



Social Enterprise School

Annual Report

2018-2019

STEM
Learning Lab
An  EdgeMakers learning experience.

CAMPUS

CALGARY

Empathy and Innovation

Using empathy and innovation to solve real-world problems is at the heart of Social Enterprise School. This week-long learning environment, hosted at STEM Learning Lab and made possible by generous funding from Cenovus, is dedicated to helping students solve the problems of tomorrow, today. Principles of entrepreneurship, such as utilizing the design thinking process, and pitching an idea of a product or service that will have a sustainable social impact are explored.

Students are immersed

..Social Enterprise School allows students to spend an entire week immersed in an authentic, relevant problem, then work as a team to create a sustainable solution. Using the design thinking process and a wide array of technology, students create empathy-driven, innovative solutions to help solve their problem with a target population in mind. Students learn to integrate sustainability, innovation and use of technology into their entrepreneurial designs.

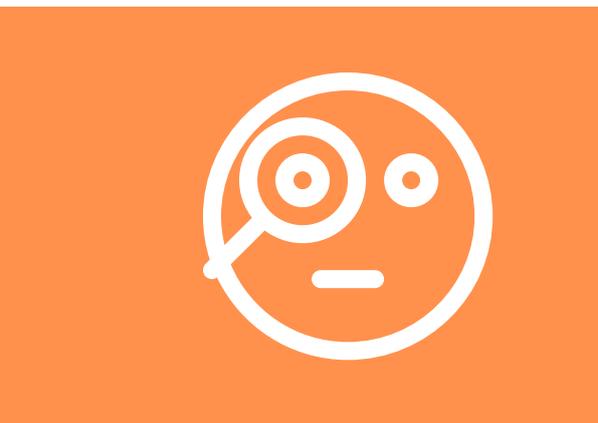
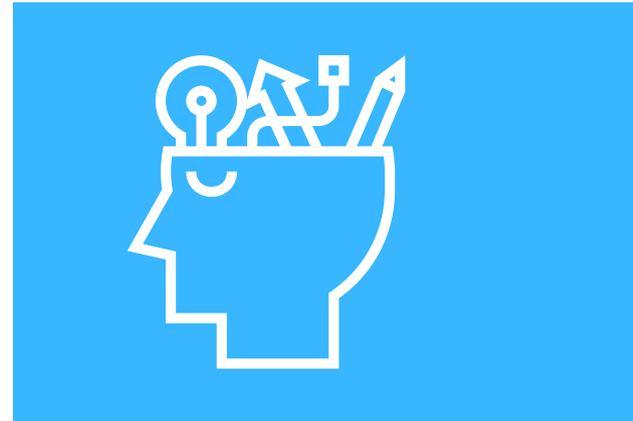
Grades & Inquiry questions

Ten classes from seven schools across Calgary attended Social Enterprise School this year. To help them really dig into what the idea of a social enterprise is all about, each class viewed their week through the lens of a guiding question.



Guiding Questions

- How can technology be used to move sustainable development/living forward?
- Fresh Starts - what do we leave behind and what do we take forward with us?



- How do my actions impact the future and shape the environment around me?
- Re-envisioning what is possible...My voice is important but I can't do everything myself...
- How do we learn from the past in order to sustain the future?How can we best help our community?.

Stories of two separate weeks



Twelve Mile Coulee School, Grade 5

How do my actions impact the future and shape the environment around me?

Wicked problems are problems that aren't clearly defined and that often don't have a solution. At Social Enterprise School, Twelve Mile Coulee School's Grade 5 class looked at the wicked problem of food insecurity. They started by exercising their empathy, creating Scratch stories that looked at some causes of food insecurity for children around the world.

The class then moved closer to home by exploring Calgary's food support network, including a guest speaker from the Mustard Seed. Through design thinking and rapid idea generation, they were able to develop some truly innovative ideas to address food insecurity in both their community and the city, such as a vending machine for nutritional snacks and a mobile garden for delivering fresh food.

