Teacher Webinar 3:
Supporting Students To Become Problem Solvers

TEACH
A MAN TO FISH

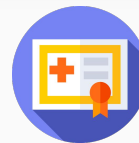Part of the webinar series on **Developing Resilient Young People**
Webinar 1: **Introduction to the Growth Mindset (available on YouTube - click here)**
Webinar 2: **Supporting Students to Learn From Mistakes (available on YouTube - click here)**

Content
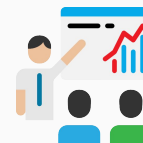
1. Recap on Webinar 1
2. Recap on webinar 2
3. Becoming Problem Solvers
   a. Inspirational video
   b. Interactive game
4. The School Enterprise Challenge
   a. Teacher experiences - share your story
   b. How can it help create an environment in which students can become problem solvers?
5. Practical Tool 1
6. Practical Tool 2
7. Q&A
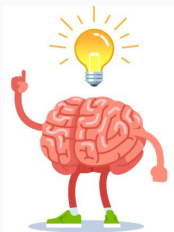
All participants will receive an **attendance certificate** when they complete the post-webinar survey.

Presentation slides and **list of resources** will be shared after the webinar. The **recording** will be made available on YouTube.

Recap on Webinar 1
Introduction to the Growth Mindset

Growth Mindset

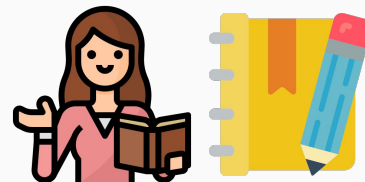*The belief that your intelligence, ability and talents can be developed through effort and hard work.*

Practical Tool 1

STUDENT thinking Journals

Practical Tool 2

TEACHER Reflection Journals

Metacognition

Having awareness and understanding of one's own thought process.

Recap on Webinar 1
The Learning Journey

Growth Mindset and metacognition

are the **foundations of the learning journey**

To find out more, watch
Webinar 1: Introduction to the Growth Mindset
on YouTube by clicking ***here***

KNOWLEDGE
Understanding the facts about business and the environment

SKILLS
What to do and how to do it.
21st Century Skills e.g. leadership, teamwork, communication and problem-solving, creativity and business skills

ATTITUDE

Metacognition – Higher order thinking skills, the ability to reflect and learn from experience

Growth mind-set – the belief that basic abilities can be developed

Continue learning

Succeed

Overcome the obstacle

Encounter an obstacle

Re-learn a skill
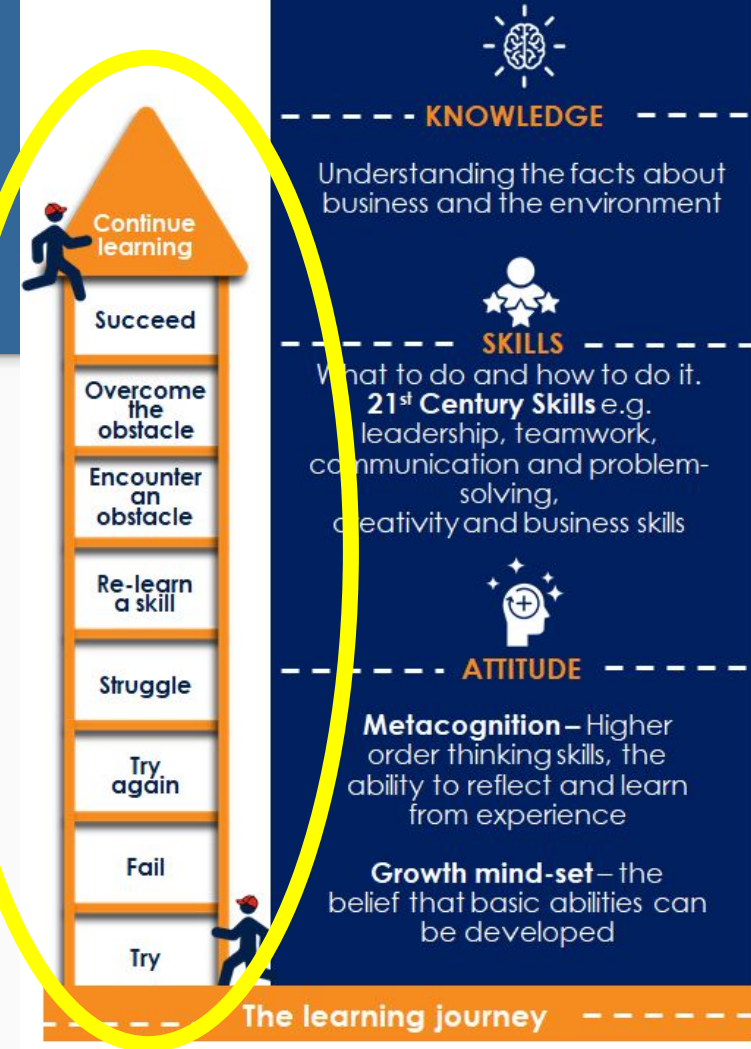
Struggle

Try again

Fail

Try

The learning journey

Recap on Webinar 2
The Learning Journey

To succeed, young people need to be:
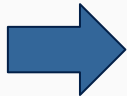
- **Resilient**
- **Capable of learning from mistakes**

KNOWLEDGE

Understanding the facts about business and the environment

SKILLS

What to do and how to do it. **21st Century Skills** e.g. leadership, teamwork, communication and problem-solving, creativity and business skills

ATTITUDE

Metacognition – Higher order thinking skills, the ability to reflect and learn from experience

