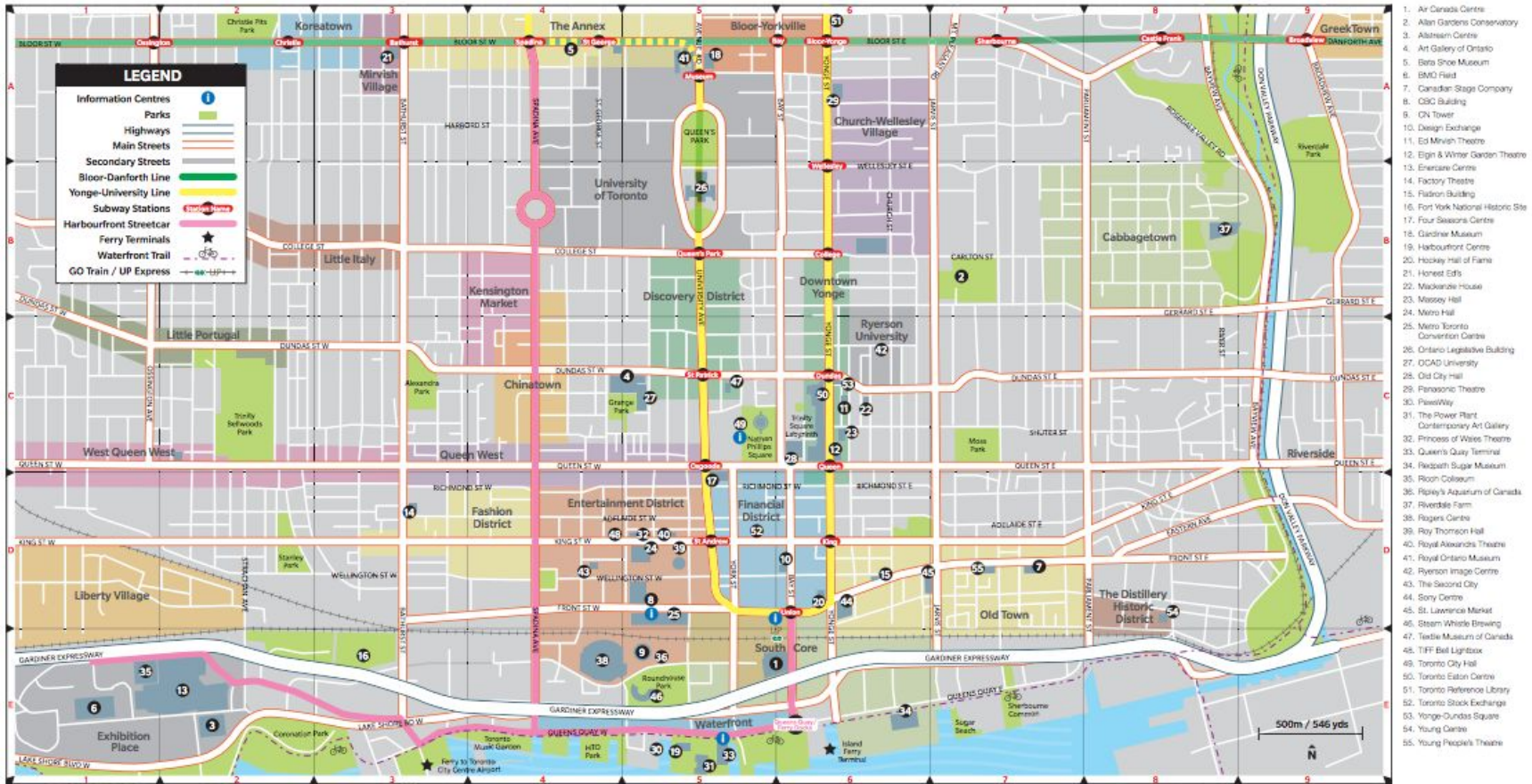


# Map of Toronto

Image Source: <http://www.seetorontonow.com/wp-content/uploads/2016/02/tourism-toronto-visitor-guide-2016-accessible-version.pdf>,

pg. 114



## Mindsets

*A mindset can be thought of the way that we think. What are our first reactions when confronting problems?*

### **Characteristics that we often turn to include...**

*Win, I cannot lose! (I need to convince you I'm right,) Avoid embarrassment at all costs.*

*I need to stay in control of this conversation, I need to stay rational and not get emotional,*

*Fear & Avoid: I need to avoid looking silly. Defeatist: give in and be disappointed.*

**F-E-A-R: has two meanings:**

1. Forget Everything And Run

or

2. Face Everything And Rise



**The Choice is Yours!**

### **Ideally, we would be:**

*Open-minded: I am aware of the limits of mental models. I am curious when others have an opinion different than mine.*

