Future Leaders Initiative

CREATE. INNOVATE. COMPETE.

AT QUEEN'S UNIVERSITY

Ready-made youth program to develop entrepreneurial mindsets, solve real-world problems, and compete internationally.

Dunin-Deshpande
Queen's INNOVATION CENTRE

Queen's
UNIVERSITY

Program Overview

BUILDING A CULTURE OF INNOVATION

- Youth grades 9-12 complete micro-credentials in innovation and entrepreneurship from Queen's University

- Youth work in teams to develop an idea that addresses one or more of the UN Sustainable Development Goals.

- Teams develop their pitch and compete in an international pitch competition hosted by Queen's University.

- Youth have the chance to win prizes like seed funding and bursaries!

PARTICIPATION REQUIREMENTS

- A course or a club where the program can be offered at your school

- A teacher who is willing to guide the students in the course or club setting (can also be a student leader in a club setting)

- 12-24 weeks of weekly classes or club meetings

Queen's University provides the rest!

Learning Outcomes

Students will learn to:

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Define a problem and identify a solution that meets a validated need.

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Explain the potential for a solution using customer discovery techniques.

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Apply the core concepts to generate a proposal pitch for the solution.

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Program Delivery

FLIPPED CLASSROOM DELIVERY METHOD

There are 8 modules in the program.

Each module is a combination of at-home lectures and videos, homework, and in-person team-based activities. Queen's University provides all of the online and in-class lessons and content.

Students complete online lectures and training at home (1-2 hours per week for 8-24 weeks).

Students meet once per week in the class or club to complete activities in their teams.

MODULE OVERVIEW

Demo Session: Introduction to Innovation

Module 1: Innovator's Mindset

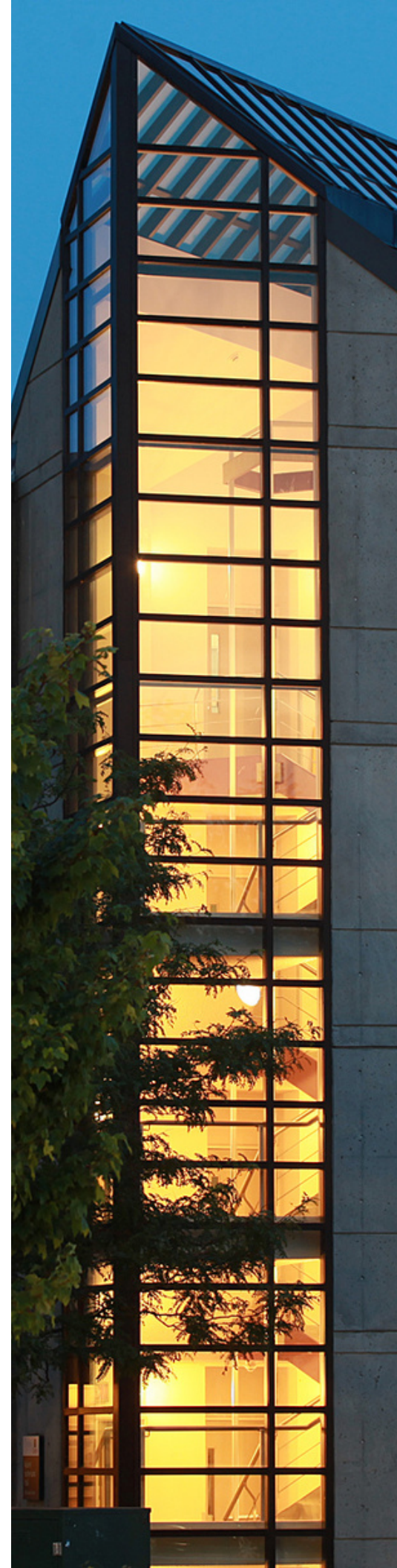Module 2: Design Thinking

Module 3: Customer Discovery

Module 4: Systems Thinking

Module 5: High Performance Teams

Module 6: Business Model Canvas

Module 7: Cost, Price, Value

Module 8: Pitching Excellence

Timeline

Specific dates for program completion are subect to your school's academic calendar!

Demo
Introduction To Innovation

Delivered by DDQIC virtually or in person as an introduction to the program!

Week 1
Innovator's Mindset

At home: Watch a 1-hour lecture where Professor Greg Bavington provides an overview of the characteristics that lead people to become successful entrepreneurs.

Homework: Students complete a self-assessment of their own mindset and skillset for innovation.

In class: Students form teams and brainstorm problems to tackle for the competition.

Week 2-4
Design Thinking

At home: Students complete a 3-hour interactive online course and earn an Introduction to Design Thinking micro-credential from Queen's University.

Homework: Students create a photo-journal about their chosen problem (1 hour).

