

#### D.7.4.1-8 Teaching materials for Peripatetic Learning

**Method title:** Innovation in the Wilds

**Workshop size:** 25 maximum participants

**Location:** The course requires a cabaret layout for the inside sessions, but also required a guided walk to be established and practiced in advance of the course.

**Trainer:** Allen Alexander

**Facilitators:** Up until now 1 qualified walking guide has accompanied the lead trainer, for safety and group management purposes.

#### Content

This module can be tailored to suit two types of learners. Experienced innovation professionals can undertake the module in format 1, novices and senior managers from outside of the innovation field can undertake the module in format 2.

##### Format 1

This module brings forward some of the challenges being faced by innovators today and maps them into a historical context, enabling the learners to reflect and to discuss the challenges faced by the innovators in this content, bringing forward new ideas and techniques to their everyday practices. In specific terms, the initial content is provided to the learners as a challenge, predetermined by the industrial partner. Then the guided walk relies on two key activities – a slightly strenuous walk that takes delegates into their “stretch zone” where different learning patterns stimulate the development of tacit knowledge. The guided walk also visits key locations where example of historic or ‘out of context’ innovations can be witnessed exist. Learners are also encouraged to collect small examples of materials en-route from which to conceive, devise or present their solution to the corporate challenge in the form of an innovative product or service offering. This is present back to their colleagues upon return, in a reflexive learning session.

##### Format 2

This module brings forward some of the fundamental concepts and hot topics in innovation. These are presented to the learners in a workshop style session before attending the guided walk. The guided walk therefore focussed on visiting locations that resonate and explain the fundamental concepts or hot topic by standing in and experiencing the environment and exploring the context that are evident. Upon return the learners then undertake a reflexive learning session where they can approach points of cognitive realisation by mapping their experiences of the locations and examples presented on the walk, against the concepts and hot topics in innovation.

#### Educational Objectives

After successfully completing this module, the participant will have acquired the following learning outcomes:

*Knowledge/Understanding:*

Participants

- will understand the core concepts and hot topics in innovation (specific to format 2).
- will understand how complex innovation challenges can be resolved by systematic dissection, analysis and reconstruction of the core challenges.
- will understand how knowledge socialisation, externalisation, combination and internalisation around an innovation challenge can stimulate recombinant knowledge and “out of the box thinking”.

*Abilities/Skills:*

Participants

- will develop new ideas and/ or recombine ideas to satisfy the challenges they face as innovators (format 1).
- will creatively reflect on their own challenges and the interpretation of these challenges by other, to enable a new approach to be conceived.

*Competencies:*

Participants

- will learn to analyse and dissect problems using the environment that surrounds them, to stimulate deep learning.
- will learn to challenge their own ideas and the ideas of others, some of whom are not historical examples of what was successful and what failed.

**Method implementation**

Format 1

1. A short introduction to the corporate challenge and a briefing of the guided walk (including safety and equipment briefing).
2. A 5 hour guided walk, undertaken in a challenging environment.
3. A reflexive session in a classroom that starts with:
  - a. Short pitches from the participants focussing on their new solution, product or service and using the items collected en-route
  - b. A reflective session where learning from the guided walk and the challenge are decanted and externalised.

Format 2

1. Two lecture/workshop sessions, which commence with a brief introduction of innovation and then 6 core innovation concepts are presented.
2. A 5 hour guided walk, undertaken in a challenging environment.
3. A reflexive session in a classroom, where learners are challenged to try to link back the examples experienced on the guided walk and link these with the core innovation challenges.

### Materials used to deliver the method

Type	Title	Availability	Publicity
Slides	An Introduction to Innovation (format 2)	Webpage	Restricted to Consortium
	Exploring Innovation Challenges (format 2)	Webpage	Restricted to Consortium
	Introduction and setting the challenge (format 1)	Not Available	Provided at format 1 – introduction session
Case studies	6 case studies of innovation challenges (format 2)	Webpage	Restricted to Consortium

### Materials required to deliver the workshop

Type	Amount	Purpose/location
Guided-walk route (reconnoitred accordingly)	1	A challenging location of wilderness or similar
Risk Assessment	1	To inform the safety briefing
Personal Protective Equipment and Food/Drink	For all delegates	Provided by the learners to keep them warm, dry and safe during the walk
Emergency Equipment	Two sets carried by the guides	Kisu, Roll Mat, First Aid Kit, Emergency Telephone, spare hats, gloves, water etc.

### Preliminary reading required to understand the method (to be sent before the workshop)

#### 1 Briefing and kit list

#### List of attachments:

Pilot Walk Joining Instructions