

Creativity is one of our most essential skills – Scotland's Creative Learning Plan

## Creativity in Leadership and Learning

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# Curriculum Leadership & Curriculum Design in a Remote Learning Setting

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How can we *all* use our creativity to improve young people's futures?

#creativechange

A partnership event for leaders, practitioners and learners at all levels and in all contexts from Scotland's Creative Learning Plan Partners and the National Creative Learning Network







This session will begin shortly. The session will not be recorded.

To prepare for this session:

Please mute your **microphone**  

Please switch off your **camera** - this helps with bandwidth  

Please **introduce** yourself in the chat so we know who is here  **Interaction point 1**

Please use the **chat** pane to interact with the session. We will be using a variety of different collaborative tools.  

The more **interaction**, the more ideas, the more ideas, the more useful the session. We hope.  

*Thank you in advance for your participation...keep posting thoughts and reflections and ideas in the chat...*



# Disclaimer

1. Originality of ideas
2. Solutions  $\neq$  perfect
3. Differing audience experiences
4. Consider personal interaction level – crowd sourcing



## Interaction point 2 - Wait Question

Enter your thoughts to the following question, in the chat pane:

**Describe one new, or evolving, practice that since March 2020 has had a positive impact on you or others.**





## Aims

- Learn from the illustrative process of development and change at e-Sgoil and use as a stimulus for self reflection.
- Contemplate benefits and drawbacks of remote collaboration for future improvement.
- Consider how a Service Design approach has supported the development of many ideas at e-Sgoil. Could it help you?
- Leave with some practical ideas to consider implementing in your settings.



# National e-Learning Offer



supported

recorded

live

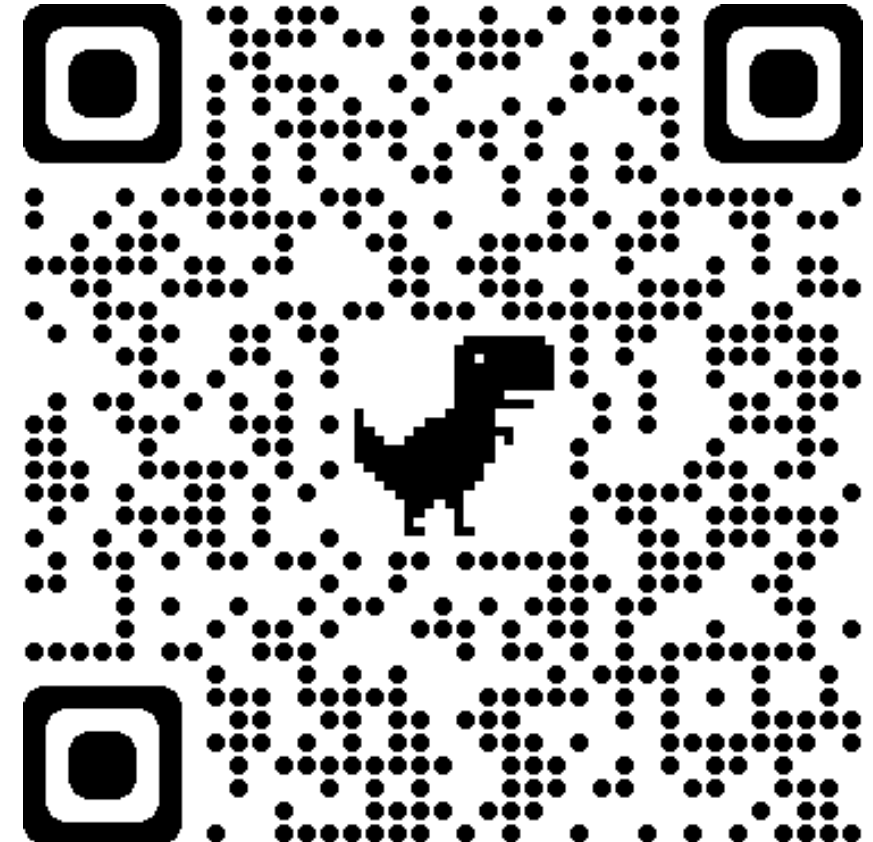




# Simon Sinek

## Start with WHY to inspire action (2 mins 50 secs)

[ Link will be posted in the chat too...please remember and mute mics ]



# Interaction Point 3 – Pause and Reflect



WHAT WERE THE  
KEY MESSAGES FOR

**YOU?**  
If you wish, use the chat to share your thoughts.



WHAT IS YOUR  
'WHY'?





# August 2020

**DRAFT**

# Expectation?





# WICKED

A **Wicked Problem** is a social or cultural **problem** that is difficult (or impossible) to solve for as many as four reasons: incomplete or contradictory knowledge, the number of people and opinions involved, the large economic burden, and the interconnected nature of these **problems** with other **problems**.

# Wicked Problem: Our Challenges

Pressure on team      Constant pivoting

Usual practice doesn't translate

What are their needs?

Pulled multiple directions      makers

Limited team experience      Many decision

Multiple age and stage      Technical logistics

Communication      System pressures

Staff capacity      Limited team experience

Many voices      How many pupils?

"Blank Page" curriculum

Multiple local contexts      Time poverty

Exposure to criticism

Discrete subjects staffing

Reaction and needs driven

Working with schools in crisis

Where's the best practice?

Anxious young people



# Blueprint problem

From Andy's Head

To Marc's head

To our wider team

To a service that's up and running





## EXAMPLE TIMETABLE: Monday

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>S1</b>	English	RME	PSE	Core PE	Maths	Science
<b>S2</b>	Maths	Social Sub	Core PE	Art	English	Music
<b>S3</b>	IT	Maths	Science	English	SfW	PSE
<b>Seniors</b>	F	F	A	E	C	B



