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Integrating Real-world Skills into the Classroom: Using an Industry Co-design Process.

Multi- and cross-disciplinary knowledge and skills in STEAM (Science, Technology, Engineering, Arts and Mathematics) are essential for young people to flourish in the rapidly changing global world of work. It can be difficult for educators/schools to keep up with changes in industry, what opportunities are emerging for their students and what opportunities there are for industry and education to collaborate on authentic projects to inspire students. There is a need for educators to be equipped with the tools to integrate real-world industry into their classroom that are collaborative and mutually beneficial.

The proposed workshop provides a structured experiential learning opportunity for participants to practice applying Design Thinking in an area of their teaching (an area where they perceive an opportunity exists to integrate local future growth industries). Participants from industry will also benefit from this workshop as they can engage with the process coming from their own work context. Through this workshop teachers, industry, community and students all learn more about how to reach out to each other and collaborate to produce authentic education projects so that students are equipped with the real-world skills they need to thrive in tomorrow's workplaces.

This workshop consists of four parts; the audience will:

1. Learn about the Design Thinking process, see an example of a school-based industry collaboration, and begin to apply this framework to a subject or unit of student work they see may benefit from industry collaboration, and vice versa for industry participants looking to engage with education institutions.

2. See how Bendigo Tech School engages with industry to initiate a mutually beneficial co-design process, and then consider and plan how they (participants) might apply similar methods of reaching out to industry/education providers.

3. Create their own "project plan" (from a template which will be given) to assist implementation of their identified project and potential industry/education partners back at school/work.

4. Complete the final steps in the Design Thinking process; participants communicate their idea and project plan to others, and reflect on some of their personal takeaways from this workshop. Review the possibilities for applying Design Thinking in the way presented in this workshop with facilitators acting as sounding boards for any remaining questions.