# STUDYDADDY

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COVID-19 presents us with a real challenge and a real responsibility. These ideas invite debate, engagement and action by governments, international organizations, civil society, educational professionals, as well as learners and stakeholders at all levels.

You will re-imagine an aspect of education inspired by these concrete actions.

Examples for Inspiration

UNESCO's main themes offer entry-points toward the kinds of program, technology, or learning network you might create. For instance, you'll notice programs dedicated to the development of girls' and womens' education, technological access, teacher education, distance learning, and more. LINK to UNESC's main themes: https://en.unesco.org/themes/education/

COVID-19 Reimagine Learning Challenge takes you to the projects selected by openIDEO in their re-imagining learning challenge. Link to COVID-19 Reimagine Learning Challenge: https://challenges.openideo.com/servlet/hype/IMT?userAction=Browse&templateName=&documentId=904dce1ffd1031a206f0cda12509f6ac&RK=0b9c757ea50e9b8841e0a2d28ca910bc

Creativity Spotlight: Five Innovation Responses to COVID-19 leads you to a document (as a PDF) created by HundrED.org, a not-for-profit organization that seeks and shares inspiring innovations in K-12 education. One interesting aspect of this document is that they look at innovation across three scales:  High-quality resources; scalable innovations that have the potential to spread; and bold initiatives that can be used as inspiration. Link to Creativity Spotlight: Five Innovation Responses to COVID-19: https://cdn.hundred.org/uploads/report/file/34/hundred_spotlight_innovation_responses_covid-19_digital.pdf

General Expectations

- Your project can take many forms, including a slide deck, a white paper, a "trailer" for the project, or some other kind of media.
- Project is clearly informed by UNESCO's call for action.
- Project must use data (i.e. Social Explorer maps, World Bank Open Data) to identify or further illustrate a problem that design addresses.
- Project is informed by tenets of human-centered design or design for justice.
- Project is approximately 550 words (if written)  or approximately 8 detailed slides if slide deck. Components must include:
    o Problem to be addressed backed by some kind of research
    o Relevant background information/context for place/community design will serve
    o Description of design/idea
    o Description of how design/idea relates to UNESCO's call for action
    o Description of how design/idea is informed by human centered design or design for justice.
    o Images/video/art that visualize design/idea

- o Description/Argument why design/idea will potentially be productive for place/community

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