*Authentic: Gracious under pressure.*

*Self-reflective: I have a view worth sharing, but I may be missing something.*

*Inquisitive: Seek to understand another's point of view.*

*"Can you tell me more about that?"*



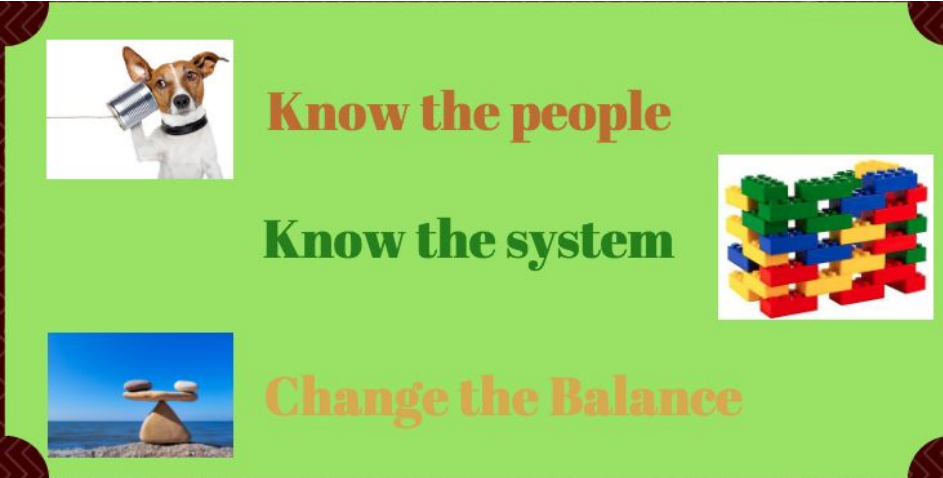
I can learn anything I want to.  
When I'm frustrated, I persevere.  
I want to challenge myself.  
When I fail, I learn.  
Tell me I try hard.  
If you succeed, I'm inspired.  
My effort and attitude determine everything.



I'm either good at it, or I'm not.  
When I'm frustrated, I give up.  
I don't like to be challenged.  
When I fail, I'm no good.  
Tell me I'm smart.  
If you succeed, I feel threatened.  
My abilities determine everything.

## Social Entrepreneurship

<b>Know the people</b>	<b>Know the system</b>	<b>Change the balance</b>
<ul style="list-style-type: none"><li>- <i>Empathy</i>: the ability to understand and share the feelings of another</li><li>- <i>Stakeholder</i>: a person with an interest in something, a community member</li></ul>	<ul style="list-style-type: none"><li>- <i>System</i>: a set of things working together as parts of an interconnected network</li><li>- <i>Model</i>: a particular version of a product or system</li></ul>	<ul style="list-style-type: none"><li>- <i>Equilibrium shift</i>: creating a new, balanced, stable system</li><li>- This change is made for the betterment of the people!</li></ul>



**Know the people**

**Know the system**

**Change the Balance**



## Passport

**Learning Goal:** *I will explore cognitive tools and begin thinking about how I think. I will make note of my thought processes.*

**STATION**

<b>Name</b> _____	<b>Items acquired</b> <i>What I learned</i>	<b>Signature of Approval</b>
How Our Brain Works _____	_____ _____	
Process for Problem Solving _____	_____ _____	
Making the Implicit Explicit _____	_____ _____	
Diving into Complexity _____	_____ _____	
Enabling Creativity _____	_____ _____	

## Learning Goals

*For the end of each day...*

**Day 1:** *I can identify my relationship to food. I have started to pose questions and think. I begin to understand how opinions are formed, including my own.*

**Day 2:** *I can use empathy while working with others. I can also use empathy when thinking of others.*

**Day 3:** *I worked with my team to think of the root cause of the problem and new questions to ask. I think of others, make connections, and use our toolkit.*

**Day 4:** *I have tried to add information based on what I've learned. I reflect on my time spent in the community. I work with my group to come up with a sound recommendation.*

**Day 5:** *I can articulate my relationship to my local community. I focus on my thinking.*

### **Each day...**

*I think about my relationship to food to help me find connections to the larger issue. I listen to others. I learn from others.*

*I will explore cognitive tools and begin thinking about how I think. I will make note of my thought processes.*

*I participate and make connections between previous actions and further ways of thinking.*

*I appreciate others' opinions. I begin to understand how opinions are formed, including my own.*

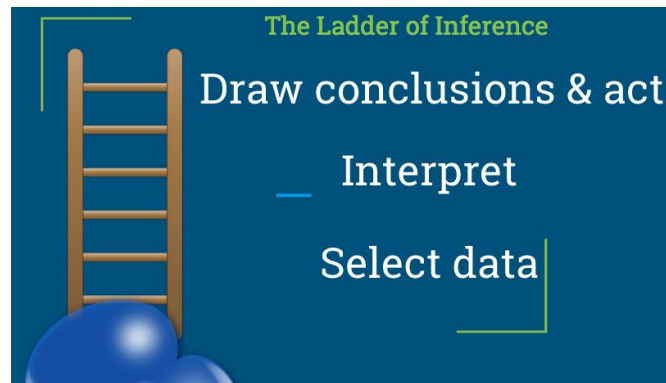
*I respect others. I show care for safety.*

*I ask questions when I do not understand.*

## Cognitive Toolkit

*Cognitive: How our brains work! The mental actions of gaining knowledge and understanding through thought, experience, and our senses. Your brains are wired according to your lived experiences!*

**Ladder of Inference** is a way of describing how you move from a piece of information through a series of thoughts, and finally to a conclusion. Our model includes action: what will we do as a result of the information presented? Remember that we walk up the ladder.