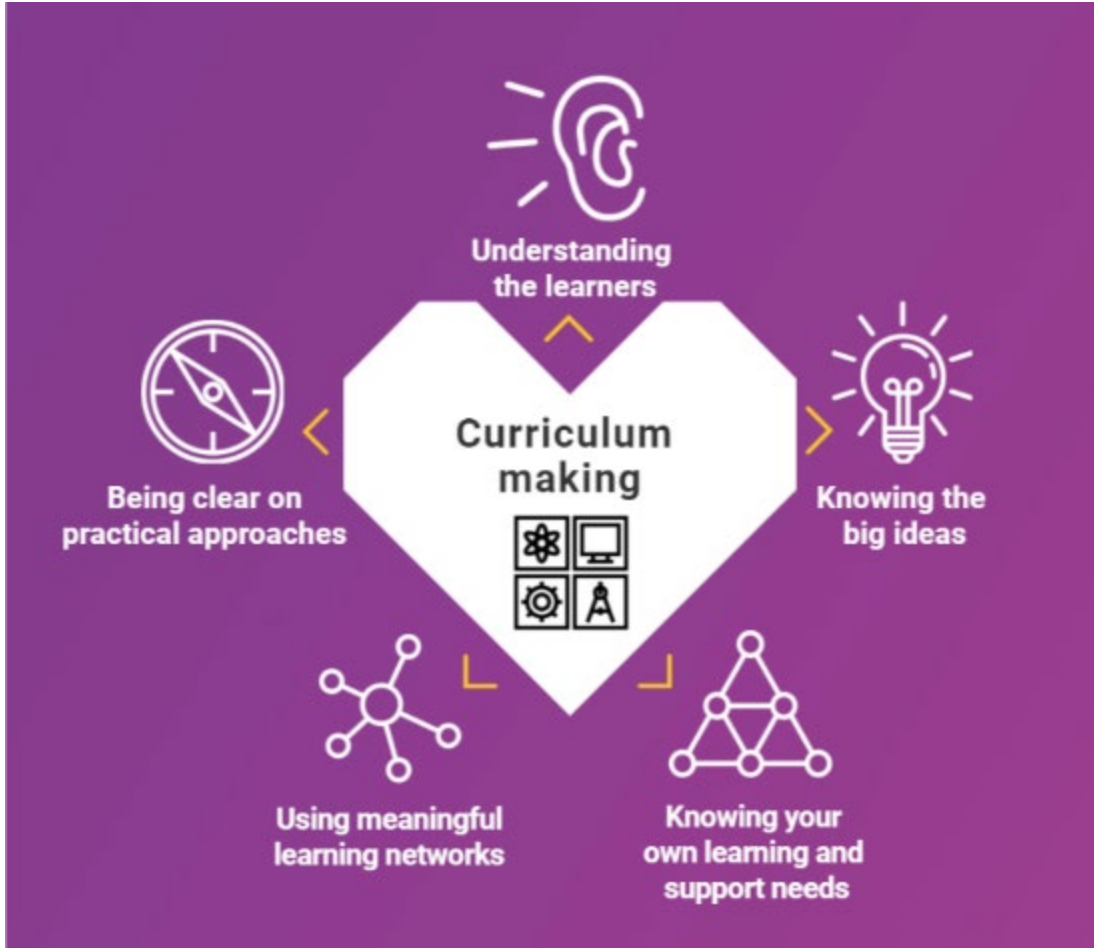


S1		6
S2		Science
		Music
S3		PE
Seniors		3



- Strong partnership with schools / centres
- Using feedback from learners as evaluation

- Experimenting with educational technology and digital pedagogy
- Investigating and sharing best and emerging remote learning practice



- Searching out innovative practice
- Embedding current national policy within planning and curriculum design

- Linking with ES / RIC colleagues
- Use of Social Media to extend subject expertise

- Engaging with CLPL opportunities such as DHT Network and Getting Started with coaching
- Responding to feedback from learners and colleagues

## Learner Pathways: A key to successful curriculum design

A collaborative project report on what schools, communities and Government can do to support a curriculum designed around each young person.

[Learner Pathways are a key element of Scotland's curriculum design](#)

[Context](#)

[COVID-19](#)

[Overview](#)

### [1. OUR PERCEPTION OF SUCCESS IN SCOTTISH SCHOOLS](#)

[Potential solutions](#)

[Intentional planning](#)

[A new story of success in Scotland](#)

[A language of equity](#)

[Group Suggestions](#)

### [2. INNOVATIVE CURRICULUM DESIGN](#)

[Potential Curriculum Design Solutions](#)

[Keep balanced with students' needs and interests for as long as possible](#)

[Develop skills and knowledge, together](#)

[Make the pathways and junctions between them clearer](#)

[Ultra local learner pathway design, connected nationally](#)

[Group Suggestions](#)

### [3. COLLABORATION](#)

[Collaboration next steps](#)

[Transitions, not trips](#)

[Local Authorities as promoters of a new story](#)

[Deeper, broader partnerships](#)

[Group Suggestions:](#)

[References](#)

[Participants in the Co-design Team](#)

## Interdisciplinary Learning: ambitious learning for an increasingly complex world

A thought paper from Education Scotland, NoTosh and a Co-Design team from across Scotland

[Introduction](#)

[Overview](#)

[COVID-19](#)

[What is IDL?](#)

[Key challenges and suggestions](#)

[The whole person - knowledge, skills and wellbeing](#)

[Lifelong breadth in learning](#)

[Learning with purpose, with partners](#)

[Suggestions](#)

[IDL is Learning](#)

[More than just "engagement": deep thinking and deep learning](#)

[Collaborative learning, teacher coaches](#)

[Shared goals, not dictated goals](#)

[Suggestions](#)

[Realising ambition, embracing opportunities and building confidence](#)

[Challenge realises ambitious learning, opens opportunities](#)

[Build confidence through a shared language](#)

[Suggestions:](#)

[References](#)

[Participants in the Co-design Team](#)



# Resources to support the Refreshed Curriculum for Excellence Narrative

TAGS:

Curriculum for Excellence (CfE)

Primary

Secondary

## What is this?

These resources have been designed to support practitioners in engaging with the **Refreshed Curriculum for Excellence Narrative**, published on 9 September 2019.

## Who is this for?

All education practitioners.







**The  
curriculum  
is more  
than a  
timetable.**

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# Key Question:

Are we curriculum designers or are curriculum timetablers?







