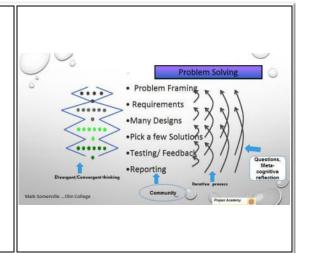
Thinking Technicians



Developing people for the new economy

Thinking Associates (TA)



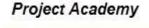
Project Academy Flow Chart Start Developing people for Infusing Life Skills Ice-Breaker/ Self Mindset Thinking Ownership Forming a Learning Engineering Team Growth Questioning Branding Community World Picking a Problem Educational Community & Industry Involvement Problem-Solving Testing Reporting END

The instructional ingredients of success in on-line learning

- include short videos of six minutes or less,
- interspersed with interactive drills and tests.
- online forums where students share problems and suggestions.
- and online mentoring and tutoring

Active "learning works, and social learning works," said Anant Agarwal, founder and chief executive of edX. "And you have to understand that teaching online and learning online are skills of their own."

Data science and machine learning, Python and TensorFlow and has a portfolio of projects on GitHub, where software developers display their work.



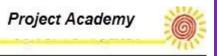
Need

- Understanding remote communication technology
- Thinking skills
- Supply-chain innovation
- Process management
- Distribution infrastructure
- Customer focus
- Digital tools

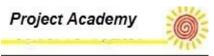
- 1. Want employees to see that their opinion counts and that they can improve their skills
- 2. Countries need to increase the skills of their work force to handle work levels that support critical process and thinking skills needed by companies.
- 3. Business will need people who understand innovative practices to help companies recover during and after the pandemic is over.
- 4. Systems to work around the ability of bringing people together for learning and training.
- 5. New work models based on organization use of AL, Analytics, IOT, and Robotics

Detail project Plans

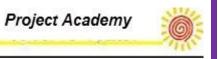
The basic project for the students: The learning can be broken into major parts Start the class by first breaking up the class into teams of 4-5 people. The learning will progress in order of starting at unit 1.0 thru 9.0. The team members are to read the FLIP pages prior to the class. The goal is to get the students to begin self-learning. When looking at the FLIP learning, it is best to have a learning buddy studying 0.0 with you. Begin each training session with a Video that explains the lesson <u>Ice Breaker</u>... <u>Marshmallow project</u> (Begin our thoughts on the problem to be solved) **Brain Plasticity (Mindset)** 1.0 **Community (Society)** markining-etexecuti ve_Summary_081520 **Business foundation**



	Non-Verbal Communication AcNon	PDF 10 Tips on	My Appearances	
	Communication - AcNonverbal Commun			
2.0	Your strengths & Attitude Valuing yourself, attitude, confidence, Social & Emotional learning, your goals FLIP About You			
	Your Strength-Your Brand		Life Goals	
	Attitude		Ownership, Our Brand Questioning Questioning	
	SEL (Social & Emotional Learning)			
3.0	Forming teams and setting community values, norms see forming team-work-2 handbook above Flip learning page Charter (Purpose, Rules, Structure, Community authorization, Goals) Culture (Values, Norms, Rituals, Beliefs Moral Compass)		k-2 handbook above ng page alues, Norms, Rituals, Beliefs,	
	Similar Teams		Coaching Support	
	Quality processing		Measurements	
	Tools for Corporate Design Process, Customer focus, Measurements, Communication, Questioning			
4.0	FLIP Tools			
	Planning/ Gannet charts		Info-Mapping, Process mapping	
	Process Design		Scared Skills	



	Time Management	Communication Tools			
	Learning Process	Digital Tools			
	Catalogues of work activities developing a shared mission and objectives, organizing work, planning and follow-up developing competencies, driving innovation, customer needs coordinating with others teams managing performance— measurements				
	a) Picking a project b) Requirements & Measurements Flip Problem framing, Design				
5.0					
	Framing the problem	Requirement			
	5 Whys	Root Cause analysis			
	Problem solving process another design process <u>Circular</u> <u>design</u> Flip: <u>Problem-Solving</u>				
6.0	Divergent/ Convergent Thinking	Critical Thinking			
	Brain Storming	Creative Thinking			
	System Thinking	Decision Making			
	Magical Thinking	Innovation making things better			
	Testing: Testing and Reflection Meta-cognition Elevator pitch used for Public Reporting				
7.0	FLIP: <u>Testing</u>				
	Reflection	What have we learned?			
I I I	Evaluation of the Design				



8.0	Public reporting and feedback				
	FLIP: Reporting				
	Presentation, Elevator Pitch	Meta-Cognition			
	Listening	Feedback to future Teams			
9.0	Follow-up refresher meeting's				
	New Items	Reflection			
• "					

Using questions to learn

https://wabisabilearning.com/blogs/inquiry/10-self-directed-learning-questions