Social Innovation

Learning Outcomes: On completion of this session, learners will be able to:

- Identify and discuss what social innovation is, what it means to be innovative, and the impact that social innovation has on individuals and society as a whole.
- Understand social innovation frameworks and concepts
- Explain the objective and subjective components of the definition of a social problem
- Identify and classify social change problems and its relation to social innovation
- Design and Implement social innovation 'tools''
- Understand the process and tools to scale social innovations
- Distinguish the different types of social enterprises

Description of Activity/ Advice for Trainers	Duration (in minutes)	Materials/Equipment Required	Evaluation/Assessment
Workshop Opening: • Let the learners introduce themselves. Then tell them to imagine what they could instantly solve if they had infinite power within their organization or their local community to solve one problem. • Group discussion about the characteristics of innovation and social innovation - what is the	30	• Flipchart/whiteboard and markers • Projector and screen • Laptop • PowerPoint slides	The trainer evaluates the success of the session, based on the participation of all individuals in the activities. As a follow-up exercise, learners will take notes from their group activities and will document the outcomes and learning from this workshop.

group's understanding of the role of innovation and social innovation? • The trainer then provides some common definitions using a PowerPoint slide, namely about types of social innovation and the different types of social enterprises. • The trainer brainstorms with the participants about the importance of social innovation nowadays. • The trainer takes note of the key points from the discussion on a flipchart			
Activity 1: Presentation and Small Group Activity • The trainer will give everybody a paper that has this question "What is the key social problem you need to solve in your local community?" • Next, the trainer will ask the participants to note down an answer and get up and post it in the white board. • A discussion should follow about what does the group feels collectively about the answers. The	50	• Flipchart/whiteboard and markers • Pens and note-taking materials for Participants; • Projector and screen • Laptop • PowerPoint slides	The trainer evaluates the success of the session, based on the participation of all individuals in the activities. the trainer invites all participants to read chapter 1, of the Collaboration Management Manual

trainer then leads a short group discussion, asking: o How do you define a social problem? o What are the most important social problems we face today? o What are causes of social problems, and what are the relationships between those causes? • The trainer uses a PowerPoint slide to present the definition of a social problem, the several stages of social problems and some examples of different social problems.			
Activity 2: Group Discussion and Plenary Session • The trainer uses a PowerPoint slide to present the steps involved in Designing and Implementing Social Innovation. • Trainer presents the spiral model of social innovation showing the four stages. • Then, trainer introduces the techniques and "idea map" for Idea generation. The trainer	<u>60</u>	• Flipchart/whiteboard and markers • Pens and note-taking materials for learners; • PowerPoint Slides	The trainer evaluates the success of the session, based on the participation of all individuals in the activities. This session will also be evaluated based on the relevance of the "idea generation" according to the 4 practical tips. As a follow-up exercise, the trainer invites all participants to read chapter 1, of

discuss the following practical tips with participants before the activity:
 	
    o Realize what problem you want to solve
    o Identify your target group
    o Use ideation techniques (e.g. Brainstorming to find the best idea)
    o Organize your idea into a logical outline
 	
• The trainer invites all participants to work in pairs and create an idea to solve a social problem.
• After 20 minutes, the trainer brings the whole group back together and hosts a feedback session from all groups.
• The trainer takes note of the key points from the discussion on a flipchart.
			the Collaboration Management Manual, to enhance their understanding of how to design social innovation products.

Activity 3: Presentation and Individual Activity • The trainer uses a PowerPoint slide to present the steps involved in scaling a social innovation. • The trainer then gives all learners a short handout which outlines the different methods which can be used to scale a social innovation.	<u>60</u>	• Flipchart/whiteboard and markers • Projector and screen • Laptop • PowerPoint slides	The trainer evaluates the success of the session, based on the participation of all individuals in the activities. As a follow-up exercise, the trainer invites all participants to read the CEN/TS 16555-5 and the chapter 2, of the Collaboration Management Manual, to enhance their

• The trainer leads a short group discussion on the different methods, discussing the merits of each method with participants. • Following this discussion, the trainer invites all participants to work on their own – or with a partner if they are from the same organisation or business. • Through this individual activity, participants should reflect on the ''ideas'' they developed in the previous step and choose the most appropriate method to scale social impact. • After 20 minutes, the trainer brings the whole group back together to discuss which methods were chosen and why they were chosen.			understanding of collaboration inside the company or organisation.
Workshop Close & Evaluation • To close the workshop, asks to the short group to summarise the main ideas that were discussed during the session, namely, how they understand the topic of social innovation now, the importance of innovate and if their understanding has been changed based on this workshop.	<u>10</u>	Flipchart/whiteboard and markers.	The trainer evaluates the success of the workshop based on the feedback provided from all participants during this session. The trainer invites all participants to access additional training materials on the Circulink online platform, namely, more interactive exercises and to check

• The trainer shows its own highlights through a PPT, to reinforce the main ideas; • The trainer leads a short verbal feedback session, thanks all participants for their contribution to the workshop and closes the session			Circular Collaboration Initiatives at Collaborative Platform.
Total time	**3:30 hours**		