

Design Kit

Aalto University Teaching Lab



*More about our work, methods, resources,
and culture can be found at
www.aalto.fi/teaching-lab*

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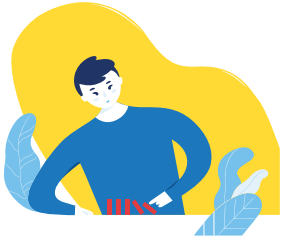
Teaching Lab is an incubator for better teaching and learning

Developed and tested at Aalto University, Teaching Lab is a collaborative, challenge-based, design-centric approach to education development. The best learning environments are built in ecosystems where the university, students, and companies work and learn together.

Teaching Lab Design Kit is a design toolkit for evaluating, developing and designing better teaching and learning. The method cards can be used in a workshop environment or for individual development needs. These cards are intended for inspiration for practitioners working with teaching and learning.

Initially, this design kit has been compiled to inspire teachers and developers in designing better education. These cards are not prescriptive nor exhaustive, but aim to give inspiration. This card deck is meant to encourage you to view teaching and learning from a holistic perspective.

*This card deck includes six categories,
each consisting of six cards. All cards are
complemented with guiding questions.*



Impact & Meaning

- Society
- Work life
- Mission
- Core values
- Scalability
- Unique Selling Point



Content & Competencies

- Learning objectives
- Relevance
- Metaskills
- Benefits
- Competencies
- Quality



People & Community

- Target group
- Team
- Ambassadors
- Collaborations
- Roles
- Communication



Methods & Tools

- Methodology
- Instructions
- Platforms
- Materials
- Technology
- Multidisciplinarity



Time & Space

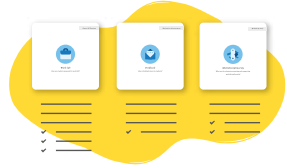
- Format
- Schedule
- Narrative
- Places
- Workspace
- Experiences



Motivation & Assessment

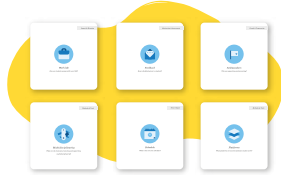
- Assessment
- Needs
- Feedback
- Success
- Reflection
- Vision

How to use?



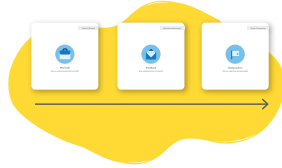
Map

Pick the most relevant cards for your ideation or development needs. Use the cards as headlines for sorting your thoughts and ideas. List ideas or to do's under each card.



Prioritise

Place the cards on a table. Decide which ones are important to find your actual priorities. If you are a group, you can let everyone pick a card to a priority section.



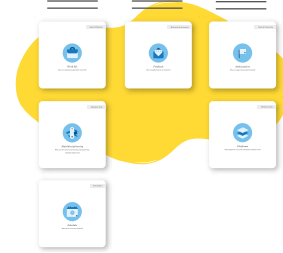
Timeline

Decide when to do what by arranging selected cards on a timeline. Your timeline can be a calendar month, an academic year, a number of phases, or any other relevant time period.



Splash evaluation

Use the cards to evaluate your development progress in different categories of the design kit. The Design Kit includes a splash-evaluation card which can be used as a template.



Kanban

Use the cards in a Kanban board as development items.



Hackathons

Use the cards as inspiration and as an ideation tool for hackathons or other development events.

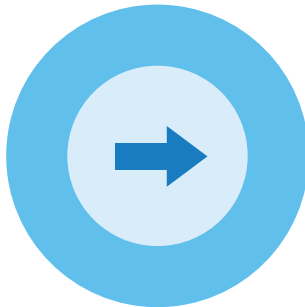
Impact & Meaning





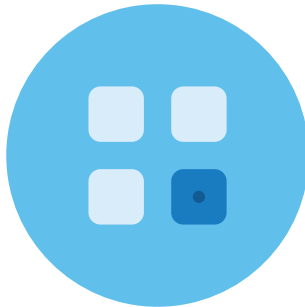
Society

What is the impact on society?



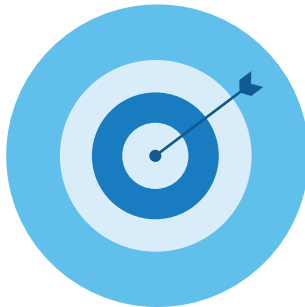
Core values

What are the guiding principles?



Unique Selling Point

What makes it unique?



Mission

What is the purpose?



