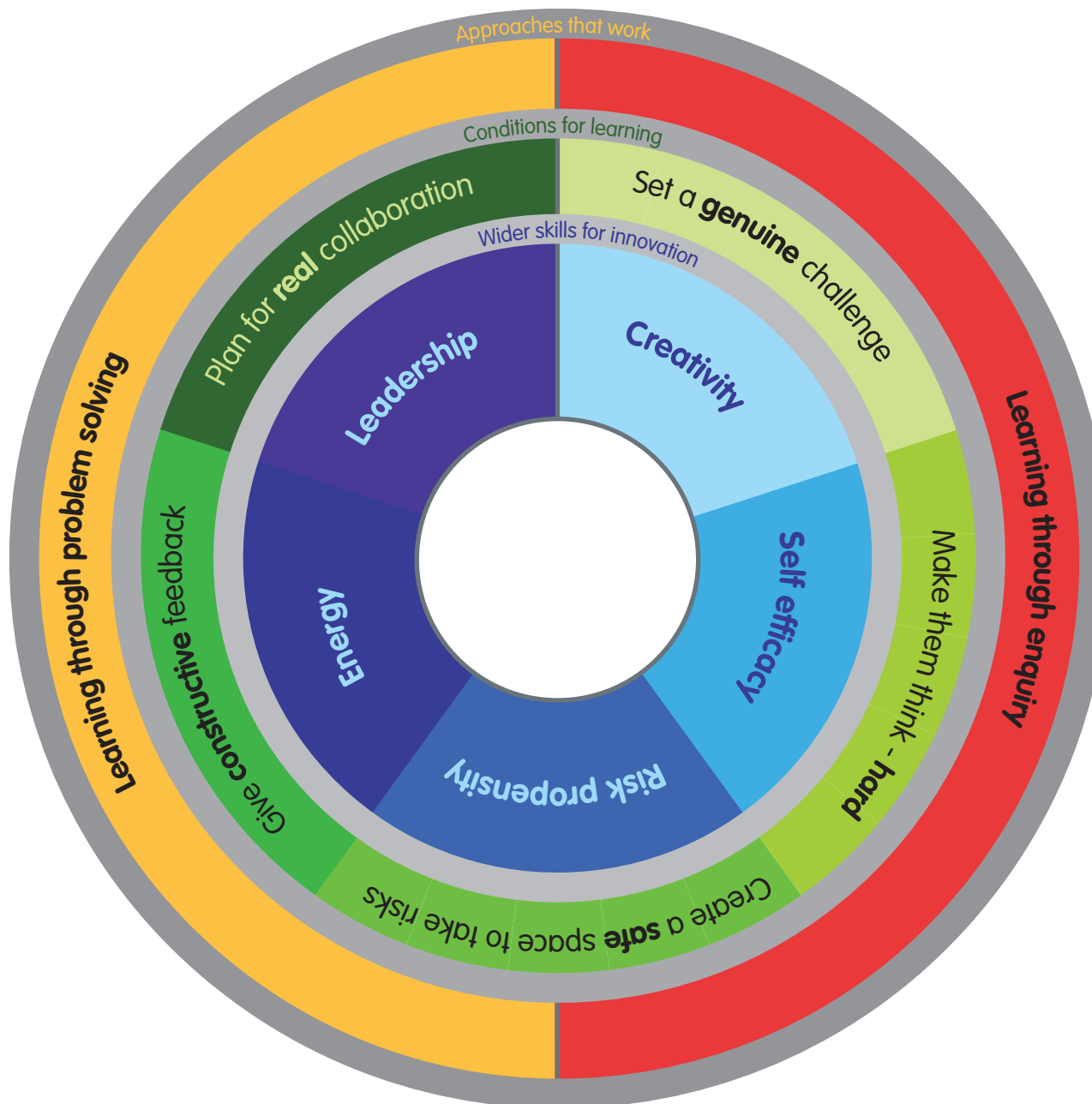


i-discover

A Framework for planning and evaluating great learning experiences



Wider skills for innovation

- Creativity:** generating new ideas
- Self efficacy:** being self aware and having confidence
- Risk propensity:** being able to take informed risks
- Energy:** having motivation and drive
- Leadership:** persuading others and harnessing their support to drive ideas forward

Conditions for learning

- Set a genuine challenge:** build on existing knowledge and have high expectations
- Make them think – hard:** explore ideas and concepts and analyse evidence
- Create a safe space to experiment and take risks:** attend to physical and emotional wellbeing
- Give constructive feedback:** use questions and comments to encourage and challenge
- Plan for real collaboration:** ensure everyone can get involved

Approaches that work

- Learning through enquiry:** exploring questions and ideas that are relevant to the provider's context and interesting to young people
- Learning through problem solving:** tackling practical challenges that arise in the provider's context and are interesting to young people