The class brought their ideas to life using Scratch, Makey Makeys, and maker materials, culminating in a showcase of their creations at an afternoon fair.

The most important thing my students will take away from their experience is that wicked problems need lots of thought and many brains. There are many solutions when the community works together." "I never would have done this on my own in the classroom and that is the beauty of CC/OM. I can see myself going back into class next week and building on this. The kids and parents loved it."

Teacher, Twelve Mile Coulee



Stories of two separate weeks

St Pius X School Grade 5



How can we best help our community?

How do my actions impact the future and shape the environment around me?

The Grade 4 class from St. Pius X School came to Social Enterprise School already well versed in entrepreneurship. The class had decided that there weren't enough French language books for kids, so they wrote their own and published them. Proceeds went to Kids Cancer Care. So, what could they possibly do at Social Enterprise School? Take it to the next level, of course!

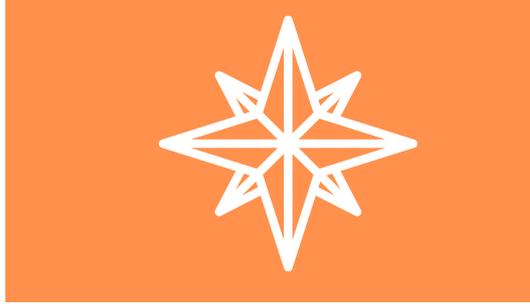
They investigated logo design using 3D printing, sewed stuffy versions of their book characters for marketing and merchandising, and created book trailers using Scratch. Then, to top it off, they collected everything into a website so that others could see where they had been and what they had accomplished!

"If I came back I would love doing a lot of Scratch. Scratch is a world of imagination "

Student, St Pius X School

"It has been a wonderful learning experience, students were even able to further develop their business and learn new technologies."