**Causal Modelling** is used to gain a deeper understanding of our big question. Our goal is to find multiple connections and see the problem from different perspectives. In this way, we hope to ask the question in a different way, or reframe the question. We make connections using arrows. Each arrow creates the sentence "X causes Y, which causes Z," and so on and so forth.





**Pro-Pro Chart** aims to see our problem from many perspectives. These include members of the community. We want to understand how the current system work for everyone. After we understand the current projects in place, we can begin to explore what needs to stay and other improvements to make. Once we know what we cannot lose, we can use this focus in our recommendation.

A Pro-Pro Chart form template on a blue background. It features a white speech bubble with a tail pointing to the bottom left. Inside the bubble, there are two columns of text. The left column is headed "The benefit: What does the stakeholder get from this model?" and contains a small box with the text "Draw a picture of your benefit...". The right column is headed "The mechanism: How does the model produce the benefit?" and contains the text "I like that this model" followed by several horizontal lines, and "because" followed by more horizontal lines. Red dashed lines connect the two columns, indicating a relationship between the benefit and the mechanism.

**Design Thinking** encompasses much of Integrative Thinking. It has five steps:

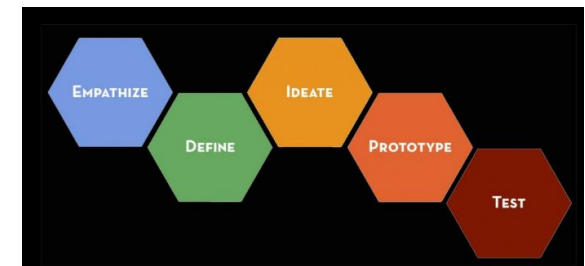
EMPATHIZE: Work to understand the experience of the community member (stakeholder) that will use your design. Do this through observation, listening, interaction, and asking questions based on their experiences.

DEFINE: Process the information from your empathy work. This will help you form the point of view of your community members (stakeholders) for your design.

IDEATE: Explore a variety of ideas, including ones that seem far-fetched! Generate a large quantity. This will allow you to step beyond obvious plans and explore a wide range of ideas.

PROTOTYPE: Transform your ideas into a physical form. Interact with them and think about your experience. In the process, learn and develop more empathy.

TEST: Try out high-resolution products. Use observations and feedback to refine prototypes, learn more about the community members (stakeholders), and refine your original point of view!



## **Effective Peer Feedback**

Provide feedback in areas that need improvement without criticizing. Your comments should be directed at the work, not the person. Good feedback affirms the worth of the person and gives them support - critical comment is reserved for the work.

Compliments go hand-in-hand with suggestions! Try asking: *Have you thought about it from this perspective?*

Be aware of the person's goals - every camper will have their own goals for participating and contributing to the groups. Be respectful of their motivations and ask questions to understand why your fellow campers made the decisions they made.

Be specific! Base your comments on concrete, observable items, and provide examples to explain your suggestions.

Include positive messages to encourage your fellow campers!

Concentrate on things that can be realistically changed - fellow campers should be able to think about your suggestions and make the appropriate changes, not change their entire project or way of doing things

Be clear of the key message behind your feedback - you should be able to break down each piece of feedback into a single improvement!

Treat each person's work as their own - we are not in competition with one another!



## Feedback Slips



## {I THINK} I CAN CAMP 2016

1. One aspect of your prototype which is great as it stands is... \_\_\_\_\_ because..
  
2. One aspect of your prototype that you could go further with is.. \_\_\_\_\_ because..
  
3. One aspect of your prototype that your group might reconsider is... \_\_\_\_\_ because..
  
4. Questions you might ask include...
  - 
  - 
  -

## Pathways to Integration: Hidden Gem



You love one benefit from each model and want to get rid of the rest. Secondary characters Sam and Cat were goofy characters that always made us laugh. Each character's humour came from their personality, not the situation or relationship. When iCarly and Victorious no longer held audience's attention, Nickelodeon created a new show that highlighted these benefits: **benefit X** is Sam's character and **benefit Y** is Cat's: they are the "hidden gems" in each show.

To do this, ask yourself:  
How might we create both  
**benefit X** and **benefit Y**  
in an entirely new model?







