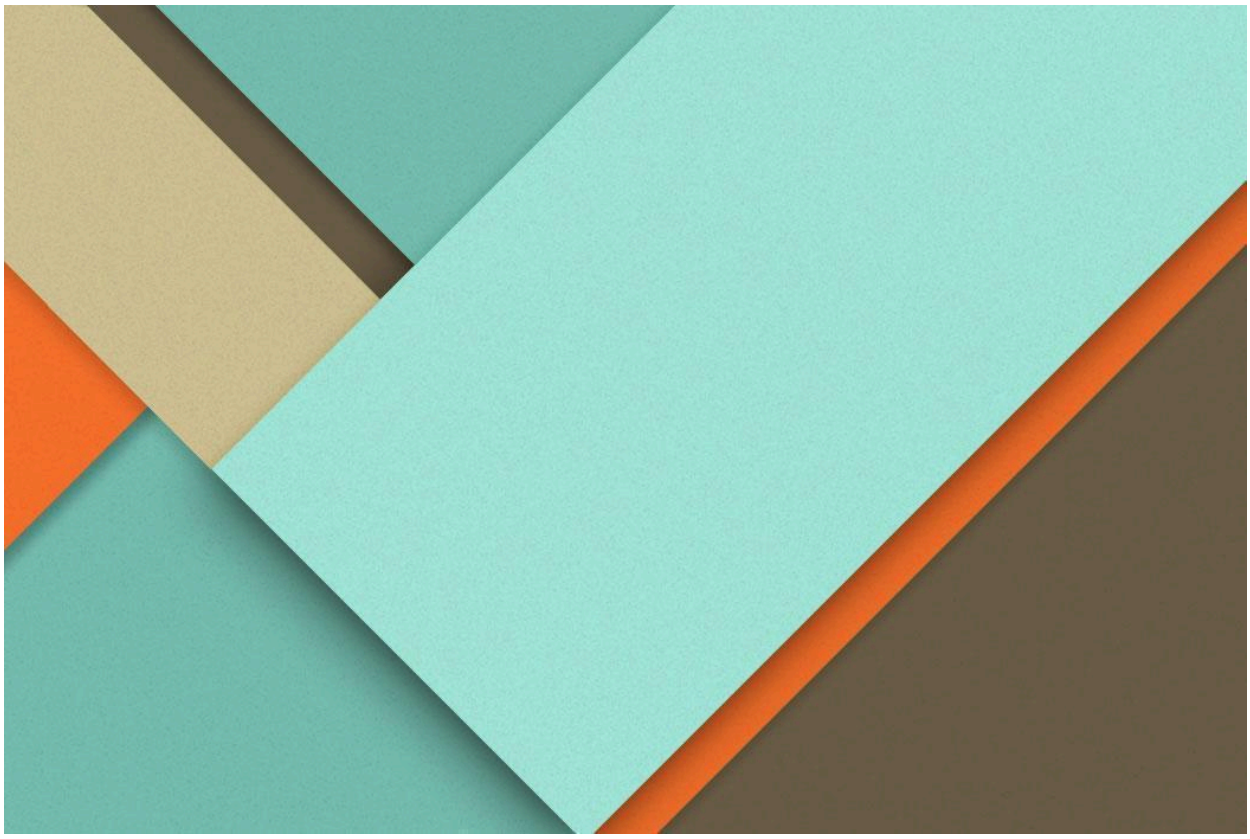
WORK EXPERIENCE AGENCY LTD



Lean Education and Digitalisation

2024/2025

Overview

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With an everchanging and evolving society we currently live in, students and teachers everywhere must adapt and be able to change along with it. It's important that the next generation learns how they can make a difference in their world, and teachers hold a primal role in this, educating and allowing youth everywhere to grow into successful young adults. Lean Education is an approach to teaching and learning that applies principles from Lean Thinking—a methodology originally developed for manufacturing and business—to the field of education. Lean Education is one of the many methods that can be used to improve educational development. It emphasizes maximizing value and minimizing waste in educational processes, aiming to improve outcomes for students, educators, and institutions.

