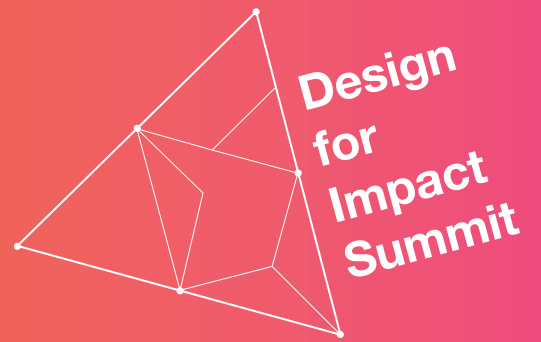


DESIGN FOR IMPACT SUMMIT 2023



BUILD YOUR FUTURE ON THE COAST

Event	Matthew Flinders Anglican College Design for Impact Summit: Build Your Future on the Coast
Date	Tuesday, 18 April - Thursday, 20 April 2023
Time	8:30am - 3:00pm
Venue	Matthew Flinders Anglican College Performance Centre Buderim, Sunshine Coast, Queensland
Contact	Debbie Planck Head of Learning and Teaching, Primary Matthew Flinders Anglican College dplanck@mfac.edu.au

Proudly supported by Matthew Flinders Anglican College and
Queensland University of Technology



**MATTHEW
FLINDERS**
Anglican College



Design Lab

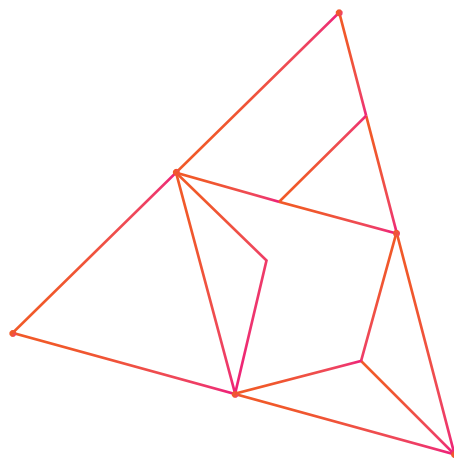
ABOUT THE DESIGN THINKING PROCESS

“To succeed in this ever-changing world, students need to think like entrepreneurs: resourceful, flexible, creative, and global.” - Professor Yong Zao, University of Kansas

Building an entrepreneurial generation requires curiosity, creativity and empathy, where students are motivated and have the essential skills and knowledge needed to turn their interests into actions by developing innovative solutions that contribute positively to society in an ever-changing world. It also requires mindsets which embrace ambiguity, experimentation, radical collaboration and agency.

Our Primary School’s innovative i-Impact program, which integrates the HASS, Science and Technology curriculums, involves students in real-life projects focused on cultural, social and environmental entrepreneurship. Underpinning such an approach is the design thinking process where students learn to view the world differently as they dig deeper to the root cause of complex problems.

The design thinking process begins with understanding through empathy and other key social-emotional skills. Considering multiple perspectives and identifying the multiple connections within and among issues helps people to develop empathy and compassion while designing solutions. Gaining a deeper insight into the problem calls for research and identifying resources in order to define the specific problem to solve. Working collaboratively to communicate ideas that have the greatest potential to address the problem results in validation of the most promising idea to prototype. After building the prototype, testing determines how successful the designed solution is in solving the identified problem. The feedback is used for new iterations to be created and retested, which demonstrates the fluidity and nonlinear nature of the process.



DEFINE
EMPATHISE
IDEATE
PROTOTYPE
TEST

DAY 1 TUESDAY, 18 APRIL

8:15am	ORIENTATION Teacher and Mentor Orientation, roles and overview of Day 1
8:30am	STUDENTS ARRIVE
8:40am	<p>WELCOME Dr Natalie Wright, Senior Lecturer in the Faculty of Engineering, School of Architecture and Built Environment, Queensland University of Technology</p> <p>ACKNOWLEDGEMENT OF COUNTRY Willow Cox, Year 5 student</p> <p>WORKSHOP INTRODUCTION Introduction of program hosts - Amy Cahill and Marc Horton-Stephens, Year 5 teachers and Justin Hill, Head of Enterprise & Curiosity</p>

SESSION 1

8:55am	<p>EMPATHISE</p> <p>ORIENTATION Introduction to site, team allocations and project brief “What’s your 2050?”</p> <p>DESIGN THINKING Design challenge</p> <p>DEFINE</p> <p>INSPIRATION ‘Guiding principles of a biosphere’ - David Moore, Manager of Environment and Sustainability Policy, Sunshine Coast Council</p>
9:30am	<p>BiosHEROES Roles determined</p> <ul style="list-style-type: none">ConservationInclusivityEconomic OpportunityCulture and HeritageSustainability
9:40am	VISUALISATION TASK
10:05am	MORNING TEA

