

# Southland Innovation Seminars



*Seminar leader Gordon Dryden (centre) at Beijing's 21st Century Experimental School: a world leader in using games to teach English to Chinese as a second language. His opening multimedia presentation will present educational innovations from around the world.*



*Keynote presenter Rebecca Merle teaches even very young children to create their own interactive digital artwork and stories, using creative "story starters" like this.*



*All students at Tahatai Coast Primary School learn to master the computer as a learning-thinking tool, from age five. The school uses information technology as a catalyst to rethink all aspects of learning and teaching.*

## Programme for July 2003

*First week:*

**Monday, 7 July (all plenary sessions, with everyone attending all sessions)**

**8 a.m. on REGISTRATION, juice, coffee and tea.**

**9.00 a.m. THE WORLD-WIDE LEARNING REVOLUTION**  
**How Southland can develop as a world leader in innovation and schooling, by choosing the best from the world's finest models.**

*Seminar leader: Gordon Dryden, co-author of the world's biggest-selling non-fiction book, *The Learning Revolution*.*

Author Dryden has spent the last 13 years touring the globe to find the world's best breakthroughs in schooling, teaching and learning. He also lectures and consults widely on business innovation and setting up corporations as learning organizations.

10.30 a.m. REFRESHMENT BREAK.

**11.00 a.m. THIS IS IT!**  
**Innovative interactive learning in action, and how to use the world's best technology to provide intelligent fun for 5 to 13-year-olds**

*Seminar leader: Rebecca Merle, school-teacher-turned-graphic artist, and creator of the top award-winning Bubbledome website.*

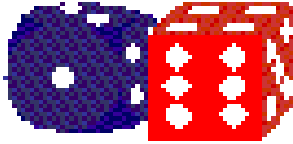
This presentation will provide a world-class graphic and interactive overview to show what nearly all children are capable of when we unleash their tremendous creative potential. "Becky" is a creative learning consultant to several New Zealand schools and kindergartens. Bubbledome won the Computerworld's 2002 Award for Excellence in the use of IT in education. Her creations show how talented New Zealand students and teachers can use interactive technology to provide new skills for themselves and for business partners.

12.30 p.m. LUNCH.

**1.30 p.m. HOW TO DESIGN A 21ST-CENTURY SCHOOL**  
**to lead the world in innovation and learning.**

*Seminar leader: Viki Lawrence, Principal of Tahatai Coast Public Primary School, Papamoa, Bay of Plenty.*

Tahatai was the first new school to be built under the "Tomorrow's Schools" programme. The school has since been visited by 7000 teachers, including 2500 from overseas: a model for building "educational tourism" as a major New Zealand industry. Viki Lawrence has presented extensively internationally, most recently at the annual conference of America's ASCD (Association for Supervision and Curriculum Development), the meeting place for America's school administrators. Tahatai was the first school chosen by the New Zealand Ministry of Education as a "national lead school" to train other schools in using interactive technology — and Viki was the first team leader.



*“Aha!” is a board game invented by Gordon Dryden to teach innovation. The board features 121 of the world’s greatest ideas. Players use dice to mix different elements to come up with great new solutions.*



*Ideas like college track and field coach Bill Bowerman watching his wife make waffles. This inspired him to invent the famous nipple-sole shoe and develop Nike with his student Phil Knight.*



*Fellow student runner Jeff Johnson came up with the name Nike (the winged goddess of victory) and art student Carolyn Davidson designed the famous swoosh “trademark without a name needed”.*

3.00 p.m. REFRESHMENT BREAK

**3.30 p.m. AHA! THE GREAT INNOVATION GAME to develop New Zealanders as leaders in innovative thinking: and build innovation and entrepreneurship as part of a core school curriculum.**

**Seminar leader: Gordon Dryden**, developer of the Aha! Game.

This is a unique interactive board game, played with dice, to introduce everyone — from senior business management to junior school classes — to the world’s best ideas, and how to create them. Attendees will be able to take the board game (plus dice and instructions) back to their schools as a model for classroom innovation. The models used include dozens easily recognizable to students, from Barbi Doll (which revolutionized the toy industry) to The Big Mac (which revolutionized fast-food retailing), from Swatch watches (which saved the Swiss watch industry) to one-day cricket (which revolutionized Australian summer sport). This game has been specifically redeveloped for the Southland seminars to include a wide variety of business-school joint-venture partnerships, including:

