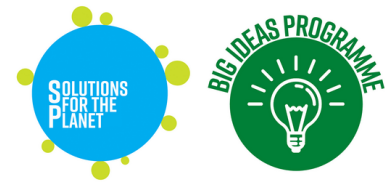




Teacher Notes

Development Session 1



OVERVIEW

Development Session 1 is for students to reflect on the Big Ideas Day; have an opportunity to present for those who weren't able to on the day; review the ideas they came up with; and teamwork. Try to regain some of the excitement that they showed during the Big Ideas Day.

RESOURCES

Teamwork Activities sheet from S4TP website
Big Ideas Day Posters and Workbooks
Pens
Challenge 1 - Superhero sheet

INTRODUCTION

Start the session with students in their original teams. Explain that before they start developing their ideas it's important to make sure they all agree on what issue to tackle, what team to work in and what idea to come up with. They may have thought about things since the day and want to make some changes, and that is absolutely fine - they will be putting a lot of time and effort into these ideas so we want them to be motivated from the start.

ACTIVITY INSTRUCTIONS

- Think back to the Big Ideas Day - share some of your thoughts and memories of it. Can you remember some of the activities you did or some of the new information you learned? What were some of the issues that really stuck in your head? And can you remember any of the Big Ideas that your classmates came up with? (After this, if you have time, it's a great opportunity to give some of those teams that didn't get a chance to present their ideas on the day, and who want to, to present to the class now.)
- Have a look at your workbooks and posters with your team and think about these questions:
 - Do you all still feel passionately about wanting to tackle the issue you've chosen?
 - Do you all still want to continue with this Big Idea?
 - Are you all happy to keep working with the same team? (don't let them get too carried away here - most of them should be fine to stay in their teams, even if they change their Big Ideas)
 - This is the time for you to decide on the issue, the Big Idea and your team, because from today you will be focused on developing your idea into a business plan and trying to turn it into a reality if possible - changing your mind further down the line may be too late.
- Now we're going to do a team activity to help build up the bonds within this team you've chosen to work with. (Give a good 10 minutes for the teamwork activity - feel free to choose one of the ones we've suggested or one of your own - keep it simple and fun.)

CONCLUSION

All the teams, by the end of the session, should be in their chosen teams, have their issue/start of idea, done a teamwork activity, and be ready to go!

CHALLENGE

We have designed an optional creative challenge for each development session - this can either be done as a development session or as a homework challenge, whichever works best for you.

Challenge 1 is the Superhero - the details are on the Superhero Challenge sheet on the website.