

# IDEAS *INNOVATIVE PROJECT FRAMEWORK*

■ **TITLE OF PROJECT**

■ **SHORT PROJECT DESCRIPTION**  
*(280 CHARACTERS)*

■ **SMART GOAL OF PROJECT**  
*(IF APPLICABLE)*

■ **MATERIALS NEEDED**

■ **LONG PROJECT DESCRIPTION**

■ **OTHER COMMUNITY EXPERTISE/  
PARTICIPATION NEEDED**  
*(IF APPLICABLE):*

■ **SUBJECT(S) OF PROJECT**

■ **PROBLEM YOU'RE SOLVING**  
*(IF APPLICABLE)*

■ **INDIVIDUAL LEARNING OUTCOMES**

# IDEAS INNOVATIVE PROJECT FRAMEWORK

## SKILLS NEEDED

(CHECK ALL THAT APPLY)

- o Collaboration
- o Analysis
- o Creativity
- o Critical Thinking
- o Effectual Thinking
- o Applied Design Thinking
- o Evidence-based decision making
- o Prototype, develop, test
- o Influence/ Leadership
- o Persuasive communication
- o Craft and communicate vision

## PERSONAL CAPACITIES & CHARACTERISTICS

(CHECK ALL THAT APPLY)

- o Adaptability
- o Coachability
- o Confidence & Optimism
- o Emotional intelligence and empathy
- o Ethical judgment/integrity
- o Mindfulness & Reflection
- o Growth mindset
- o Resourcefulness
- o Resilience & Grit

## OUTCOME INFOGRAPHIC NOTES

## BROADER IMPACTS

(ON STUDENTS, COMMUNITY, SCHOOL ETC.)

- o Community enhancement
- o Classroom culture
- o School mission alignment
- o School climate/culture enhancement
- o Personal growth
- o Interdisciplinary relevance
- o Project replicability/diffusion of the innovation/value creation
- o Esprit de corps
- o Other: \_\_\_\_\_

## ASSESSMENT POSSIBILITIES

(CHECK ALL THAT APPLY)

- o Reflection paper
- o Quiz/exam
- o Deliverable (presentation, report)
- o Discussion-based
- o Self assessment
- o Peer assessment
- o Pass/fail

## KEY DEFINITIONS

> **CREATIVITY** TO SEE OPPORTUNITIES AND GENERATE IDEAS.  
*Creativity: the personal capacities and process of generating unique methods, ideas, products, etc., that promise value to customers, users or beneficiaries.*

*Invention: the creation of a new method, device, or process.*

> **DESIGN** TO PURPOSEFULLY TRANSITION IDEAS TO INNOVATION.  
*Innovation: (n) new things or methods that deliver value; (v) the collaborative process of translating creative ideas into something of value.*

> **ENTREPRENEURSHIP** TO CAPTURE THE VALUE OF INNOVATION.  
*Entrepreneurship: pursuing the creation, delivery and capture of value from new ideas.*

*Social entrepreneurship: pursuing the creation and sustained delivery of value through the development of new solutions to society's most pressing social, cultural and environmental challenges.*

> **LEADERSHIP** TO MAXIMIZE THE VALUE.  
*Leadership: the process of influencing others toward a shared/common vision.*

*Entrepreneurial leadership: the process of influencing others toward a shared/common vision for creating value from new ideas; a unique set of concepts, mindsets, and activities used by leaders to identify opportunities, deepen understanding, and initiate and develop innovation.*