Scalability

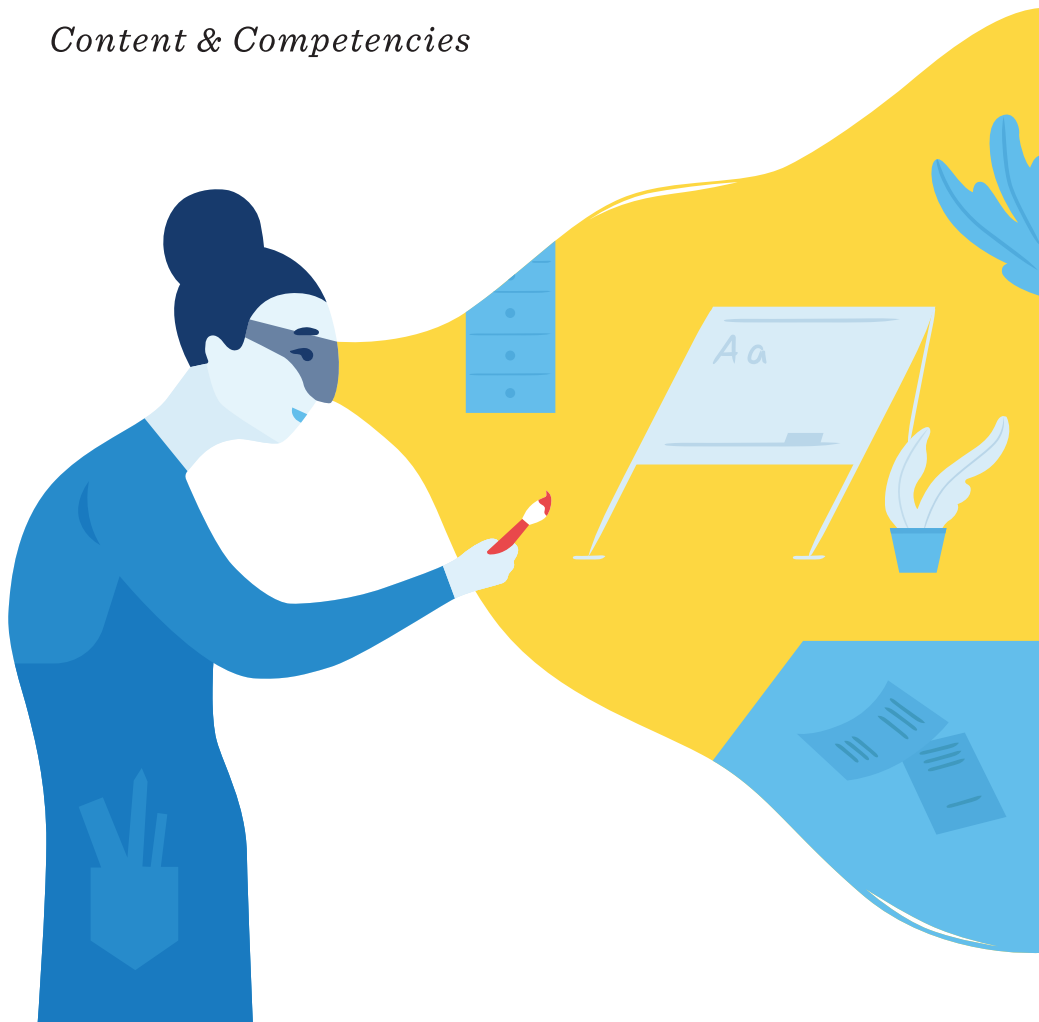
Can delivery be in another time and place?



Work life

How are students prepared for work life?

Content & Competencies





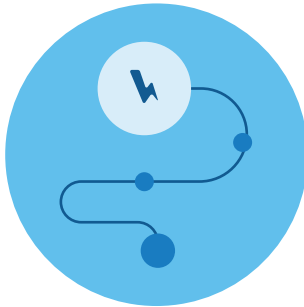
Learning objectives

How are learning objectives defined and measured?



Relevance

Why is it relevant to students?



Metaskills

What transferable skills do students learn?



Benefits

How does the student benefit?



Competencies

What is the skill set students need?



Quality

How is quality measured?

People & Community





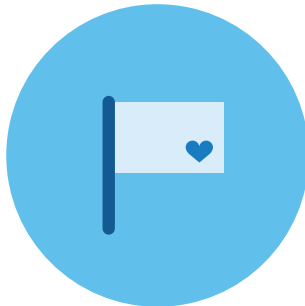
Target group

What is the main target group?



Team

Who are the key team members?



Ambassadors

Who are the people supporting and promoting?



Collaborations

Who are the external partners involved?



Roles

How are the roles and responsibilities divided?



Communication

*How is communication with students and partners
organised?*

Methods & Tools





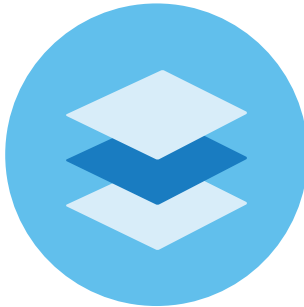
Methodology

What methodology is used in teaching?



Instructions

How are students instructed?



Platforms

What platforms are used to facilitate student work?



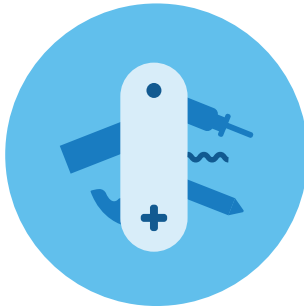
Materials

What materials are available to students?



Technology

What technology is used?



Multidisciplinarity

*What are the elements promoting and supporting
multidisciplinarity?*

Time & Space





Format

What is the format of teaching and learning?



Schedule

What is the concrete schedule?



Narrative

What is the story?



Places

Where does the teaching and learning take place?



Work space

Where can students work?



Experiences

What are the experiences delivered to students?

Motivation & Assessment





Assessment

How are students assessed?



Needs

What are the needs of the students?



Feedback

How is feedback given to students?



Success

How is success defined and measured?



Reflection

How do students reflect on their experiences?



Vision

What is wanted to achieve?

Splash Model