- The Alaskan high school that built four pilot business ventures and sold \$600,000 worth of smoked salmon to Japan while their students learned food processing, chemistry, marketing and Japanese.
- The school in a depressed area of Chicago that gained \$US1 million in computer products in a deal with IBM.
- The Montana pre-school that turns into a health restaurant in the summer break.
- The formerly unemployed Maori woman who now runs New Zealand’s biggest information-technology school.
- The New Zealand businessman who went to Singapore as a bank-consultant and ended up taking over the entire campus of the Singapore Teachers College and turning it into a world-model school, with an IT network that links all parents, students and teachers.

**5.00 p.m. FINAL QUESTION TIME**

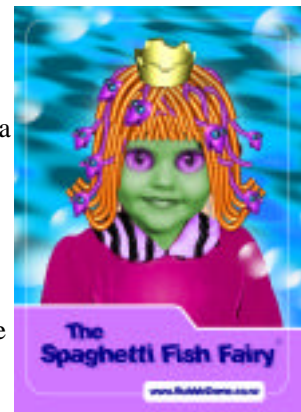
**Half an hour with the keynote presenters to answer any final questions from the floor.**

## If you can't wait for the July seminars, try this. .



On the World Wide Web, go to [www.bubbledome.com](http://www.bubbledome.com) and check out their Invention Game, designed by New Zealand teacher and graphics designer Rebecca Merle to introduce children to creative innovation. “Becky” has also designed a series of “digital headgear” so that even young students can dress up as their favourite characters (one example shown here).

The teacher-graphic artist will be one of the keynote presenters and workshop leaders in the July seminars (see more details next page).



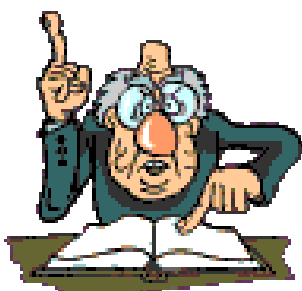
## On Tuesday-Wednesday, you'll learn these skills in four hands-on digital IT breakout sessions

Interactive technology, of course, is one of the great new innovations. It's transforming businesses and schools alike.

So while the keynote presentations in July will demonstrate all these new concepts in action, the hands-on IT workshops will enable you to become stage-one proficient in eight separate computer and Internet skills.

To see this example of animation, go to [www.google.com](http://www.google.com), select **Google Images**, and type in **Hyperstudio**.

Workshop 1 will teach you how to animate to the same standard.



That's four skills on Tuesday-Wednesday, and four on Thursday-Friday. Here are the four you'll learn on Tuesday-Wednesday (same workshop programme each week but not necessarily the same workshop leaders). Each workshop 1 hour 45 minutes.

30 personal computers in each workshop: and you'll learn both Mac and Windows.

**Workshop 1: How to master the basics of computer animation, with *Hyperstudio* software.**

**Workshop leader:** *Kirsten Johnston*, of Tahatai Coast Primary School, Bay of Plenty, where all students learn to use *Hyperstudio* at an early age.

You'll emerge from the workshop competent to start using computer software for digital animation, and with an introduction to even more advanced methods. See: [www.tahatai.school.nz](http://www.tahatai.school.nz) for some examples.

**Workshop 2: Designing your own website.**

**Workshop leader:** *Hugo Miller*, website designer for the *Bubbledome* team, using *Microsoft Front Page*.

Hugo will take you through a basic introduction to HTML (HyperText Markup Language)—the basic language of design—and introduce you to a step-by-step method of creative website “architecture”, and how to teach it. This core knowledge will underpin everything else you learn to do on the Web.

**Workshop 3: Using photos and images creatively for webpages and colour printing.**

**Workshop leader:** *Justin Marshall*, of *Bubbledome*, using *Adobe Photoshop*.

This introductory course will introduce you to all the basics, so that you'll (a) be able to produce your own basic graphics, (b) transform colour and black-and-white photography into digital form, (c) use all the other graphic tools in *Photoshop*, and (d) feel confident to move on to even more professional levels of competence.

