

TETT Talent Education Toolkit for Teachers

Recent studies in secondary schools have shown that a quarter of all pupils indicated they were often bored, because the subject material does not match with their learning needs. With gifted pupils, the percentage reaches 56%. This has motivated the Erasmus+ project Talent Education, aimed at preventing or combatting underperformance.

In project Talent Education, teachers, scientists and trainers joined forces to develop new teaching methods adjusted to the learning needs of various groups of children and adolescents. The TETT is a joint toolkit enabling teachers to adapt their instructions to the learning needs of their pupils in practical ways. The TETT includes methods, step-by-step plans, lesson examples and manuals.

TETT comprises four separate toolkits:

-  **TETT Design Thinking** for primary and secondary education
-  **TETT Practical Differentiation** for secondary education
-  **TETT Metacognitive Skills** for primary education
-  **TETT Challenging Young Children** for preschool and kindergarten education



www.talenteducation.eu/toolkitforteachers

What is Design Thinking?

The Design Thinking method, arising from solution-oriented teaching, is a method which enables people to develop the skills to be able to innovate.

It is useful now as well as in the largely unknown future. The DT method's main basics are:

- creative thinking
- intensive cooperation
- a fixed step-by-step plan
- working cyclically
- applying innovations
- a holistic view

The method offers a structured approach to developing skills to meet the demands of a rapidly changing world.

Creative process

Through a creative development process, DT intends to find new, creative solutions for actual problem issues in the 'real world'. To this end, a step-by-step method has been designed by which innovative and solution-oriented ideas are developed. Doing research and 'out of the box' thinking are highly important, and make this method very suitable for use in education. Intermediate judgements should be avoided, and it is OK to make mistakes, as an essential part of the learning process.

"I am a practical and creative person, and I can empathize, which is why Design Thinking suits me well as a teacher, and the same goes for the pupils."

Katy Lips Primary School
Leiderdorp, Netherlands



Tips!

Use DT with practical assignments/assignments from practice, with the final year practical assignment paper or with projects.

DT may also be applied to lessons in subject matters (SE) and social, environmental and scientific education (PE).

DT is a practical method for developing research skills.

5 steps

The Design Thinking method is based on 5 steps:



Empathize

Being able to see the world through someone else's eyes (the user), what does he see and feel, what is on his mind; trying to understand as much as possible of the user's problems and realities, his needs, desires, behaviour and relation to the world he lives in.



Define

Determining the definition of the problem that needs solving as precisely as possible.



Ideate

Gathering a maximum of ideas for solving the problem by brainstorming and thinking out of the box.



Prototype

Visualizing those ideas in order to test them and improve on their usability.



Test

Testing the provisional solutions in relation to the user's needs.

Working cyclically

The steps constitute a cyclical process, where one can, and should, revert to previous steps in order to adjust the process.

"DT introduces different ways of thinking. This way you can find out which one is most effective, which was an eye opener for me."

Viktor Materna Brno
Czech Republic



Tip!

Step-by-step plans, guidance and project examples can be downloaded as pdf-files.