



Train-the-Trainer Package for AdoptID



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Introduction

This Train-the-Trainer package is designed to equip trainers with the necessary tools, knowledge, and materials to implement the AdoptID program effectively. The package provides a structured approach to ensure consistency and success in rolling out the program across various regions.

Program Objectives

AdoptID aims to:

- Bridge the gap between education and industry.
- Encourage creative thinking and innovation.
- Teach problem-solving through real-world applications.
- Develop essential 21st-century skills, including collaboration, digital literacy, and entrepreneurship.

Role of Trainers

Key Responsibilities

Trainers play a crucial role in ensuring the program's success by:

- Conducting training sessions for teachers and entrepreneurs on the AdoptID methodology.
- Leading workshops on design thinking and problem-solving techniques.
- Providing guidance on structuring classroom activities.
- Assisting in organizing company visits and the final presentation day.
- Monitoring program implementation and evaluating its impact.

Required Skills

To effectively support the program, trainers should have:

- Strong facilitation and communication skills.
- Knowledge of design thinking and problem-solving methodologies.
- Experience in education, entrepreneurship, or project management.
- The ability to coordinate with multiple stakeholders, including teachers, entrepreneurs, and policymakers.

Training Modules

Module 1: Understanding AdoptID

- Introduction to the program's mission, objectives, and impact.
- Overview of the six-step process.
- Clarification of roles and responsibilities for trainers, teachers, and entrepreneurs.

Module 2: Preparing for the Program

- Selecting participating schools and businesses.
- Engaging key stakeholders such as local government, sponsors, and media.
- Securing funding and necessary resources.

Module 3: Training Teachers and Entrepreneurs

- Conducting orientation sessions.
- Teaching the design-thinking framework.
- Providing structured templates for defining business challenges.

Module 4: Classroom Implementation

- Facilitating student brainstorming and idea selection.
- Introducing tools for prototype development and creative problem-solving.
- Organizing feedback sessions between students and entrepreneurs.

Module 5: Organizing the Final Presentation Day

- Planning logistics for the public showcase.
- Ensuring media coverage and community engagement.
- Supporting teachers and students in preparing their presentations.

Module 6: Evaluating the Program

- Collecting feedback from students, teachers, and businesses.
- Measuring the program's impact.
- Identifying areas for improvement in future editions.

Resources and Materials Provided

Trainers will have access to:

- Standardized training presentations and manuals.
- Templates for invitations, problem statements, and presentations.
- Guides for conducting company visits and classroom activities.
- Privacy policy templates for child participation.
- Certificates of participation for students and entrepreneurs.

Implementation Timeline

The program runs over 6 to 8 weeks, following this structure:

Week Activity

- 1 Trainer Orientation & Planning
- 2 Teacher & Entrepreneur Training
- 3 Opening Event & Initial Meetings
- 4 Company Visits & Classroom Activities
- 5 Student Project Development & Feedback Sessions
- 6 Final Presentation Day

Monitoring and Support

To ensure a smooth implementation, trainers should:

- Conduct regular check-ins with teachers and entrepreneurs.
- Provide troubleshooting support during classroom activities.
- Offer additional coaching when necessary.
- Document key lessons and insights for future program improvements.





STEP	GOAL	WHO	WHAT ARE WE DOING?	WHAT DOES THE ORGANIZER PROVIDES	WHAT SHOULD PROJECT PARTNERS ARRANGE
Step 1: Opening	The formal kick-off of the edition, creating first contact between teachers and entrepreneurs. The opening happens in a public place to ensure visibility.	1. Teachers 2. Entrepreneurs 3. School management 4. Policymakers, councillors, mayor, sponsors	1. Walk-in with refreshments (15 min) 2. Welcome speech (3 min) 3. Opening speech by a councillor (5 min) 4. Key-note speaker (30 min) 5. Linking companies - teacher presentation (10 min) 6. Initial introductions & exchange of contact details (60 min)	Standard formats for invitations and programmes, Roadmap/programme, Key-note speaker, Privacy statement templates	Participants, Councillors, Venue and catering
Step 2: Getting to Know Each Other Better & Formulating the Problem Definition	Teachers and entrepreneurs meet to collaborate and define a problem for students to solve.	Teachers, Entrepreneurs	1. Teacher meets entrepreneur 2. Explanation of problem by entrepreneur 3. Translating problem into a task for children	-Template and explanation for problem definition -Sample problem sets	-Appointment between teacher and entrepreneur - Finalized problem definition

Step 3: Company Visit and Pitch	Students visit the entrepreneur's company, learn about its operations, and receive the problem definition.	-Teachers Entrepreneurs – Students (class)	1. Entrepreneur introduction (10 min) 2. Company tour (30 min) 3. Problem explanation (20 min) 4. Space for children's questions (20 min)	'Effective company visit' manual	Schedule company visit date within project timeline
Step 4: Students Get Down to Work in the Classroom	Over four half-day sessions, children develop solutions using the design-thinking method.	- Teachers - Children	1. Brainstorming 2. Idea inventory and selection 3. Developing the super-idea 4. Creating a pitch and presentation	- Teachers' letter - Digital learning materials – Medals/Prizes for winners	Enthusiastic students, teachers, and entrepreneur
Step 5: AdoptID Final Day	A public event where children showcase their solutions in a marketplace setting, interact, and pitch their ideas.	- Teachers - Children - Entrepreneurs - Families and public	1. Assemble in central area (20 min) 2. Plenary kick-off (20 min) 3. Marketplace presentations (50 min) 4. Goody bag and departure (10 min)	- Event script - Chair of the day - Planning and logistics - Media and press releases	- Audiovisual resources per class - Market stall materials - Entrepreneur's marketing materials



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