**Workshop 4: Creating innovative graphics.**

**Workshop leader:** *Rebecca Merle*, of *Bubbledome*, using *Corel Draw*.

How to use existing graphics design-features, how to create your own, and a mixture of both. After spending the last 13 years searching the globe for the world's best learning models, author Gordon Dryden describes Rebecca Merle as “one of the true New Zealand geniuses in design and creativity.” That's one of her creations at left.

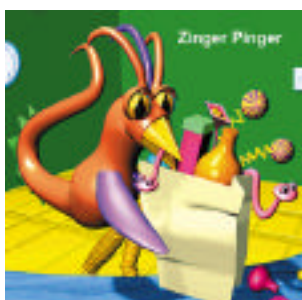
## Among the main keys

### A world of instant communications



*google.com* now scans 3 billion Internet pages in half a second and rates them in likely importance. It was designed by American student Larry Page and Russian Born Sergey Brin (above). Five years later it is the world's biggest Web search engine.

### Kids now know what works best



We're living through history's first revolution where students know more about the dominant technology than adults or most teachers. This has major ramifications for teaching.

### Do it all yourself



Michael Dell's customers buy more than \$60 million worth of Dell computers every DAY on the Internet. Each customer designs his own. And soon learners will be able to design their own courses on the Web.

Tuesday, 8 July

**9.00 a.m. SIX KEYS TO UNLOCK THE 21ST CENTURY and the 11 resulting steps needed to transform education**

*Seminar leader: Gordon Dryden.*

Gordon Dryden has adapted this presentation from a similar one to his keynote address to the 9th International Thinking Conference, Breakthroughs 2001, in Auckland. Forty senior high school students, invited to attend the conference free, voted it the outstanding presentation of the five-day conference. The presentation takes you through the six major converging revolutions that will dominate the next 20 years. And the 11 steps demonstrate 11 major ways in which schools can learn from the corporate and scientific world—and industry and commerce can learn from education.

10.15 a.m. REFRESHMENT BREAK.

**10.45 a.m. YOUR CHOICE OF THE FOUR HANDS-ON WORKSHOPS OUTLINED ON PAGE 3.**

**Participants will take part in all four 1hr. 45min. workshops on Tuesday and Wednesday, but obviously at different times.**

12.30 p.m. LUNCH.

**1.30 p.m. HOW TO DESIGN AND RUN A PROFESSIONAL DEVELOPMENT PROGRAMME to build innovation and digital technology into your school.**

*Seminar leader: Viki Lawrence, Principal of Tahatai Coast Public Primary School, Papamoa, Bay of Plenty.*

Tahatai School is a world leader in its innovative approach to Professional Development for all its teacher. It's particularly noted for the way in which it entuses all teachers to blend the world's best learning and teaching methods with the world's best interactive technology.

2.45 p.m. REFRESHMENT BREAK.

**3.15 p.m. YOUR CHOICE OF THE FOUR HANDS-ON WORKSHOPS**

5 p.m. Sessions conclude.

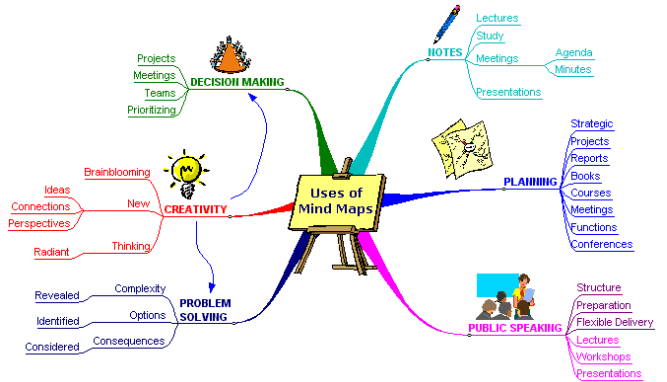
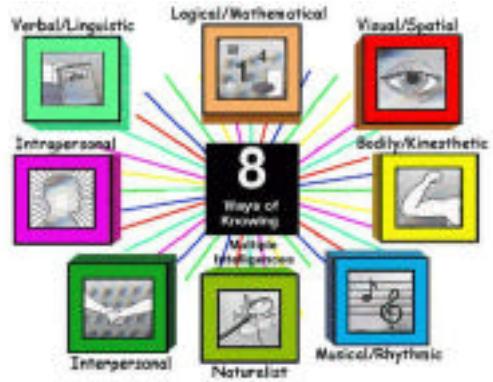
*Wendy Pye has sold more than 100 million New Zealand Sunshine books around the world, all based on the best methods developed in this country to teach infants and young children to read. The books are promoted overseas by her TV series, The Magic Box.*



