MODERN EDUCATION: INNOVATE OR DIE

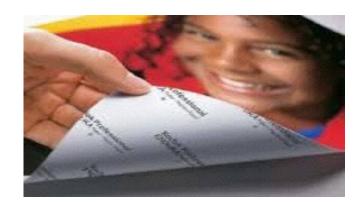
Insights from the business world to education

An Educational Lesson From Kodak









"You press the button, we'll do the rest."

- 1888 Eastman "disrupts" photography by making it easier.
- "I want to make photography as convenient as a pencil."
- Primarily a paper and chemical company.
- By 1996, a Fortune 50 Company with 140,000 employees
 and valued at over \$28 Billion.

Steven Sasson 1975





Kodak 2000's:

- Ignored the warnings.
- Thought they knew what the customer wanted.
- Didn't want to compete against itself.
- Held the now disadvantage of being "huge."

Kodak 2012





Find us on Instagram



SO... WHAT CAN EDUCATION LEARN FROM KODAK?

INNOVATE OR DIE



Education Is NOT Broken:

It's Obsolete

Innovation Mindset from my dad:

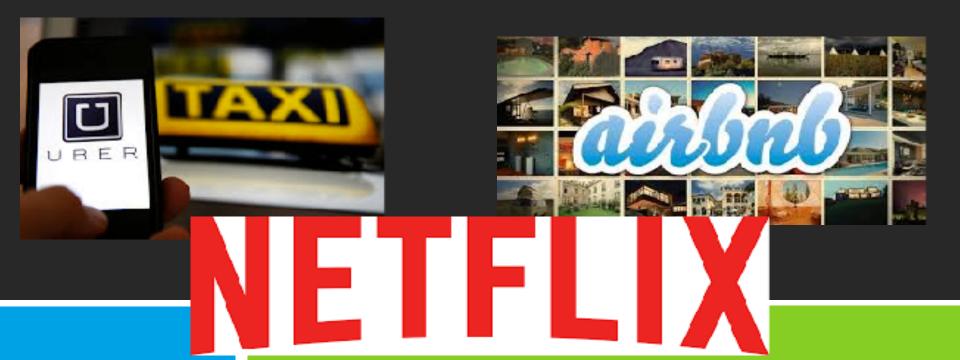


SCHOOL IS A BUSINESS?!

(A modern business)

- Do we listen to our customers?
- Do we pre-determine the product?
- Are we in competition?
- Are we asking questions about status quo? (and are we doing anything about it)?

INNOVATION IN BUSINESS: THE OBSTACLE <u>IS</u> THE WAY



Where We Are Headed

- Automation
- Driverless Technology
- Infinite Computing
- □ IOT & AI
- Nano Technology
- Ultimate Human Performance
- 3D Printing



Innovation is killing jobs- the obvious

- Truck Drivers
- Cashiers
- Assembly workers
- Accountants
- Retail



Innovation killing jobs: the not-so-obvious

- Middle Management
- Commodity Salespeople
- News Reporters
- Novelists
- Doctors
- Artists



Our Job??? Look In The Mirror

Stop and ask yourself: what is the purpose of education? Why do you teach what you teach?

Because the test???



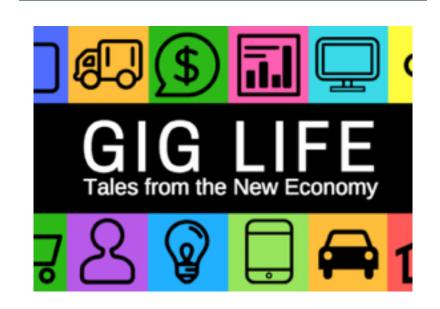
Podcast: What I've learned





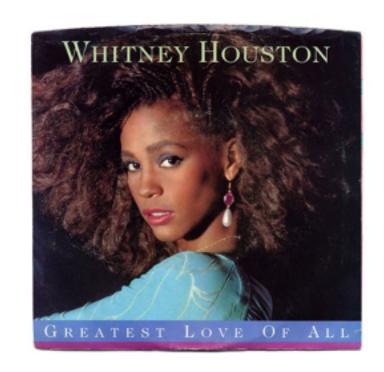
By 2020 HALF of the jobs will be freelance

- The "Gig Economy" is here.
- What are we doing to prepare them?
- Mindset is KING.
- This mindset is in direct opposition to education culture.



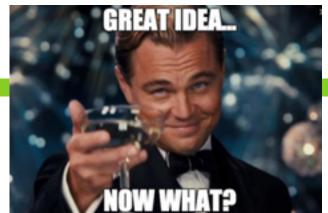
So where do we go from here?

- 1.Let's get past the Whitney Houston moment.
- 2.Take lessons from the innovative business leaders community.
- 3.Take a serious look at the 20% Time/ Genius Hour movement.
- 4.Create a high school elective based on innovation and entrepreneurship.



Entrepreneur Mindset

- Not everyone will be an entrepreneur... but we should all think like them.
- The Linchpin mentality.
- Moves from "Cool idea" to reality.





