



Summer First



Embajada
de los Estados Unidos
de América
Santiago, Chile



CONSEJO
DE CURSO



Hello, English teachers!

About SummerFirst and this teacher guide

SummerFirst is a program jointly developed by Fundación Consejo de Curso and the US Embassy in Chile that aims to bring best practices from the American educational system to Chile in order to strengthen the teaching of English as a second language.

In the summer 2021, English teachers from all over Chile came together to learn about innovative methods for better, more engaging English classes. They then led a week-long digital summer camp with over 200 high school students, who worked in teams to ideate, design and create out-of-the-box solutions for English-speaking project partners.

The result? a transformative learning experience for both teachers and students.

Below, you will find the SummerFirst lesson plans, adapted for use in the school classroom setting. The lessons take elements from both Project Based Learning and Design Thinking. They can be adapted to suit students ranging from 12 to 18 years of age.

For any questions or inquiries, please contact the Consejo de Curso team at contacto@consejodecurso.cl.

Day 1: Welcome!



Objective

To launch the project and build rapport within teams.

Activity	Time	Resources
<p>Icebreaker + today's goal</p> <p>Start with a quick icebreaker, i.e.: everybody shares their name and one fun fact about themselves (the weirder, the better!) Share today's objective.</p>	5 min	<p>Vivify: 50 icebreakers & games</p>
<p>What is Design Thinking?</p> <p>Reflect & share: <i>What does design mean to you?</i>. Give a brief overview of Design Thinking and some real-world applications.</p>	10 min	<ul style="list-style-type: none"> • IDEO U: What is Design Thinking? • IDEO U: DT in HealthCare
<p>Project launch</p> <p>Give an overview of the project, including:</p> <ol style="list-style-type: none"> 1) The goal: "to create creative solutions to challenges faced by our English-speaking <i>project partner</i> from a place of empathy". 2) The teams: 6 students max per team. We recommend assigning them beforehand. 3) The tools: calendar, rubric, etc. 	15 min	<ul style="list-style-type: none"> • PBLWorks rubrics
<p>Our personal boards</p> <p>Briefly introduce Jamboard. Have students create their own "personal boards" (one slide per person), including anything they might want to share with others: their pets, hobbies, favorite foods, etc. Share!</p>	40 min	<ul style="list-style-type: none"> • Google for Education: Jamboard tutorial
<p>Name our team!</p> <p>If time allows, have teams come up with a fun group name and/or emoji by finding two or three interests that the group has in common, eg: <i>The TikTok Animé Dogs</i>.</p>	15 min	
<p>Closing</p> <p>What did we learn today?</p>	5 min	

Day 2: Empathize



Objective

To learn about the project partner through an interview.

Activity	Time	Resources
<p>Icebreaker + today's goal</p> <p>Start with a quick warmup from the icebreaker list. Share today's objective.</p>	5 min	<ul style="list-style-type: none"> Vivify: 50 icebreakers & games
<p>FYI</p> <p>Introducing today's main activity, the interview, as an opportunity to get to know our project partner(s) and identify their motivations and main challenges. You may want to share some basic information about the project partner(s), e.g: name, nationality, occupation.</p>	5 min	
<p>Prepping the interview</p> <p>1) Together, brainstorm on what makes a good interview (tip: watch the Change Lab video for ideas!)</p> <p>2) Have students prepare a list of questions for the project partner. Make sure at least some of these get at the partner's challenges (personal or professional).</p> <p>3) Have them roleplay, taking on distinct roles, eg: interviewers, note-takers, body language experts.</p> <p>4) Reflect on what worked and what could be improved.</p>	30 min	<ul style="list-style-type: none"> Change Lab video: Interviewing your user
<p>Interview</p> <p>Have students interview the project partner, in their assigned roles, incorporating what they learned during the roleplay.</p>	30 min	
<p>Debrief</p> <p>Guide a quick debrief of the interview. What stood out to us? What was most surprising? What seemed to be our project partner's main challenge? Make sure all the notes taken during the interview and debrief are stored safely.</p>	15 min	
<p>Closing</p> <p>What did we learn today?</p>	5 min	

Day 3: Define + ideate



Objective

To come up with many possible solutions to a particular challenge.

