

INNOVATE TIME PLANNING

Define the structure of your Innovate programme, depending on the time you have available.
This resource has been co-produced with Ella Britton, V&A Design Thinker in Residence.

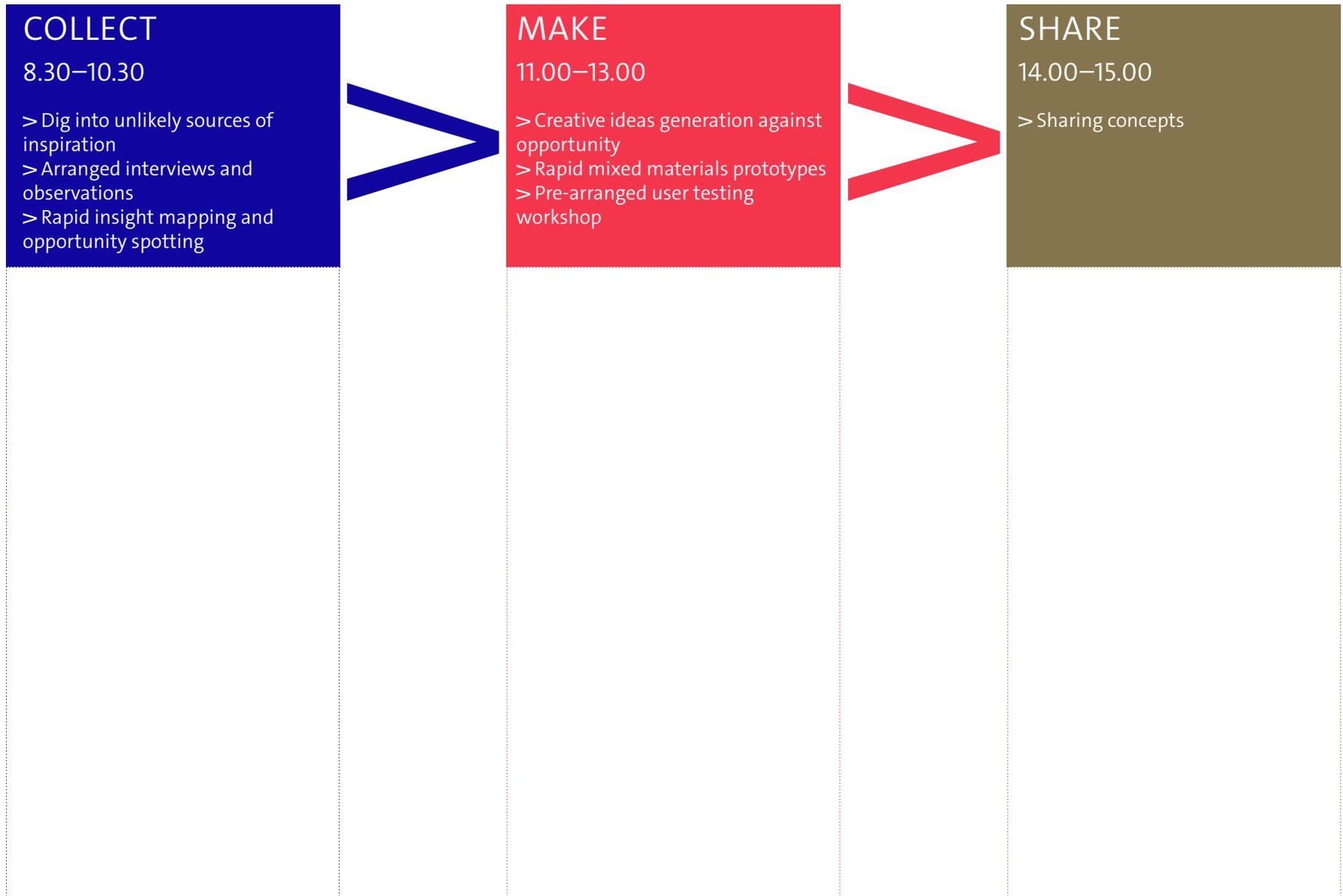
ONE DAY

A lean and rapid version of the Innovate process could be run over one full day.

When planning your time, prioritise the Collect and Make stages, and identify some sources of inspiration ahead of time.

A pre-planned sharing presentation or rapid testing workshop at the end of the day with invited guests could help. Also consider time at the end of the day to help participants plan how they might continue evolving their ideas.

> Create your own schedule and delivery plan here.



INNOVATE TIME PLANNING

Define the structure of your Innovate programme, depending on the time you have available.
This resource has been co-produced with Ella Britton, V&A Design Thinker in Residence.

6 – 12 HOURS/SESSIONS

Ensure there is at least one class at the start focused on getting started with your students. Give the most time to the Collect and Make stages equally, leaving 1/2 sessions at the end for consolidating and sharing the final idea.

Ensure your programme in three dates and times for crits at the end of Collect, Make and Share. At these crits you decide together whether you have what's necessary to enter the next stage.

You also might want to factor in inspiration visits, or visitors, to support the creative process.

> Create your own schedule and delivery plan here.