50/30/20 Principle of "Genius Hour"

- 50% "Have to..."
- 30% "Need to..."
- 20% "Want to..."







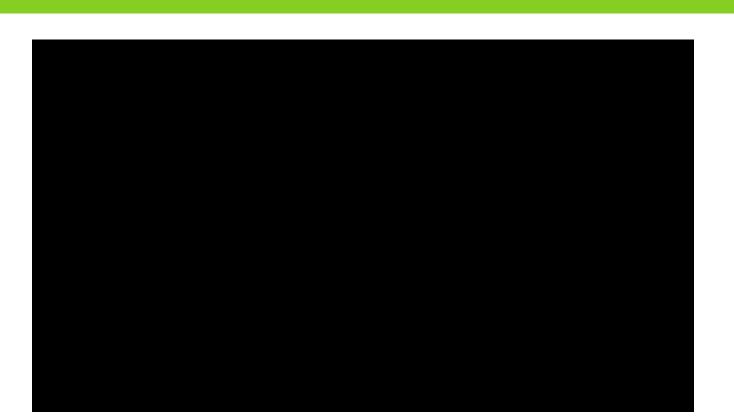
Our Simple Rule of Thirds

- 1. Are you inspired by the project? Passionate?
- 2. What skills will you develop if you pursue this project?
- 3. Who will it serve other than yourself?



Our Class: Innovation & Open Sourced Learning

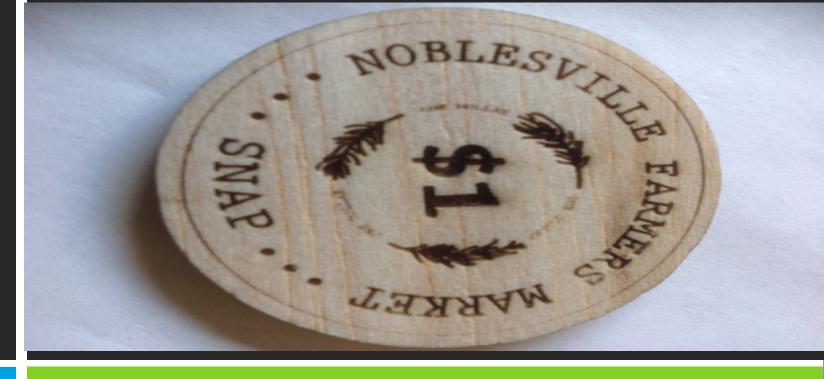
AKA: When Genius Hour Isn't Enough



Our 7 "F's" for the Future

- 1. Freedom
- 2. Find Problems
- 3. Failure (as good)
- 4. Friction
- 5. FUN
- 6. Flow
- 7. Forge Your Purpose





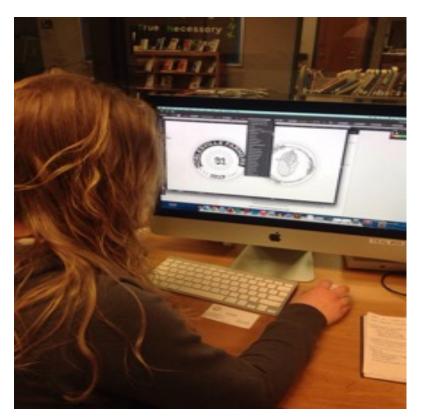
#1: Freedom:

Giving students a choice in what they learn.

Warning: this is harder than you think!

The Freedom Paradox

- Poor performing students (and schools) love the freedom- don't have the grit.
- High performing students (and schools) have the academic grit, find the freedom paralyzing.
- The middle seems to be the sweet spot.









Freedom to Provide:

Societal Relevance

- Educational Relevance
- Personal Relevance





#2: Failure: Embracing the Fail

Giving them a chance to be fearful- with authentic projects. Then having them work past the fear and embrace failure.

Get Over Your Fear of Asking...





Fear: Will This Be On The Test???



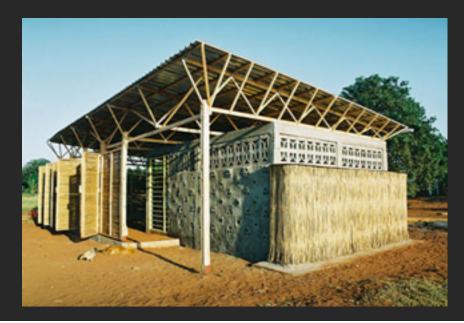




#3: FIND your problems: What bothers or inspires you?

Simply "assigning" them a problem isn't the same.





Yes, they are building a school in Ghana

Cape Coast, Ghana ChangED Project Follow: @Luke__Reks

@Luke_Johnston



#4: Friction: Are you driving change?

Being a disruptor isn't easy!

Ask for forgiveness...





#5: FUN!

Remember fun?



eSports: "Prepare them for the Future"

\$98.1 BILLION dollar industry (Newzoo, 2016)
Close to 2 billion currently people play video games globally (Forbes, 2017)
67% of US households play video games for an average of 8 hours a day
VR gaming is "next" and has a BIG future









#6: Fitness and FLOW

Get in the habit of getting into good habits.