The following programme also ensures that participants leverage digital technologies effectively and are not just consumers of technology but active contributors to the digital economy and Society. When applying our focus to digitalization and the integration of technology into education or work processes, we allow the participants to comprehend the importance of adapting to a rapidly changing, technology-driven world. Approaching these subjects will challenge participants with new ways of thinking and allow them to develop skills such as:

- Knowledge and comprehension of Key Features of Lean Education;
- Educational Technology Integration;
- Understanding Benefits of Lean Education and being able to apply it;
- Real-World Applications;
- Technology-Enabled Efficiency;
- Digital Literacy;
- Problem-Solving and Process Optimization;
- Collaborative and Project-Based Learning;
- Digital Entrepreneurship

Additional activities include:

- Value Identification Activities;
- Kaizen Brainstorming Sessions
- Minimalist Approach to Content Delivery
- Digital Ethics

Goals

1. Gain knowledge about LEAN in education
2. Insight intoValue identification and Value stream mapping
3. Efficient workflow
4. Establish a Pull system
5. Pursue perfection
6. Enhance problem-solving skills and develop research skills.

The course material will be a mixture of lectures and group discussions/activities. The aim is to provide participants with an in-depth insight into LEAN Education as well as digitalization as means to improve educational approaches and maximize student's development, progress and instruction. This will allow participants to implement their new knowledge in order to best enhance their respective educational systems, growing and adapting to the everchanging demands and requirements that their students must adhere to. With this approach, students will flourish, be empowered and better prepared to work once they conclude their studies.

Duration:

- 1 week or 2 week course for students or teachers
- **Destinations:** Dublin, Palermo, Porto

Training includes-
Stage 1:
SUBJECT: Key Features of Lean Education; Problem-Solving and Process Optimization; Iterative Learning and Continuous Improvement; Technology-Enabled Efficiency;

Key Features of Lean Education

1. Value identification.
2. Value stream mapping.
3. Efficient workflow.
4. Establish a Pull system.
5. Pursue perfection.

Problem-Solving and Process Optimization / Iterative Learning and Continuous Improvement;

- Waste Mapping: Students find and fix inefficiencies in their learning;
- Process Simulation: Solve real-world problems by improving systems;
- Kaizen Brainstorming Sessions: Students and instructors collaborate on ways to improve course content, delivery, or structure;

Technology-Enabled Efficiency

- Process Mapping Activity: Create visual maps of processes, like how homework is completed or how research is conducted, to identify inefficiencies;
- LMS Tutorials: Teach students how to use Learning Management Systems effectively to save time and enhance learning;
- Data-Driven Decisions: Train students to analyze performance data (e.g., grades, time spent on tasks) to adjust their study strategies;

This stage is designed to integrate Lean principles into the educational process by focusing on key elements like value creation, process optimization, continuous improvement, and technology use.

Stage 2:

SUBJECT: Minimalist Approach to Content Delivery, Real-World Applications, Digital Literacy & Educational Technology Integration, Cybersecurity and Digital Ethics

Minimalist Approach to Content Delivery

- Microlearning Modules: Deliver content in small, focused segments to reduce cognitive overload;
- Essentials-Only Lectures: Focus on core concepts and encourage students to explore supplementary materials independently;

Real-World Applications

- Lean Case Studies: Analyze successful applications of Lean Thinking in education, business, or other industries;
- Field Visits or Guest Lectures: Invite professionals who apply Lean principles in their fields to share insights (Optional)

Digital Literacy & Educational Technology Integration:

- Understanding key digital concepts, using productivity tools, and navigating communication platforms;
- Using Learning Management Systems, interactive tools, and creating online content;
- Learning data collection, analysis, and visualization, and using tools like Excel and Power BI while considering ethics;

Cybersecurity and Digital Ethics

- Basics of cybersecurity: passwords, phishing, and safe browsing;
- Understanding digital footprints and privacy concerns;
- Ethical dilemmas in the digital age;

Stage 2 will consist of developing educational tools and establishing important discussions using modern, efficient strategies, and integrating real-world applications, digital skills, and ethical considerations.

Stage 3

SUBJECT: Digital Content Creation, Digital Entrepreneurship, Future of Digital Work and Education

Digital Content Creation

- Working on group projects using digital collaboration tools (e.g., Trello, Asana, Google Docs). Managing and delegating tasks in a virtual environment;
- Graphic design tools (e.g., Canva, Adobe Spark);
- Video editing and production (e.g., iMovie, DaVinci Resolve);
- Developing eLearning modules and presentations;

Digital Entrepreneurship

- How to start and manage an online business;
- Understanding digital marketing tools (e.g., SEO, social media ads);
- Monetizing content and skills in the digital economy;

Future of Digital Work and Education

- Enhanced employability in a technology-driven market;
- Trends like the Metaverse, remote work, and hybrid learning models;
- Gamified Learning;
- Blended Learning;
- Digital Citizenship and ethics;
- AI, Automation in the Workforce & Remote and Hybrid Work Models;
- Digital Wellness;