STEM	Languages of the World	Creative Industries	Travel & Tourism	Global Citizenship	Learning for Sustainability	Healthy Body & Mind	Innovation & Enterprise	Digital Creators	STEAM
← Numeracy, Literacy, HWB, Digital Literacy, DYW →									
Science Technologies Engineering Mathematics	English Literacy Gaidhlig Languages	Art Drama Music Dance	Geography Business Employability	Social Subjects RMPS	All curricular areas	HWB PSE PE Home Ec	Business Admin & IT Employability	Computing Technologies	Science Technologies Engineering Arts Mathematics
← DYW and Partner Organisations →									

# S1–S3: THIRD/FOURTH LEVEL PROGRAMME TIMETABLE

Day	HWB clinic 9.00 -9.30	Learning session 1 9.30 -11.00	Break 11.00 -11.15	Learning Session 2 11.15 – 12.45	Learning check in 12.45 -1.00	Lunch break 1.00 -1.45	Learning session 3 1.45 – 3.15	Future Skills Clinic 3.15 – 3.45
Monday		STEM		Healthy Body and Mind			Enrichment Projects	
Tuesday		Languages of the World		Innovation and Enterprise			STEAM	
Wednesday		Global Citizenship		STEM			Languages of the World	
Thursday		Learning for Sustainability		Languages of the World			Digital Creators	
Friday		STEAM		Creative Industries			Healthy Body and Mind	



# Connections and Coherence



# Kaizen

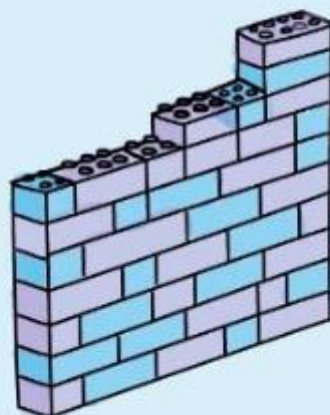
**(Culture)**



WE THINK OF FAILURE AND  
SUCCESS AS OPPOSITES



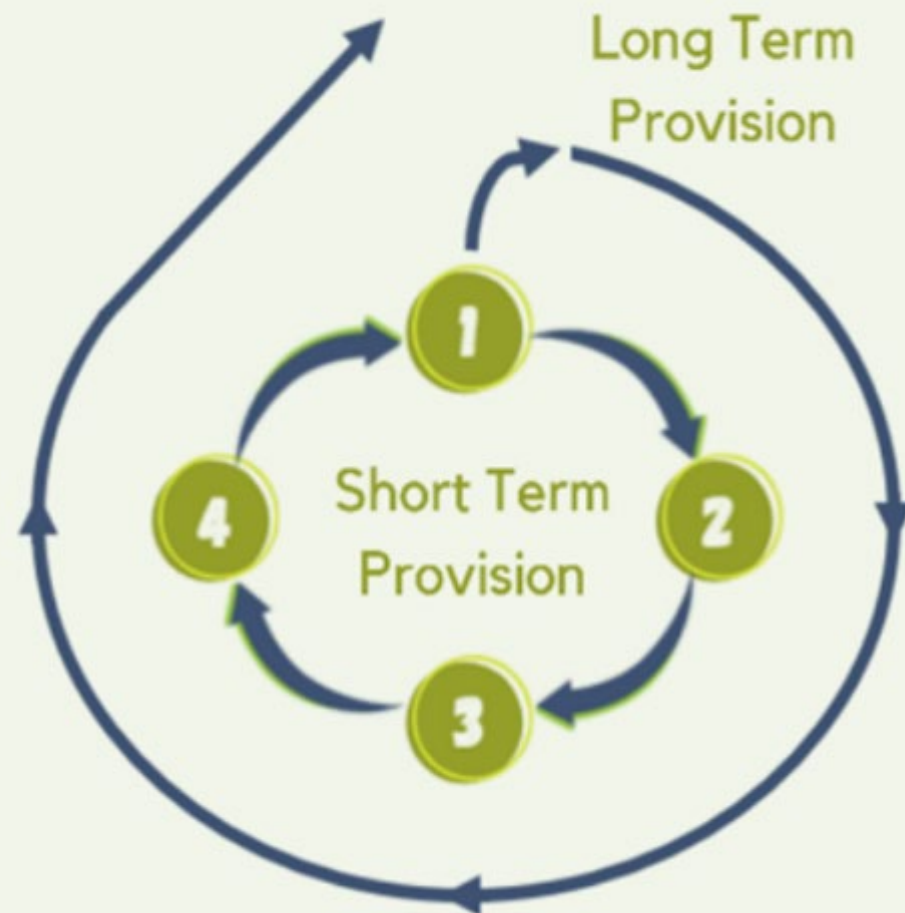
WHEN IN REALITY FAILURE  
IS PART OF SUCCESS





# e-Sgoil Secondary BGE

## BGE PATHWAYS





# LOCKDOWN LIVE

e-sgoil

Lockdown Live is a programme of live learning sessions, devised in response to the announcement by the Scottish Government on 4th January that school buildings will be closed to most pupils until at least 1st Feb

e-Sgoil is focussed primarily on the delivery of live teaching to pupils across Scotland. As part of the **National e-Learning Offer**, the following online educational provision is available during the period of remote learning from 11th January, to support Scotland's schools in providing the best teaching/learning possible for their pupils.

We are working with a wide range of partners to bring this varied and high-quality programme to fruition and are grateful to each of them for their expertise and commitment to Scotland's young people.

## LEARNING SESSIONS PROVIDE FOR ALL LEVELS INCLUDING:

EARLY LEVEL (INCLUDING P1)

FIRST LEVEL (P2-P4)

SECOND/THIRD LEVEL (P5-P7)

THIRD/FOURTH LEVEL (S1-S3)

SENIOR PHASE (S4-S6)

## STUDY SUPPORT SESSIONS



## DUG'S DISCOVERY DEN



# e-Sgoil Big Questions

MONDAY



#eSgoilBigQuestion - What do we do about plastics? Click to join the Learning Space in [English](#) or [Gaelic](#)



A screenshot of a digital interface for 'e-Sgoil Big Questions'. The main title is '#eSgoilBigQuestions' and the central question is 'What should we do about Plastics?'. The interface is dark-themed with various icons and text. At the top right, it says 'BQ16'. The central text is '#eSgoilBigQuestions' and 'What should we do about Plastics?'. Below this, there are several interactive elements: 'What's the Problem?' with a question mark icon, 'Why We Plastics' with a heart icon, 'Video Introduction' with a video camera icon, 'Example Tasks' with a clipboard icon, 'Ball's Beaches' with an umbrella and flip-flops icon, 'Plastic Statistics' with a bar chart icon, 'What About Alternatives?' with a head and gears icon, 'The Journey of a Plastic Bottle' with a bottle icon, 'Banning Plastic Bottles' with a bottle and a slash icon, 'What Can We Do? Introduction' with a group of people icon, and 'A Circular Economy For Plastics' with a circular arrow and currency symbols icon. At the bottom right, there are three buttons: 'Share work' (camera icon), 'Feedback' (heart icon), and 'Help' (question mark icon). At the bottom left, it says 'e-Sgoil / Lockdown Live / National e-Learning Offer'. The top left corner has an 'e-sgoil' logo.