Optimal state of consciousness



Flow- Hacks To Optimize Our Life

- Win the morning routine (AKA daily 3)
- 30min of exercise
- Walking Whiteboard
- Email of Gratitude
- Email to Self

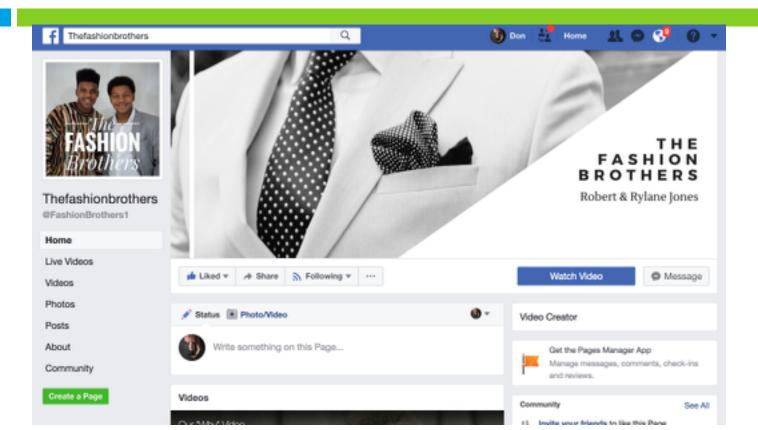




#7: Forge Your Purpose

"School Work" doesn't have to end at 3:00... or in June.

Promote The Positive



Seekers and Peekers (not moaners & groaners)







Community of Innovators + Pattern Recognition= Nations Biggest Co-Working Spaces





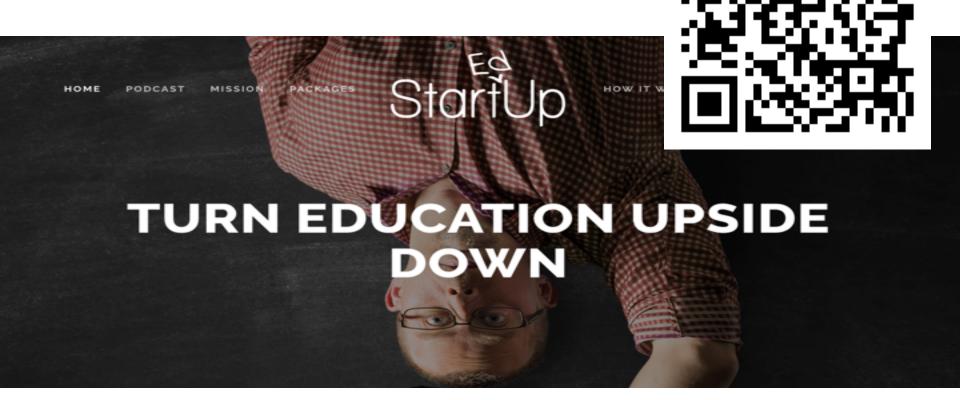




Final Thoughts:

- Making the "entrepreneurial" shift is THE BIGGEST SHIFT WE SHOULD MAKE IN EDUCATION!
- Not replacing, but enhancing the curriculum.
- Innovation & Creativity are THE skills to prepare them for the freelance economy.
- Who do you think will invent the "jobs that don't exist" category?
- Ending the educational insanity.

Want this Powerpoint?



*A NETWORK- Innovators, Teachers, Students collaborate.

We do monthly check-ins.

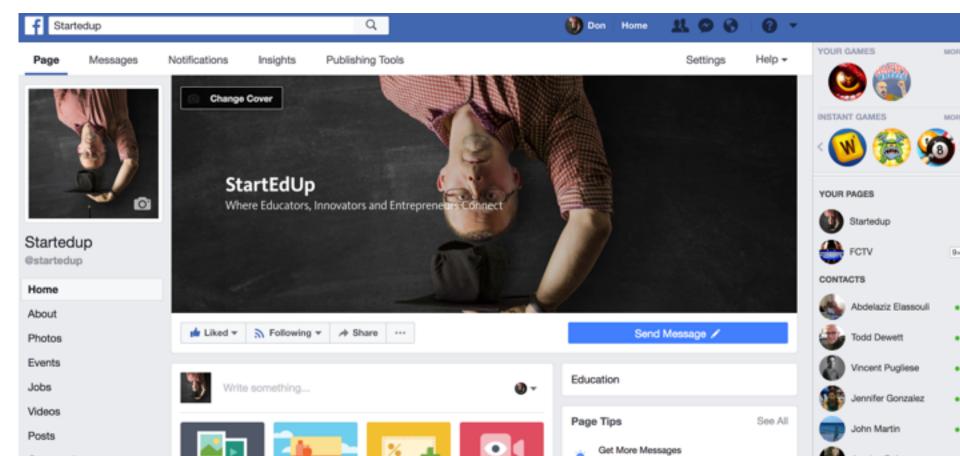
No "entertainment speeches," but real support AFTER we leave.

Connections to some of the top entrepreneurs, innovators in the world.





www.facebook.com/startedup



Contact Info: I'm here to help! (Seriously)

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