Activity	Time	Resources
<p>Icebreaker + today's goal Start with a quick warmup from the icebreaker list. Share today's objective.</p>	5 min	<ul style="list-style-type: none"> Vivify: 50 icebreakers & games
<p>User profile Introduce the concept of the "user profile" using an example. You may choose to model how to fill out by using a fictional character (e.g. Spongebob Squarepants). Then, have students fill out a user profile for their project partner, focusing on four areas: 1) basic data; 2) interesting stories; 3) motivations; 4) challenges.</p>	25 min	
<p>Building our design question Explain that creating a good design question is the first step in coming up with an idea that will benefit our project partner. This is a two-part process. 1) Turn your User Profile into a Point of View (POV) statement. 2) Turn your POV statement into a "How might we...?" (HMW) question. Watch the Change lab videos for guidance. Then, guide your students as they write their own POV statements and HWM questions.</p>	30 min	Change Lab vids
<p>Brainstorm! Share the 2 golden rules of brainstorming with your students: 1) Don't judge - embrace crazy ideas! and 2) Quantity over quality. Try out the process with a simple prompt, eg: "come up with 50 ideas for new ice-cream flavors". Then, challenge your students to brainstorm ideas that answer their HMW question -- at least 20 per student! You may use Jamboard/Google Docs.</p>	15 min	
<p>Closing: What did we learn today?</p>	5 min	

Day 4: Prototype



Objective

To prototype solutions to the challenge, incorporating feedback.

Activity	Time	Resources
<p>Icebreaker + today's goal</p> <p>Share today's lesson goal. Have students vote for their 3 favorite ideas from last class. If you're using Jamboard, students can vote by picking a personal symbol or emoji and placing it on top of their favorite ideas.</p>	10 min	<ul style="list-style-type: none"> Vivify: 50 icebreakers & games
<p>Doodling our ideas</p> <p>Give each student 5-10 minutes to draw their favorite solution or combination of solutions. No need for artistry - stick figures are perfectly OK! Have them take a picture of their drawing and upload it onto a new Jamboard slide as their first prototype.</p>	15 min	
<p>Show & tell</p> <p>Take a moment to explain and model the "I like, I wish" feedback framework (see linked resource).</p> <p>Invite your students, one by one, to share their prototype with their team in a minute or less. After each "presentation", one or two students must provide feedback using the "I wish, I wonder" framework.</p>	20 min	IDEO: Build your Creative Confidence with I like, I wish
<p>Choosing our solution</p> <p>Give teams a few minutes to decide on what solution they will develop further and present to their project partner. Invite them to reflect on which prototype (or combination of ideas) BEST answers their "How Might We...?" question from day 3.</p> <p>Once they have picked, teams prepare a 3 min presentation of their project partner, their challenge, and the proposed solution/prototype. Remind them to consider any feedback received!</p>	25 min	
<p>Presentations</p> <p>Get every team to "pair up" with another and take turns to present their solution (in 3 min or less). Have teams give each other feedback using the "I like, I wish" model.</p>	15 min	
<p>Closing</p>	5 min	

Day 5: Share



Objective

To create a video that effectively conveys the solution developed and its potential impact on the project partner.

Activity	Time	Resources
<p>Icebreaker + today's goal Start with a quick warmup from the icebreaker list. Share today's objective.</p>	10 min	<ul style="list-style-type: none"> • Vivify: 50 icebreakers & games
<p>Creating our pitch Guide a brief class discussion on what makes a good pitch. Share one example of an effective pitch.</p> <p>Have students create their own pitch script, using the following guidelines per "section":</p> <ol style="list-style-type: none"> 1) Project partner (user) description (20 sec) 2) Challenge faced by user (20 sec) 3) Solution + potential impact on user (30 sec) 4) Catchy closing phrase (5 sec) 	30 min	
<p>Sharing our process Give your students a brief overview of Canva video or any other user-friendly, free video-editing software, such as Filmora or Movie Maker . You may share examples of student videos from SummerFirst 2021, available at: www.summerfirst.cl ("proyectos finales").</p> <p>Each team works on creating their own video. They might take one of two roles:</p> <ol style="list-style-type: none"> 1. Writers & spokespeople: in charge of refining and recording the pitch in under 1.5 minutes. 2. Designers & video editors: in charge of compiling images that support the pitch, and putting it all together using video software. 	45 min	
Closing		