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COMING TOGETHER FOR A

# SUSTAINABLE SCOTLAND

BGE Second & Third Level Focus From March 2021

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National e-Learning Offer





Learner X

### Scenario

Learner X is currently remote learning from home, in addition to the work provided by his school, his teachers have suggested that he take part in the National e-Learning Offer's Sustainable Scotland programme.

### Goals & Expectations

- Engaging lessons about sustainability.
- Clear format, easy to access. Shift between e-Sgoil and WestOS on Clickview should be well signposted.
- Should have scope to complete work set by my school, but should have the ability to extend Sustainable Scotland materials and lessons when I am interested in the topic, piece of work or require a bit more to do

### Phase 1

**“Sustainability Sprints”**  
 9.30am – e-Sgoil Sprint 1  
 10.30am – e-Sgoil Sprint 2  
 11.30am – e-Sgoil Sprint 3  
 Signpost to phase 2/3/4



### Phase 2

Student is signposted to resources on WestOS to watch throughout the learning day / week / month at own pace



### Phase 3


**“Keep Scotland Beautiful”**  
 Inputs around the environment from partners KSB.  
 1.30 – 2.00



### Phase 4

**“Sustainable You”**  
 Fitness / Yoga / HWB  
 2.30 – 3.00



 Phase 2 continues





your ideas are great  
 being absolutely frank

did not follow through  
 left behind  
 stressful haven't produced anything

I will leave <sup>reign it in</sup> up <sup>mortified</sup> warning fore-warning  
 understanding too angry  
 preparation. Fiasco training needs  
 proper consultation

consult laughing stock  
 Give team a 'heads up' several weeks warning

you could be planning strategically  
 rushing into something new





# Psychological safety and delegating freedom







# CAN I STILL SUCCEED IF...





[Redacted text]



Keep Scotland Beautiful



[Large redacted text block]





...WITH A FUTURE...  
...SUPPORT TO...  
...WE PUT OUR...  
...OUR FIELDS...



CLOSE  
GENTLY

CHANGE THE WORLD  
YOU WANT







SUSTAINABLE you  
get active!





**Where we are**

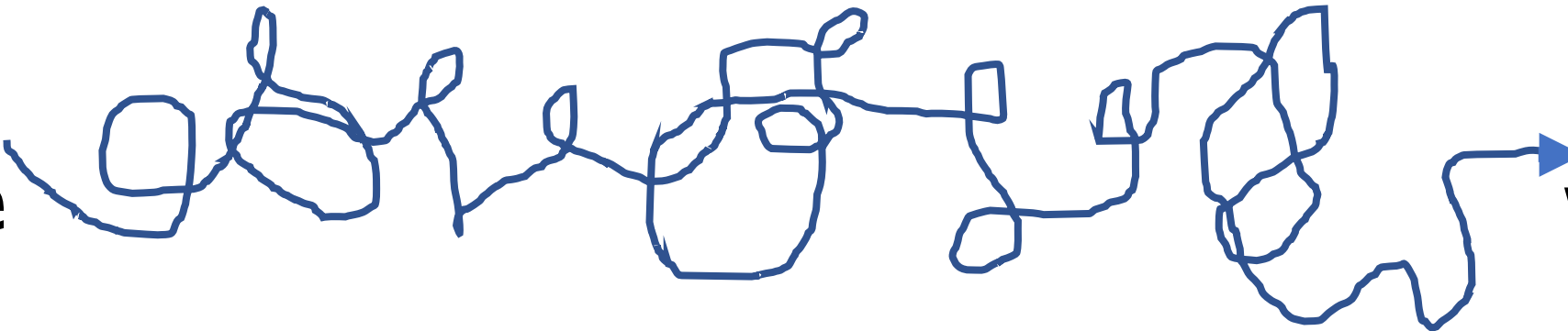
# Perceived Journey



**Where we want to be**

**Where we are**

# Actual Journey



**Where we want to be**



(No BGE team members from Shetland or Orkney)



# OUR TEAM

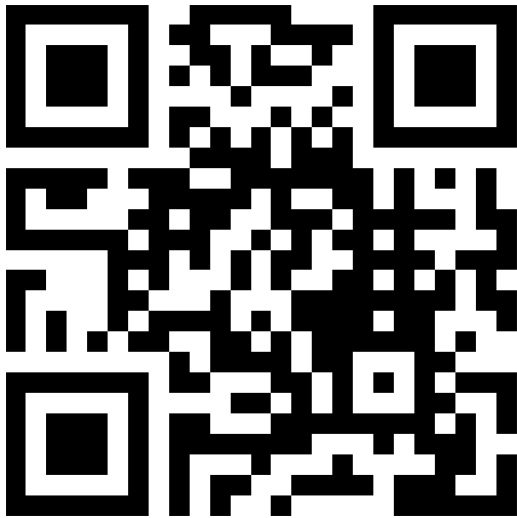
- 17 Full and Part Time Teachers
- 1 DHT
- 1 Senior Education Officer
- 3 organisations
- ∞ Partners
- ? Pupils

# INTERACTION POINT 4

Opinion:

**“The benefits of remote collaboration outweigh the challenges”.**

 Mentimeter



Three ways to have your say:

- Go to [menti.com](https://menti.com) and type the code: 1382 0654
- Click the link in the chat
- Scan the QR code with your phone or tablet.



# Working out loud



01/03 13:05



TUESDAY - Week 2

English

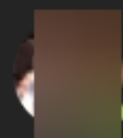
Creative Industries

Learning for Sustainability

Second Level

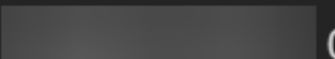
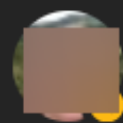
[See more](#)

▼ Collapse all



01/03 15:56

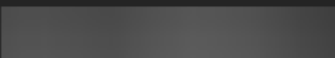
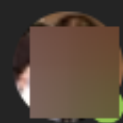
English - What would you like to say to the members of the Climate Conference in Glasgow?  
Persuasive Writing: speeches



02/03 10:01

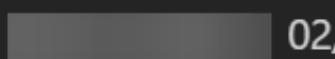
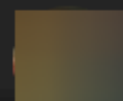


I'm being controversial and going to challenge SDG8, working title "Is Economic Growth possible in a Sustainable World". any input appreciated, my perspective is LfS and critical thinking rather than Business.



02/03 10:02

could this link in to your session in week 3?