### Some Tahatai examples

- All five-year-olds do computer animation.
- Six-year-olds compose stories on laptops.
- Seven-year-olds design their own websites.
- Eight-year-olds win on-line short story competition with internet links to museums.
- Nine-year-olds design 3-D animation to invent their ideal school of the future.
- Ten-year-olds write, shoot, edit and record music for award-winning video.
- Eleven-year-olds make video on how to make a professional TV show.
- They produce their own school reports on CD-ROMs and video.

# From Multiple Intelligences to Mind Mapping



Harvard Professor Howard Gardner's concepts of "multiple intelligences" (at left) and Tony Buzan's invention of Mind Mapping have revolutionized many aspects of schooling, thinking, creativity and learning. The first keynote this morning will show how these and other brain-based activities are now transforming schooling.



Kirsten Johnston, Year 2 teacher at Tahatai Coast Primary School, our afternoon keynote presenter today.

Wednesday, 9 July

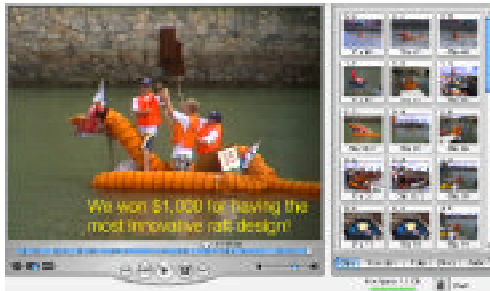
- 9.00 a.m. HOW TO CREATE AN 'ACCELERATED LEARNING' PRIMARY SCHOOL**  
*Seminar leader: Gordon Dryden.*  
In this session, Gordon will demonstrate many of the learning and teaching methods now being used to "make the most of your mind". These include Mind Mapping (including Mind Mapping software), "The many kinds of smart"; how everyone has a unique learning, thinking and working style — and how cater to it. He'll also highlight the primary school whose teachers have used all these principles to write their own top-selling how-to book on teaching.
- 10.15 a.m. REFRESHMENT BREAK.
- 10.45 a.m. YOUR CHOICE OF THE FOUR HANDS-ON WORKSHOPS OUTLINED ON PAGE 3.**  
**Participants will take part in all four 1hr. 45min. workshops on Tuesday and Wednesday.**
- 12.30 p.m. LUNCH.
- 1.30 p.m. THINKING AND INNOVATION SKILLS and how to introduce them to the primary school curriculum.**  
*Seminar leader: Kirsten Johnston, of Tahatai Coast Primary School.*  
Kirsten, a Year 2 teacher, has an outstanding record in developing thinking and innovation skills at all primary school levels. She is a highly-competent interactive presenter — and her presentation is a model of how Tahatai encourages all its teachers to be international conference presenters. Her presentation on Thinking and Innovation Skills to this years TUANZ telecommunications conference was one of the highlights.
- 2.45 p.m. REFRESHMENT BREAK.
- 3.15 p.m. YOUR CHOICE OF THE FOUR HANDS-ON WORKSHOPS OUTLINED ON PAGE 3.**
- 5 p.m. Sessions conclude.



Tahatai Coast Primary School is one of many that now uses Edward de Bono's Six Thinking Hats concept to encourage students to look at all problems from six different perspectives. At the seminars you'll find many interactive games with weird hats among the props to learn the fun-way.

## On Thursday-Friday, you'll learn these skills in four hands-on digital IT breakout sessions

After the four interactive technology skills you will learn on the Tuesday-Wednesday workshops, you'll learn four more on Thursday and Friday.



We stress that these workshop sessions will not make you a complete expert, but they will provide you with the core experience to develop higher skills in your own time.

