



Idea: Organisation of the educational/school project to solve problems of the local companies by grouping students and professional staff in small interdysciplinary "villages"

Number in the database: 17

Area number: 15

Idea description

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Title:	Organisation of the educational/school project to solve problems of the local companies by
TICE.	grouping students and professional staff in small interdisciplinary "villages".
ldea objective	The main objective of this activity is to increase the involvement of students in solving the problems of local enterprises. In addition, the implementation of the measure will contribute to the promotion of creativity and team problem solving as well as students' ability to cope with crisis situations. The action is addressed to students of secondary schools, including vocational schools (preferred environment) from the City, school teaching staff and local entrepreneurs. The idea behind this initiative is the organization of multidisciplinary teams of students (students of different majors) working on solving problems defined by entrepreneurs. The basis of the initiative is the adoption of the principle that on one day these students do not have regular lessons but participate in workshops entitled An innovative village. Key assumptions of the initiative: 1. An innovative village is a group of students divided into teams, working on solving problems in a specific field (about 30 people). 2. Each village consists of 4-5 teams consisting of students, teacher-mentor, entrepreneur, moderator (a person from the local public institution). 3. In each group there are students from different majors/classes so as to exclude the repetition of professional competences. 4. Each group prepares an individual work plan to solve the problem in a given time. 5. The workshop lasts about 5-6 hours. 6. Group work ends with the presentation of the solution.
	Possible variants of operation: 1. It is possible to create a program in which teams participate in "villages" several times a year, each time solving problems defined by a different enterprise. 2. These activities can be extended to the topic of competition between teams.
Sharing process (max 1000 characters)	The implementation of the action requires the following tasks: 1) preparation of the mechanism of functioning of "Innovative Villages" in the form of Regulations, including: a) selection and involvement of schools, b) recruitment for "Innovative Villages", c) registering ideas and protecting the interests of entrepreneurs, d) accounting and reward mechanisms, 2) collecting ideas for the works of the Villages, 3) preparing participants for work (training related to team building, team management, etc.), 4) launching "Villages", 5) carrying out the initiative.
Restrictions/rules (law, skills, time, other)	The activity may require the involvement of competences in the organization of workshops a moderator or a leader from outside public institutions. It is necessary to secure the initiative legally, in particular in the field of copyright and protection of the entrepreneur's interest.





Procedures (if applicable)	The action may require a formal procedure at the school allowing for the organization of "Villages", including the focus on building interdisciplinary teams, and (in special circumstances) establishing cooperation with the business sector (cooperation agreements, etc.)
Costs for public institutions (if applicable)	The action does not specify dedicated implementation costs. If the option of competition between teams is enabled, it is possible to engage funds for the purchase of prizes (or their funding by a public institution). Due to the implementation of the activity in a school setting, the potential benefits for participating students may be included in their assessment system.
Expected result (if possible)	Implemented program of solving companies' problems through the involvement of secondary school students in the city in the form of "Innovative Villages".