02/03 10:23



Angela - Perhaps we could arrange a call to discuss - Marc - yes week 3 session could be





# **i-Sgoil: an ever-growing initiative**

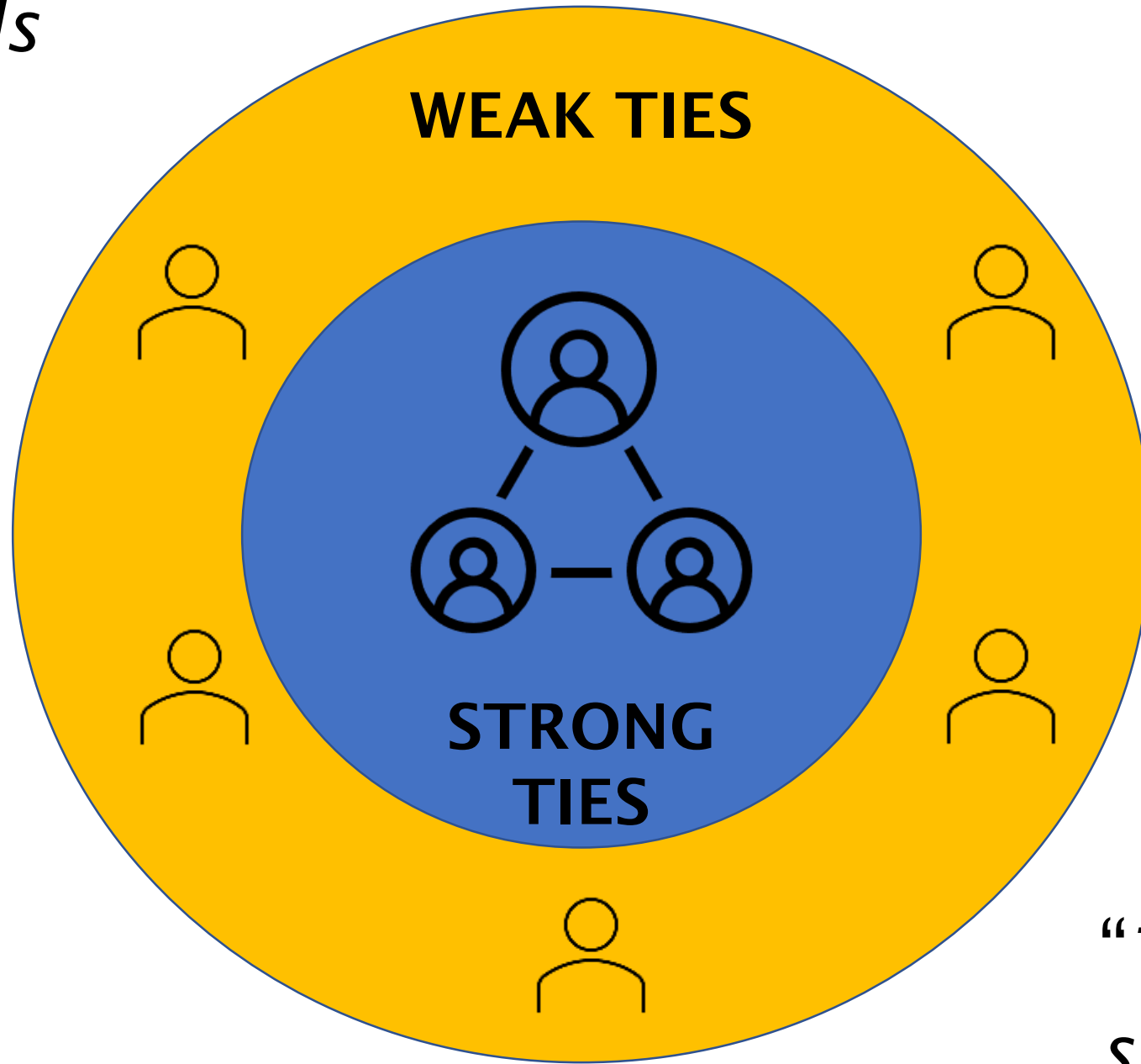


The image shows two pizzas in cardboard boxes. The pizza on the left is topped with pepperoni, and the pizza on the right is a plain cheese pizza. A white oval with a black border is centered over the pizzas, containing the text "2 Pizza Rule".

# 2 Pizza Rule




*“Many hands make light work.”*



*“Too many cooks spoil the broth.”*





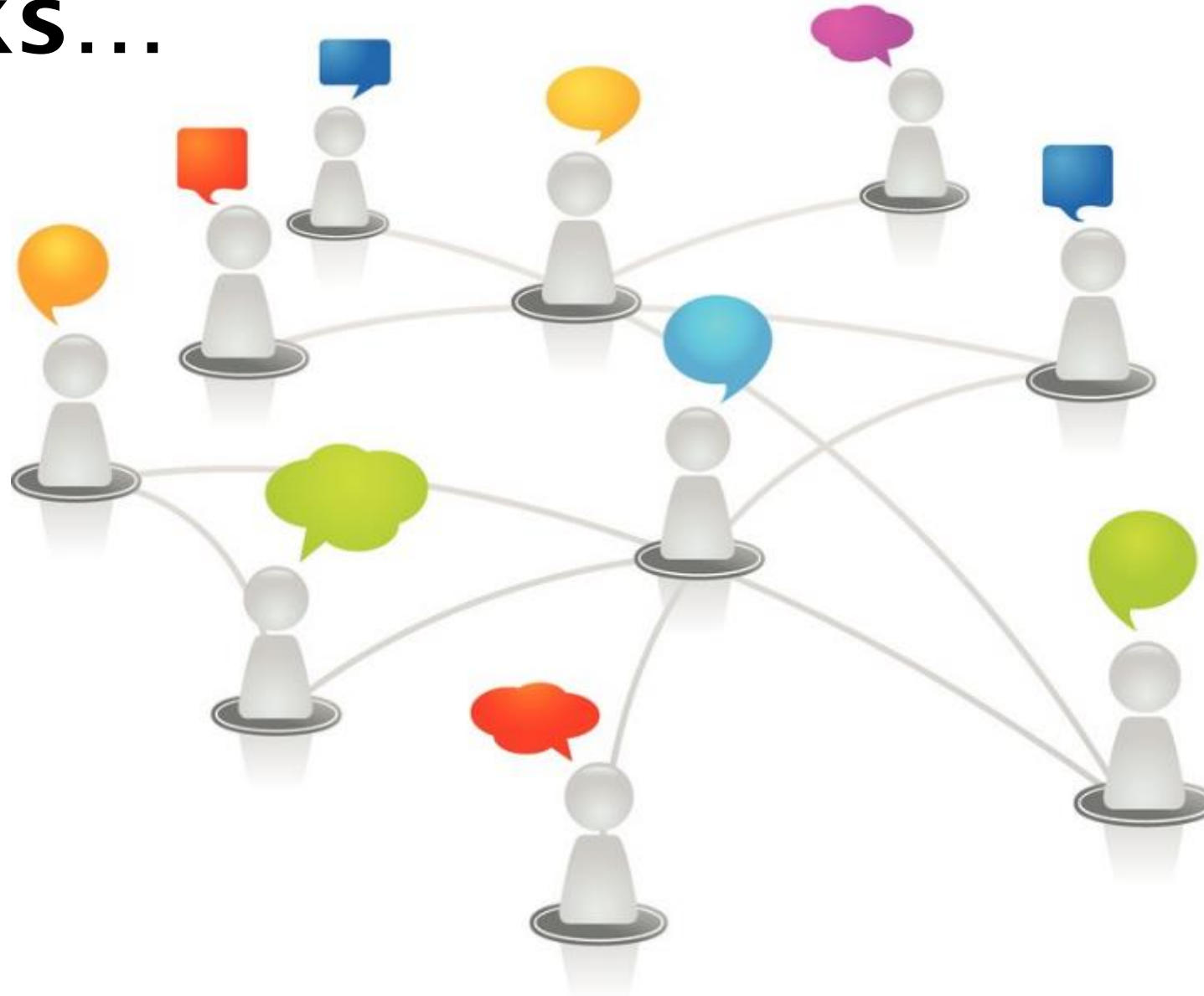
Often,  
leadership is  
about  
knowing who  
to gather  
around you.

