

Design Learning Challenge Planner

www.designlearning.us

Challenge Plan Jobs in the Year 2050			
Overview	<p>Using “design” as pedagogy, the overarching purpose of this challenge is to invite high school students to investigate, design, and prepare for jobs of the near and future from multiple perspectives: art, design, the humanities, science, technology, engineering, and math. Students will engage in local and global collaborative opportunities to become creative problem solvers. The goal is for students to develop the capacity to actively engage in making sense of large spaces of information as well as discover insightful interconnections and interrelationships of theory and practice within the real world. Learners will be challenged to solve career-based problems using an eco-centered approach from complementary pathways: home, work, learning, health, community, mobility, play, agriculture, or the environment. Using divergent thinking practices, proposed creative and innovative job scenarios will frame purposeful actions that can be taken today—as well as upcycling practices that can assist with reversing previous adverse practices in an effort to stabilize and balance ecosystems of future job markets. Final challenge solutions will take the form of an artistic expression; product, communication, experience, or service design; human-centered design within current, trajectory, or retrospective context(s); physical or natural system design, software system design; structural system design; or mathematical model design.</p>		
Challenge Title	Jobs in the Year 2050		
Career Perspective	Art Design Humanities Science Technology Engineering Math		
Project Pathway	Home Work Learning Health Community Mobility Play Agriculture Environment		
Form of Design	Expression Product Communications User Experience Service System Model		
Problem Statement	Kansas City high school graduates today need guidance and support as they prepare for careers that have not yet been invented—nor support balanced ecosystems of the future.		
Challenge Brief	<p>By the year 2050, students who graduate from high school in 2015 will be in their early 50’s – whereas babies born in 2015 will be 35 years old. The high school students who engage in this challenge will address the learning needs of our next generation of creative problem solvers as well as their own. In preparation for the March 1, 2014 Kansas City Design Week Learning Challenge, 100 high school students in the Kansas City area will collaborate with like-minded local and global students to investigate future eco-centered career opportunities by way of a selected perspective, pathway, and form of design. During the preparatory phase of the design learning process, students will make sense of the interconnections and interrelationships of current job postings within art, design, the humanities, and STEM opportunities by imagining jobs of the future (2050) in respect to today (2014) and the past (1980) – with an emphasis on entrepreneurship. Students will be challenged to propose creative and innovative job scenarios aimed at purposeful actions as they prepare for an entrepreneur-based career in the near future. In addition, learners will engage in meaningful steps towards reversing previous adverse practices resulting in stabilizing balanced ecosystems in the year 2050.</p>		
Critical Question	Imagine the year 2050, how might the study of careers today, future, and past impact high school students as they prepare for college and jobs in the near future by way of entrepreneurship – as well as purposeful contributions to resolve significant problems that have evolved over the past 70 years?		
Criteria Checkpoints	<p>Perspective and Pathway Patterns and Trends Lead to Solving a Common Problem</p>	<p>Plan of Action Informs an Innovative Solution and Viable Entrepreneurship</p>	<p>Solution is Human-Centered and Supports a Balanced and Stabilized Ecosystem</p>
Habits of Mind	<p>High school students will consider their <u>Habits of Mind</u> such as: <u>Inquiring Mind (curious); Empathic Mind (diversity); Flexible Mind (willing to adjust);</u> etc. – as well as those held by related stakeholders</p>		