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The learning journey

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Struggle

Try again

Fail

Try

Recap on Webinar 2
Another way of looking at failure

Video: "Failure Is Part of Success"
          by Eduardo Zanatta

F → First
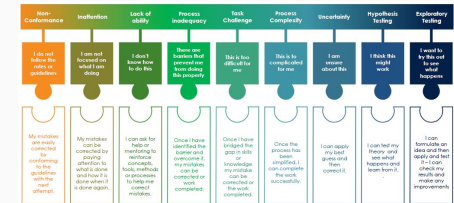A → Attempt
I → In
L → Learning

Practical Tool 1

The Gallery Walk
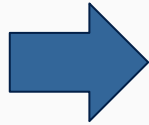

Practical Tool 2

Learning From Mistakes Spectrum

To find out more, watch
Webinar 2: Supporting Students To Learn From mistakes
on YouTube by clicking here

Supporting Students
To Become Problem Solvers

**Growth Mindset
Metacognition
Learning from Mistakes** ➡️ **Good problem solvers**

Supporting Students
To Become Problem Solvers

Video: "How to Teach Kids Better Problem Solving"
by Michael Arnold

Let's discuss together

Interactive game

They are *all* the right answer,

depending on your point of view

The School Enterprise Challenge
A great platform to develop problem solving skills

- Free educational programme by Teach A Man To Fish
- Participants (students and teachers) go on an entrepreneurial journey
  - Business Idea -> Business Plan -> Launch and run
- A great platform to develop problem solving skills
  - Student-led programme
  - Students are faced with real-life challenges
  - Relevant for life after school

www.schoolenterprisechallenge.org

SCHOOL ENTERPRISE
CHALLENGE

Practical Tool 1:
The 5 Whys

Learning objectives: **Move beyond surface of problem + discover root cause**

Duration: **30 minutes**

Equipment: **Pens, few big pieces of paper, post-its** (or small papers)

Instructions:
- Divide students into groups of 5 to 8
- Write problem(s) on big piece(s) of paper
- Distribute 5 post-its per students, label 1 to 5
- Review problem and ask 'why?', write answer on post-it number 1

Practical Tool 1:
The 5 Whys

Instructions:

- Think about why answer on post-it 1 is true, write answer on post-it 2
- Think about why answer on post-it 2 is true, write answer on post-it 3
- Repeat until all 5 post-its have an answer on them
- Set up 'problems grid' (as per next slide)
- Students attach their whys 1-5 (on problems grid)
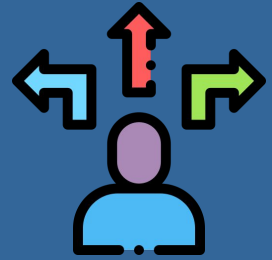- Discuss and agree on 5 whys (reach a consensus)

Start problem solving!

Our school business is going in the wrong direction

	Student A	Student B	Student C	Consensus
Why?	Shoddy product	No customers	Rough product	Shoddy product
Why?	Bad design	Bad product	Not tested enough	Bad design
Why?	Too many features	No marketing	No budget for tests	Not tested enough
Why?	Culture	No budget for it	Other bad products	No budget for it
Why?	Lack of cohesion	Not seen as important	Leadership	Leadership undervalues testing

Practical Tool 2:
The Dilemma Protocol
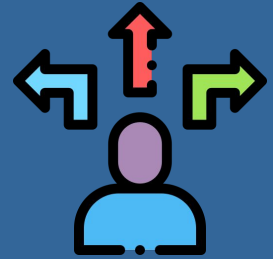
Learning objectives: **Brainstorming lots of solutions**

Duration: **10-15 minutes**

Equipment: **Pens, big piece of paper**

Instructions:
1. Students write a problem on paper
2. Students take it in turns to suggest solutions
   a. Do this quickly - no discussions!
   b. At least 2 solutions each
3. Students discuss and agree best solutions

Practical Tool 2:
The Dilemma Protocol

Problem: **In our school business team, many learners join but then they drop out. This causes us problems in planning and running our business.**

Brainstormed solutions:

- Before allowing someone to join the business team they need to complete an application form and have an interview, only the best candidates will be selected
- Have employee rewards - e.g. award for the employee of the month
- Share business progress weekly in whole school assemblies
- Have really clear role descriptions so everyone knows what they need to do and how it contributes to the success of the business
- Hold daily 'scrum meetings' so everyone is clear on what they need to do
- Rotate management roles in the business so everyone at some point will get to be a manager

Let's discuss together

Useful resources

Video: "Introduction to the Growth Mindset" (Webinar 1)

Video: "Supporting Students to Learn From Mistakes" (Webinar 2)

Useful resources

Video: "**How to Teach Kids Better Problem Solving**" by Michael Arnold

Video: "**What creating a toxin-free plastic taught me about problem-solving**" by Angelina Arora

Video: "**Creative problem-solving in the face of extreme limits**" by Navi Radjou

Useful resources

The interactive game we played together was taken from **A Whack on the Side of the Head: How You Can Be More Creative** by Roger von Oech. It's a wonderful book which you preview and buy **here**.

You can **read more on The 5 Whys** on the Game Storming website here.

Find out more about the School Enterprise Challenge and register for FREE here.

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& attendance certificate

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School Enterprise Challenge

Website: https://www.schoolenterprisechallenge.org/
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References

- **A Whack on the Side of the Head: How You Can Be More Creative** by Roger von Oech.

- Icons used in presentation are from **www.flaticon.com** (made by Freepik, Pause08, Smashicons, Eucalyp and monkik)