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# The power of networks...



**but...**





**Service design is**

**giving people  
what they want,  
the way they  
want it, when  
they need it**



ABC AVALANCHE

A	B	C	D	E	F
G	H	<b>What do we want all our learners to experience?</b>		I	J
K	L			M	N
O	P	Q	R	S	T
U	V	W	X	Y	Z

**Example**





# e-Sgoil Exemplar Entitlements

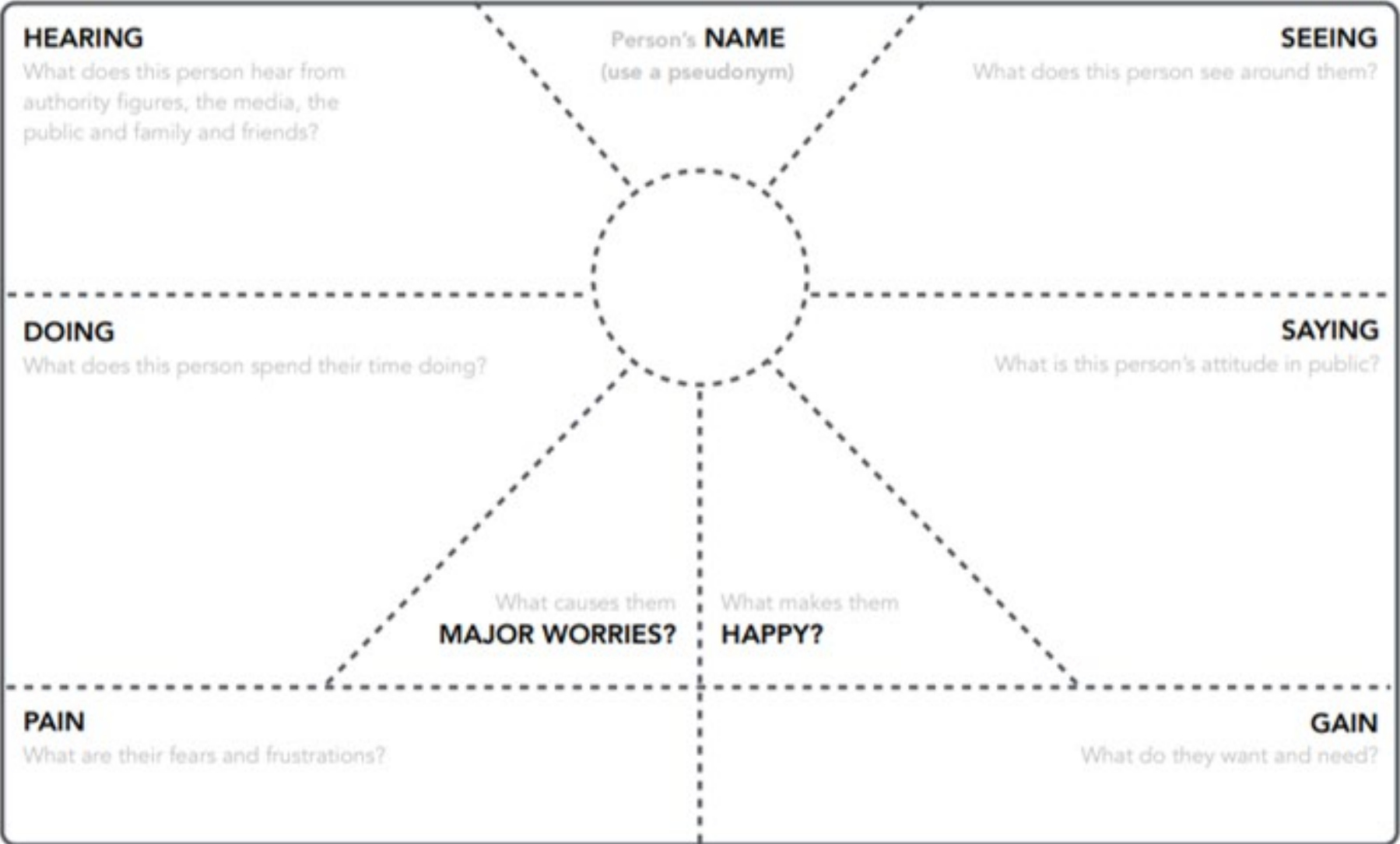
All learners at e-Sgoil (or i-Sgoil) will be entitled to:

- undertake a digital work placement and experience an online interview.
- achieve an industry standard online safety qualification.
- create a template curriculum vitae and covering letter and have an awareness of how employment recruitment processes works.
- experience a high quality financial education.
- design and deliver a digital presentation.
- communicate in Gaelic.
- specialise in at least one digital creativity tool (such as Miro, real-time documents, etc) to allow you to collaborate with others across Scotland and use this tool to work as part of a team.
- have a voice and a say in helping shape the programme for future cohorts.
- learn about mental health.
- participate in e-Sgoil's "Digital Mentor" Programme and be assigned an industry mentor.

