

**Title: Tech for good**

**Learning Objectives:**

* **Learn key technologies to become more effective** (Digital tools for collaboration, efficiency, design, and technologies such as AI, XR and 3D printing)
* **Learn** how touse different digital tools and technologies to achieve a greater impact.
* **Learn** how to choose the tools and technologies best suited for you.

**Learning outcomes:**

Upon completion of this training, you will be ready to:

* Understand the importance of technologies in the modern age;
* Identify which digital tools and technologies can be used for specific purposes;
* Select the best digital tools and technologies for your organization;
* Effectively implement digital tools and technologies in your organisation.

**Lesson plan**

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| Time | Content | Methodology | Materials | Comments |
| 9.00 | Welcoming participants  Introducing the trainer, learning about the outcomes and the agenda  Icebreaker | **Presentation (Part 1 - Overview of Technologies)**  Slides: 1 - 4  Participants are asked to share what technologies they already use in their everyday lives (smartphone, PC, TV, etc.) as well as what programs/apps they already use (WhatsApp, FB, Chrome, etc.) | PC, projector.  Using ”Word Cloud” on Mentimeter (app) or similar | The Icebreaker aims to show the participants that they've already learned how to use plenty of different apps and technologies. |
| 9.15 | Overview of modern technologies, current trends and why you shouldn't be hesitant to learn how to use them. | **Presentation (Part 1 - Overview of Technologies)**  Slides: 5-31  Participants are given a presentation on the development of technologies and what is currently available (AI, XR, 3D printing, digital tools, etc.) as well as technological trends. There is an emphasis on mitigating the fear of the “new”. | PC, projector | A lot of times people are “afraid” of new tools and technologies. It's important to encourage them to try new things and “play” around with them in order to learn. |
| 10.45 | Share with everyone | Participants would be asked to share which was the most difficult digital tool/technology they've had to learn and what methods they used to make the process as effective as possible. |  | This should give the participants different ways how to tackle learning difficult technologies |
| 11.00 | Break | **Presentation (Part 1 - Overview of Technologies)**  Slide 32 |  |  |
| 11.15 | The importance of technologies and their use cases | **Presentation (Part 2 - The Importance of Technologies)**  Slides: 1-22  Participants are given a presentation on how technologies are being used for good and shown specific examples of how social enterprises use them (Apeirons app, Visas iespējas online career speed dating for youth, etc.) | PC, projector | Through real-life examples of how tech is already being used, participants gain a greater understanding of the need for technology. |
| 12.30 | Work in pairs | **Task**  Participants are asked to work in pairs and come up with a use case for a specific technology of their choice to create a new product or service  **Presentation (Part 2 - The Importance of Technologies)**  Slides: 23-24 | Paper, pens, | By imagining they have unlimited possibilities they would ideate what's possible, thus further understanding that tech is versatile. |
| 13.00 | Lunch | **Presentation (Part 2 - The Importance of Technologies)**  Slide: 25 |  |  |
| 14.00 | Discussion | Participants are asked to share their ideas on what steps need to be taken in order to create a new technological solution. | Whiteboard | Give the participants the chance to teach themselves and try to figure out the right steps on their own |
| 14.15 | How to create a new technological solution | **Presentation (Part 3 - Creating a New Technological Solution)**  Slides: 1-24  Participants are given an overview of what they should keep in mind when starting to plan the creation or implementation of a new technological solution as well as how to cooperate with those who create it if it's outsourced. Difference between outsourcing and creating in-house. | PC, projector | The aim is to give the participants an understanding of what steps need to be taken and what to consider when outsourcing the service. |
| 15.00 | Prototyping | **Presentation (Part 4 - Prototyping)**  Slides: 1-12  Participants are introduced to the basics of prototyping. The difference between LoFi and HiFi prototypes and what tools can be used to do it (paper, Lego, Figma, etc.) | PC, projector | This would give the participants the know-how for how to go about it as well as remind them that sometimes a pen and paper is all you need to start creating the most advanced product. |
| 15.30 | Break | **Presentation (Part 4 - Prototyping)**  Slide: 13 |  |  |
| 15.45 | The need for change | **Presentation (Part 5 - The Need for Change)**  Slides: 1-25  A look at how technology has made the world evolve, how it has given more opportunities to organisations and a comparison between organisations that have stayed with the “old ways” and the ones that have been open to change. |  | A friendly reminder to the participants of the need to evolve with the times in order to stay ahead of the curve and remain relevant. |
| 16.30 | Discussion and reflection | Take a look at what has been learned, what are the main takeaways, and a reminder on why technology should not be feared | PC, projector, whiteboard |  |
| 17.00 | Closure & networking |  |  |  |

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