SESSION 2	
10:35am	EMPATHISE GUEST SPEAKER Tony Holzberger, Principal Architect in Urban Design and Architecture, Sunshine Coast Council WHAT DOES THE HIVE OF 2050 NEED? “Imagine if...”
11:10am	MINISTERIAL MEETING #1 Determine visions for 2050, vision reports announced by the Mayor
11:50am	IDEATE VISUALISATIONS & SKETCHING CREATIVE HIJACK #1 Design thinking is hijacked by unexpected scenario or challenge GALLERY WALK
12:20pm	PROTOTYPE PROTOTYPE Define and discuss prototyping. Teams design, fabricate and place buildings (provisionally) on site
12:50pm	LUNCH
SESSION 3	
1:30pm	IDEATE + PROTOTYPE Teams design, fabricate and place buildings on site TEST Map pieces come together
2:45pm	REFLECT Day 1 evaluation and wrap-up
3:00pm	PARTICIPANTS DEPART

DAY 2 WEDNESDAY, 19 APRIL

8:15am	ORIENTATION Teacher and Mentor Orientation, roles and overview of Day 2
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8:30am	STUDENTS ARRIVE
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8:40am	WELCOME AND OVERVIEW OF DAY Day 1 reflections and Day 2 goals
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SESSION 1

8:55am	INSPIRATION What do we need to know to design a community of the future? GUEST SPEAKER Kimberly Camrass, Doctoral Researcher in Regenerative Futures CREATIVE HIJACK #2 Design thinking is hijacked by unexpected scenario or challenge
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9:30am	MINISTERIAL MEETING #2 Determine inclusions for each portfolio Conservation Inclusivity Economic Opportunity Culture and Heritage Sustainability
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IDEATE

New inclusions assigned

10:05am	MORNING TEA
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SESSION 2

10:40am	PROTOTYPE
	PROTOTYPE Teams design, fabricate and place buildings (provisionally) on site
	CREATIVE HIJACK #3 Design thinking is hijacked by unexpected scenario or challenge
	PITCH
	Team representatives pitch their ideas to the group
	PROTOTYPE
	PROTOTYPE Teams design, fabricate and place buildings (provisionally) on site

12:50pm	LUNCH
SESSION 3	
1:30pm	<p>IDEATE + PROTOTYPE</p> <p>IDEATE + PROTOTYPE Teams design, fabricate and place buildings (provisionally) on site</p> <p>CREATIVE HIJACK #4 Design thinking is hijacked by unexpected scenario or challenge</p> <p>IDEATE + PROTOTYPE</p> <p>IDEATE + PROTOTYPE Teams design, fabricate and place buildings (provisionally) on site</p> <p>TEST</p> <p>Map pieces come together</p>
2:45pm	REFLECT Day 2 evaluation and wrap-up
3:00pm	PARTICIPANTS DEPART
DAY 3 THURSDAY, 20 APRIL	
8:15am	ORIENTATION Teacher and Mentor Orientation, roles and overview of Day 3
8:30am	STUDENTS ARRIVE
8:40am	WELCOME AND OVERVIEW OF DAY Day 1 reflections and Day 2 goals
SESSION 1	
8:55am	<p>ORIENTATION</p> <p>ORIENTATION Olympic legacy</p>

9:30am	<p>GUEST SPEAKER Lisa Moore, Senior Architect in Urban Design and Architecture, Sunshine Coast</p> <p>CREATIVE HIJACK #5 Design thinking is hijacked by unexpected scenario or challenge</p> <p>PROTOTYPE</p> <p>PROTOTYPE Teams design, fabricate and place buildings (provisionally) on site</p>
10:05am	MORNING TEA
SESSION 2	
10:40am	<p>IDEATE + PROTOTYPE</p> <p>IDEATE + PROTOTYPE Teams design, fabricate and place buildings on site</p> <p>HIVE TOUR GUIDE BRIEFING</p> <p>Team representatives are briefed on elevator pitching</p>
12:50pm	LUNCH
SESSION 3	
1:30pm	<p>TEST</p> <p>Map pieces come together</p> <p>GUIDED HIVE TOUR</p> <p>Mayor welcomes visitors to the opening of the Hive vision</p> <p>OFFICIAL OPENING OF THE HIVE</p> <p>Mr Ted O'Brien MP, Federal Member for Fairfax</p>
2:55pm	<p>CONCLUSION</p> <p>Thanks and acknowledgements - Principal Stuart Meade</p>
3:00pm	PARTICIPANTS DEPART



We extend our sincere thanks to the following volunteers for their support and expertise.

Buderim Men's Shed

David Moore, Manager of Environment and Sustainability Policy, Sunshine Coast Council

Kimberly Camrass, Doctoral Researcher in Regenerative Futures

Lisa Moore, Senior Architect in Urban Design and Architecture, Sunshine Coast Council

Dr Natalie Wright, Senior Lecturer and QUT Design Lab Design Education Program Leader in the QUT Faculty of Creative Industries, School of Design

Tony Holzberger, Principal Architect in Urban Design and Architecture, Sunshine Coast Council