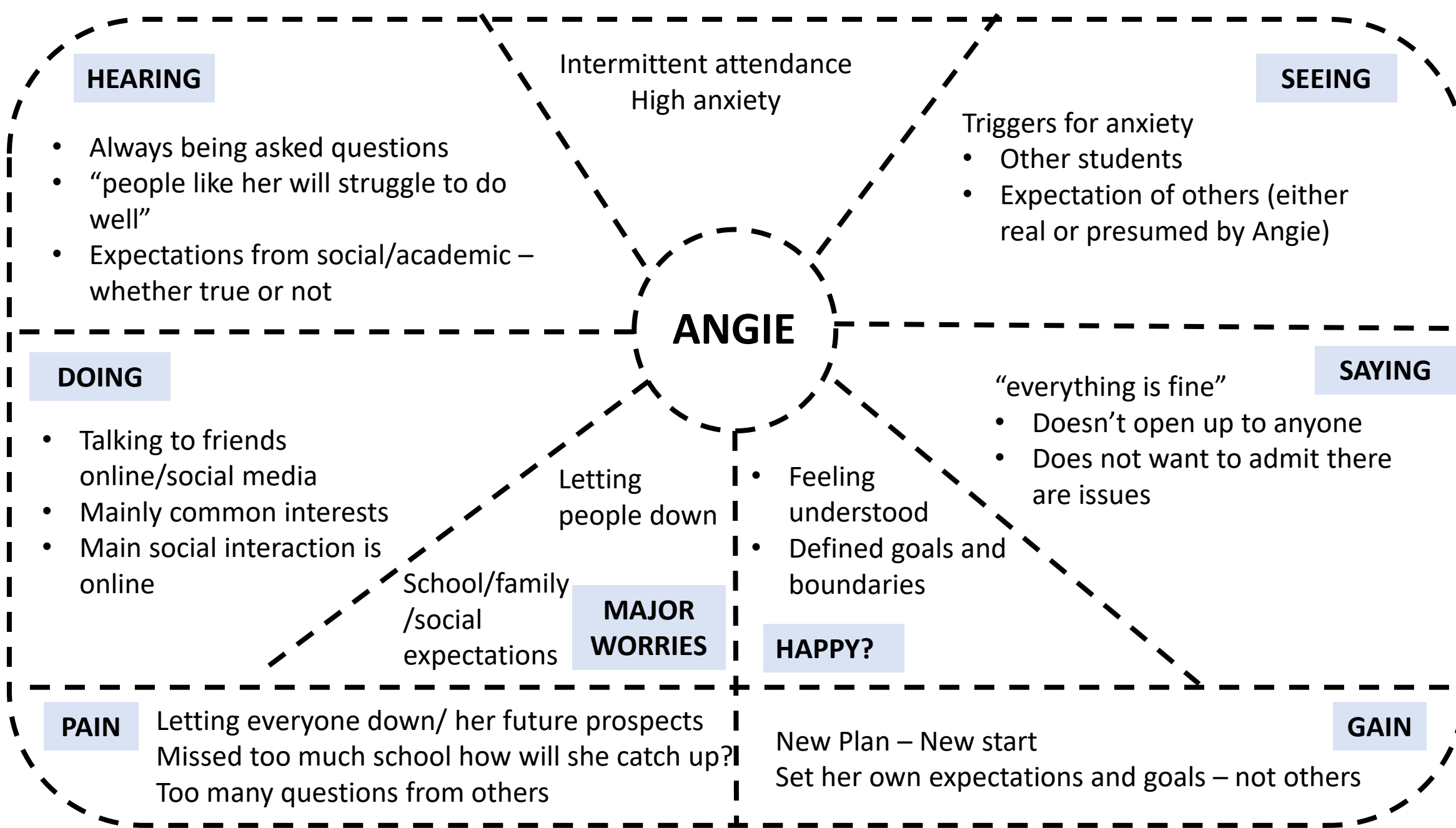




# Empathy Map



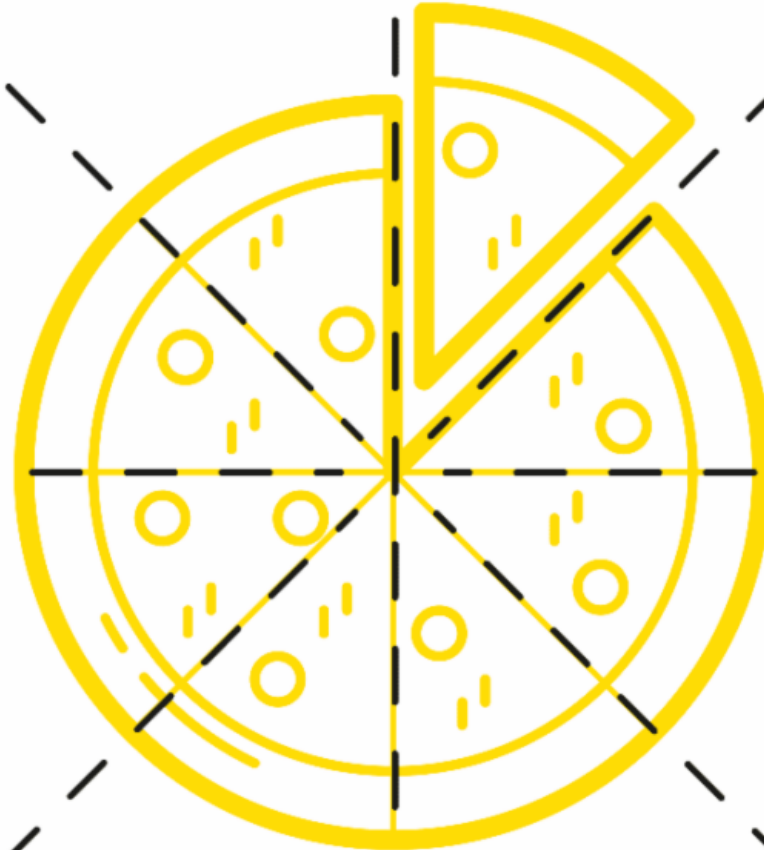
Based on Osterwalder and Pigneur, in Business Model Generation, 2010



# Planning Pizza

What are your time considerations?