### **Workshop 1: How to shoot and edit videotape.**

**Workshop leader:** *Kirsten Johnston, Tahatai Coast Primary School.*

You'll learn how to edit video like a professional TV producer, using Apple iMovie—but very similar to the new Microsoft videotape editing programme. Even 10-year-olds are now producing award-winning videos, competently edited with graphics and music from the software.



### **Workshop 2. Digital desktop publishing: the basics.**

**Workshop leader:** *Justin Marshall, creative design specialist from Bubbledome.*

While some of the keynote addresses will demonstrate advanced desktop publishing, using Pagemaker, this course will introduce you to basic desktop publishing using simpler, and cheaper, publishing tools — such as Microsoft Word — for producing competent newsletters and other print material.

**In schooling, help students to magnify their own ability**



### **Workshop 3: Perking up your Powerpoint.**

**Workshop leaders include:** *Hugo Miller, of Bubbledome.*

Powerpoint is the basic Microsoft template for producing graphic slides (like the one at left). This workshop will take you through the basics, and then give you hands-on experience in (a) adding clip-art and other readily-available graphics, (b) creating your own graphics, and (c) adding the computer animation you've learned in the Tuesday or Wednesday. Far too many people think "moving up to Powerpoint from black-and-white OHPs" is interactive technology. It can be much, much more.



### **Workshop 4: How to create 3-dimentional graphics**

**Workshop leader:** *Rebecca Merle, award-winning Internet graphics designer from Bubbledome.*

Here you'll get a brilliant introduction to 3D Studio Max and Corel Bryce 5. While these are really advanced applications for producing three-dimensional graphics, Rebecca will introduce them in a way that makes starting this new field very easy to grasp. With what you've learned in her earlier Tuesday-Wednesday workshop, you'll now be able to start moving on to much more advanced work on your own.

Check out interactive graphics like these at:  
[www.bubbledome.com](http://www.bubbledome.com)

## Some of the topics at the session on great presentations

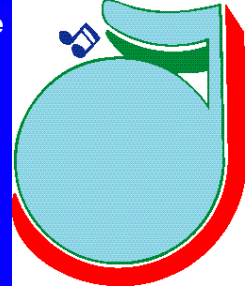
### Early activity is vital

- ❑ **Visual learners**
  - ❑ Posters, artwork, balloons, cartoons
- ❑ **Auditories**
  - ❑ Music, song and laughter
- ❑ **Kinesthetics**
  - ❑ Jazzercise, massage, play acting, juggling



### Music is essential

- ❑ **Creating atmosphere**
- ❑ **Setting the mood**
- ❑ **Getting started**
- ❑ **State changes**
- ❑ **For teenagers**
- ❑ **For goal setting**
- ❑ **For visualizations**



## Using the Web



Did you know you and your students can access more than 475 million graphics from [www.google.com](http://www.google.com)? On that website, simply double-click on "Images" and type in what you want.



On the website of the George Lucas Educational Foundation, you can find hundreds of websites for America's best IT schools, and the full text of the foundation's book, *Live and Learn*. [www.gleef.org](http://www.gleef.org)

Visit the website of New Horizons for Learning, and you'll find great new ideas for teaching and learning. You'll find them at: [building@newhorizons.org](mailto:building@newhorizons.org)

Thursday, 10 July

9 a.m.

### HOW TO MAKE GREAT PRESENTATIONS using all the techniques learnt in our workshops.

*Seminar leader: Gordon Dryden.*

After creating new ideas, you have to "sell" them. And after producing 22 television programmes on new methods of learning and teaching packs into this audio-visual presentation the 12 best tips for producing great presentations. These are then available to you on *The Learning Revolution CD-ROM* available to all attending the full five-day seminar.

10.15 a.m.

REFRESHMENT BREAK.

10.45 a.m.

### YOUR CHOICE OF THE FOUR HANDS-ON WORKSHOPS OUTLINED ON PAGE 6.

Participants will take part in all four 1hr .45min. workshops on Thursday and Friday, but obviously at different times.

12.30 p.m.

LUNCH.

1.30 p.m.

