A picture containing graphical user interface

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## Subunit 1: Face-to-Face setting

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| ***Description of the Learning Activities*** | ***Timing (minutes)*** | ***Materials/ Equipment Required*** | ***Assessment/ Evaluation*** |
| Workshop Opening:   * Welcome, introduction, presentation of agenda   Activity 1: Human Creativity Potential   * In this self-awareness exercise, the trainer shows the learners the images in the PPP and asks: “What do you see?” * There are no right or wrong answers. The main aim is to make participants aware that they already have a creative mind and that creativity is a deeply rooted human ability. | 5 minutes  5 minutes | Training venue with IT equipment;  Flipchart and markers;  Sign-in sheet;  Pens and note-taking materials for participants  **PPP** | Participants will engage in all group activities |
| Activity 2: Importance of prompts and inspiration   * Input by trainer | 5 minutes | Training venue with IT equipment;  Flipchart and markers;  Pens and note-taking materials for participants  **PPP** | Participants will engage in all group activities |
| Activity 3: How to collect ideas: Brainstorming   * Brief theory input and then a group activity. * The trainer asks the participants: What contributes to climate change? * The trainer sets a timer to 5 minutes and the participants can collect as many ideas as they can. This can either be done with sticky notes or with the trainer writing down the ideas on a whiteboard or flipchart. * After 5 minutes, the trainer reviews the contributions of learners. The goal is not to create a complete picture of climate change (which is impossible in that short amount of time!) but to try out the brainstorming method. | 10 minutes | Training venue with IT equipment;  Flipchart and markers;  Pens and note-taking materials for participants  **PPP** | Participants will engage in all group activities |
| Activity 4: How to structure ideas: Mindmapping   * Brief theory input and then a group activity. * Use the inputs from the previous activity and cluster the topics from the brainstorming in a Mindmap. * If there is time left, add new ideas to the mindmap. | 10 minutes | Training venue with IT equipment;  Flipchart and markers;  Pens and note-taking materials for participants  **PPP** | Participants will engage in all group activities |
| Activity 5: Group exercise: De Bono Thinking Hats   * The trainer briefly presents the theory and the role of each hat (see PPP for details). * 6 participants become the representatives of the thinking hats and take position in the middle or the front of the room. The other participants are observers (however, they may volunteer to take over one of the hats if wished). * The goal is to solve the challenge prompted by the trainer in 25-30 minutes. | 45 minutes | Training venue with IT equipment;  Flipchart and markers;  Pens and note-taking materials for participants  **PPP** | Participants will engage in all group activities |
| Workshop Closing   * The trainer takes 5 minutes to debrief the previous exercise. How did the participants feel? Did they find the exercise helpful? * The trainer should answer any open questions * The trainer gives an outlook and instructions on the self-directed learning phase | 10 minutes | Training venue with IT equipment;  Flipchart and markers;  Pens and note-taking materials for participants  **PPP** | Participants will engage in all group activities |
| **Total duration of the sub-module** | **1,5 hours** |

## Subunit 2: Self-directed online learning

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| Self-directed learning exercise  Case Study Padlet   * Participants should do internet research to find creative green enterprises and/or initiatives and share them in one common Padlet * [www.padlet.com](http://www.padlet.com) | 60 minutes | Device with internet access (PC, notebook, tablet, smart phone) |  |
| **Total duration of the sub-module** | **1 hour** |

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