What would make this process the best ever?



What can you do now?

What do you need access to?

Who can help?

Who do you need involved?

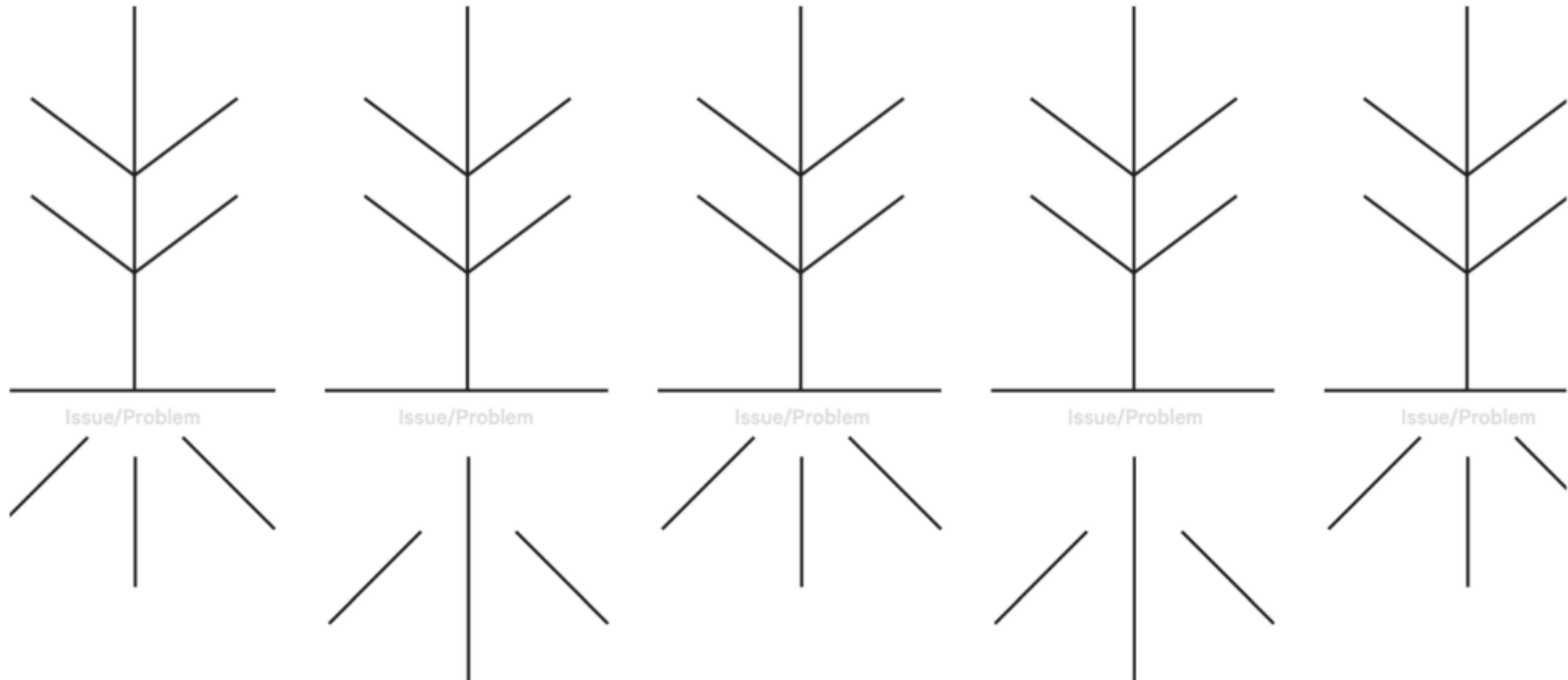
What are the barriers?

How do you know when it's successful?



# Problem trees

Effects (branches): what is the impact?



Causes (roots): how does the problem arise?





# Next Steps for e-Sgoil

BGE

2

1/2 m

## Moving forward with what we have



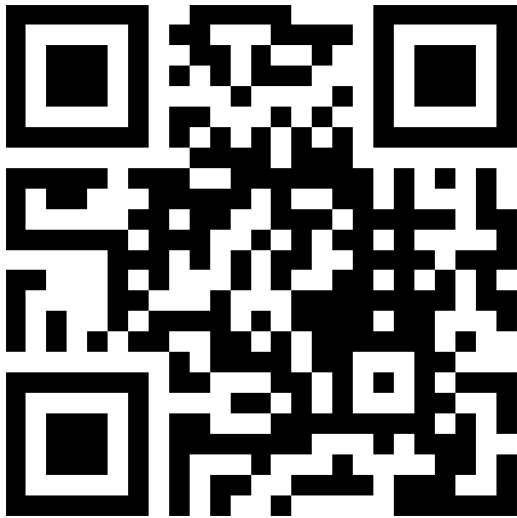
- Review and relaunching Big Questions
- Reflect on our journey from launching online schools to Sustainable Scotland
- Audit and review of the short-term curriculum (coherence between programmes)
- Continue to collaborate across NeLO
- Look at other thematic approaches such as social inequality, UNCRC, careers and skills, health and wellbeing
- Continue to develop IDL approaches in our digital curriculum
- Develop pedagogy in online learning
- Enhance staff development and leadership opportunities

# INTERACTION POINT 5

Complete the following sentence:

**“It would be exciting if...”.**

 Mentimeter



Three ways to have your say:

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- Click the link in the chat
- Scan the QR code with your phone or tablet.





**Some closing  
reflections**



Colleagues

External Influencers



Participant

Mentors



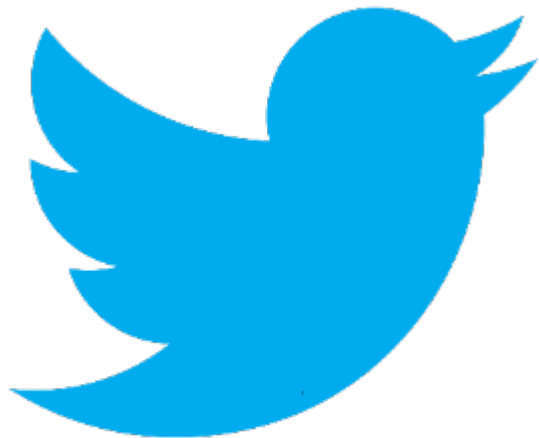
Please, keep the **conversation** going...(Interaction Point 6?)



Contact us via email:

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Or connect with us on Twitter:

@andybrown314

@DigitalDHTMarc