### CREATIVE WAYS TO USE THE WORLD WIDE WEB to research and develop the world's best ideas

*Seminar leaders: Gordon Dryden and Bubbledome team*

59 million schoolteachers work around the world every schoolday of the year. Most of them "reinvent the wheel" every day for only 20 to 40 students. Yet their work is generally confined to only 20 to 40 students in one classroom. If their numbers follow those in business, then 2% of them (1,180,000) are highly creative innovators, and 13% (7.6 million) are "early adopters" of new teaching methods. Now the organization exists to enable you and your students to tap into all these best innovators, and thousands more around the world. We'll show you how.

2.45 p.m.

REFRESHMENT BREAK.

3.15 p.m.

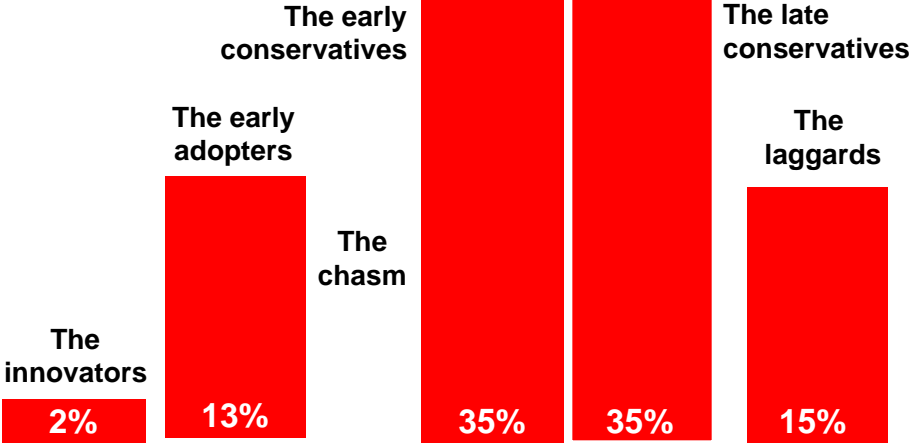
### YOUR CHOICE OF THE FOUR HANDS-ON WORKSHOPS OUTLINED ON PAGE 6.

5 p.m.

Sessions conclude.

# The Silicon Valley model for turning new ideas into world-beaters: and how Southland can achieve this

## Adoption cycle for new ideas and concepts



*In this last day of the seminars series, Gordon Dryden will first take you through the 'crossing the chasm' model on how to turn those great new creative ideas into practical reality by making them so readily accessible that anyone can use them.*

*This first session will use dramatic New Zealand case studies to show how to set up the 'templates' or 'design models' needed to 'cross the chasm' into world-wide success.*



*During his presentations throughout the seminars, lead presenter Gordon Dryden will use a Promethean interactive whiteboard as one of the new tools for teaching innovation, and every other subject.*

*But during his Friday-morning keynote, he will now be accompanied by the original key developer of this technology, Peter Lambert (above)*

*Peter is flying in from England specially for the Southland high-school seminars, during next week's programme.*

*But we have now arranged to bring him here a few days earlier to demonstrate the interactive nature of this technology to primary principals and teachers.*

### Friday, 11 July

- 9.00 a.m. CROSSING THE CHASM**  
**How to turn your ideas into world-beating successes.**  
*Seminar leader: Gordon Dryden.*  
Not everyone is an innovator or early adopter—but you need mass acceptance of new concepts to turn them into world marketing successes, whether for new learning concepts or new products or services. Here we'll explore the practical interactive-technology models needed to achieve this.
- 10.15 a.m. REFRESHMENT BREAK.
- 10.45 a.m. YOUR CHOICE OF THE FOUR HANDS-ON WORKSHOPS OUTLINED ON PAGE 6.**  
**Participants will take part in all four 1hr. 45min. workshops on Thursday and Friday, but obviously at different times.**
- 12.30 p.m. LUNCH.**
- 1.30 p.m. **YOUR CHOICE OF THE FOUR HANDS-ON WORKSHOPS OUTLINED ON PAGE 6.**
- 3.15 p.m. REFRESHMENT BREAK.
- 3.45 p.m. PUTTING IT ALL TOGETHER**  
**How Southland can become a world innovation centre.**  
*Seminar leader: Gordon Dryden.*  
An interactive, audience-participation wrap-up to draw together all the lessons of the week, and how we can all apply these to reinvent Southland as a world innovation centre.
- 5 p.m. Celebration! A final social session.