Teacher, St Pius X School

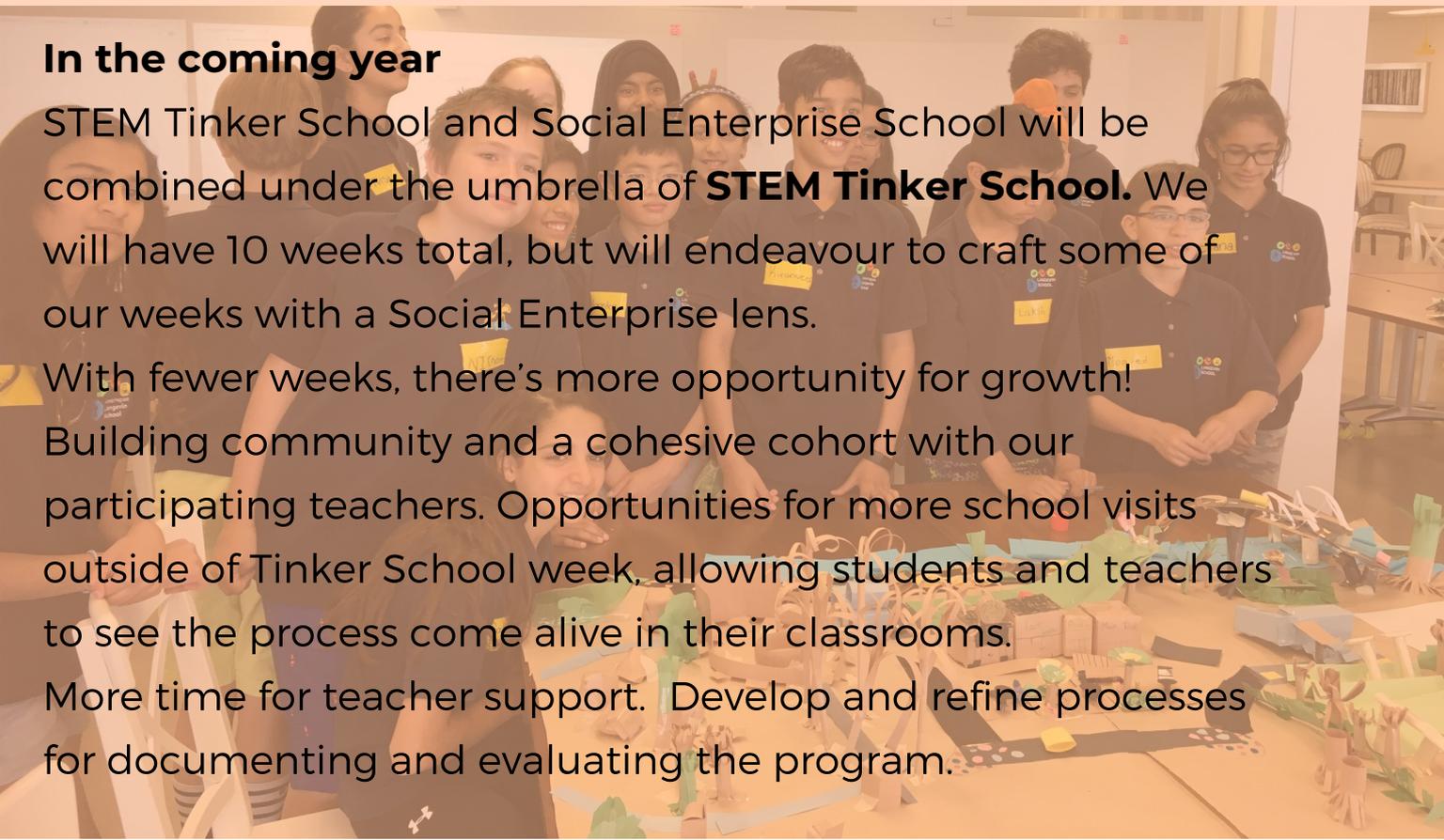


What's Next?

In the coming year

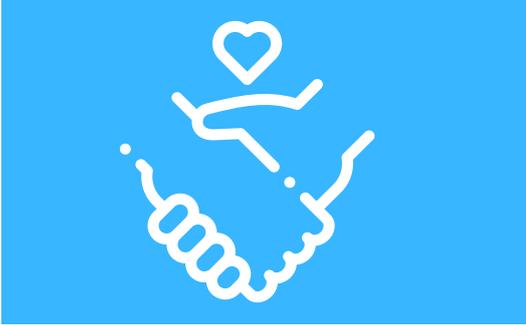
STEM Tinker School and Social Enterprise School will be combined under the umbrella of **STEM Tinker School**. We will have 10 weeks total, but will endeavour to craft some of our weeks with a Social Enterprise lens.

With fewer weeks, there's more opportunity for growth! Building community and a cohesive cohort with our participating teachers. Opportunities for more school visits outside of Tinker School week, allowing students and teachers to see the process come alive in their classrooms. More time for teacher support. Develop and refine processes for documenting and evaluating the program.



Stats

- 15 applications for 10 weeks
- 244 students
- 10 classes from 7 schools
- Grades 4, 5, 6, 7
- 12 teachers
- 145 volunteer days



Testimonials

QUOTES - TEACHER, STUDENT, PARENTS

"I feel this experience extended my teaching of electricity by offering more hands-on learning opportunities for my students."

The most important thing my students will take away from this experience is "how to connect empathy to their ideas."

"Teacher, Grade 5"

I thoroughly enjoyed exploring democracy from such a unique and novel angle. It provided students with a truly engaging perspective and I am confident this will translate into active citizens in our future.

"Teacher, Grade 6"

"My favourite part about Social Enterprise School was getting to learn how to use Scratch and being able to write code that works! It was a very fun challenge and I feel I learned so much."

"Student, Grade 5"