In class: In a 3 hour session spread out over multiple weeks, students use their photo-journals and apply the Design Thinking methodology to their chosen problem. By the end, they should have brainstormed and prototyped a possible solution to pitch in the competition.

Timeline

Week 5-7

Customer Discovery

At home: Students watch 1 hour of lecture content where Professor Jim McLellan teaches them tools they can use to better understand the pain points and needs of users/customers.

Homework: Students conduct their own user interviews and create a lean persona of their user/customer (1hour).

In class: Students learn interviewing, observation, and how to create a lean persona. The persona that their team creates will guide their solution for the competition and be included in the target market section of their final pitch (1 hour).

Week 8

Systems Thinking

At home: Students watch 1 hour of lecture content where Professor Jim McLellan explains how understanding systems can help you to improve the effectiveness of your solution and mitigate unintended consequences.

Homework: Students create a systems map of a household using electricity.

In class: Students learn how to apply systems thinking to their own idea which will help them with their pitch.

Timeline

Specific dates for program completion are subect to your school's academic calendar!

Week 9-10

High Performance Teams (optional)

At home: Students complete 9 hours of interactive online training on high performance teamwork and earn a micro-credential from Queen's University in High Performance Teams.

Week 11

Business Model Canvas

At home: Students watch 15 minutes of lecture content where Professor Greg Bavington explains how to create a one-page business plan that can be used to validate your idea.

Homework: Students divide up sections of the business model canvas and complete a canvas for their idea in teams which they will use for developing their pitch (1 hour).

In class: Students practice creating a business model canvas using the Pizza Business example (1 hour).

Timeline

Specific dates for program completion are subect to your school's academic calendar!

Week 12

Cost, Price, Value

At home: Students watch 30 minutes of lecture videos where Professor Greg Bavington explains how delivering value is the secret to having a business that is financially viable.

In class: Students learn to understand value through a class discussion and thought exercise. Students develop a clear, concise, and compelling value proposition statement for their pitch.

Week 13+

Pitching Excellence

At home: Students watch 20 minutes of lecture videos where professional public speaking coach Anil Dilawri provides best practices for delivering a pitch.

In class: Students work in teams to develop their own pitch using the template provided.

Homework: Students perfect their pitch and submit it for final grading and competition submission!

STUDENT BENEFITS

INTERCULTURAL COMMUNICATIONS & COMPETENCIES

As a global competition, youth will be encouraged to engage with their peers located in cities and towns around the world, developing awareness and understanding of problems and solutions in contexts different to their own.

They will have the opportunity to collaborate across cultures and borders with like-minded peers. Youth will also increase their network of global connections which can empower them in their future education endeavours.

CONFIDENCE & ENTREPRENEURIAL MINDSET

Soft skills in creativity, leadership, complex problem solving, and collaboration are necessary for the future of work.

By beginning to develop these soft skills in our program, youth will be able to better adapt to the changing needs of the job market, and perhaps even to create their own employment for the future.

Youth may not be aware of how important the entrepreneurial mindset can be to their own future success, and the program will develop their understanding of why these skills can contribute to their future success.

INTEREST IN POST-SECONDARY OPPORTUNITIES

The program will expose youth to a better understanding of post-secondary opportunities not only at Queen's, but at other post-secondary institutions.

Pitch Competition

Teams of students submit final pitch videos to DDQIC

Due date: Spring 2024 (date TBD)

DDQIC's Global Network of entrepreneurial alumni will judge the virtual semi-finals, selecting a list of finalist teams to represent their schools at the International finals.

Student finalists will be invited to Queen's University campus to participate in the final pitch competition (July 2024). There will also be an opportunity to compete in the finals virtually.

Prizes will include scholarships and bursaries to pursue post-secondary education at Queen's University.

Micro-Credentials

By completing the program, students will have the opportunity to earn micro-credentials in the form of digital badges issued by Queen's University that verify their skills in the following areas.

Starting Your Innovation Journey: Distinctive Ideas Put to Practice

Youth will develop their entrepreneurial mindset by learning strategies to develop and test innovative solutions that address a real problem in the world.

Introduction to Design Thinking

Design Thinking facilitates a collaborative approach to problem-solving that offers creative, iterative and practical solutions. This course provides youth with an overview of the Design Thinking process, and then guides them through an example where all the elements can be applied.

High Performance Teams

In this course, learners complete a series of modules that provide an understanding of the current landscape of evidenced team-building knowledge, an introduction to to teamwork, and the tools commonly used in industry. Learners will be able to apply relevant teamwork competencies in academic and/or work-related activities.

Who Is Involved?

DDQIC Program Coordinators

DDQIC will refine the program outline with feedback from the host schools, provide program content and materials, and provide instruction support.

On-Site Leads

Teachers, guidance counsellors, parents or other leaders who are willing to guide students at their school as they work through the program, and host on-site meetings and workshops to oversee teamwork.
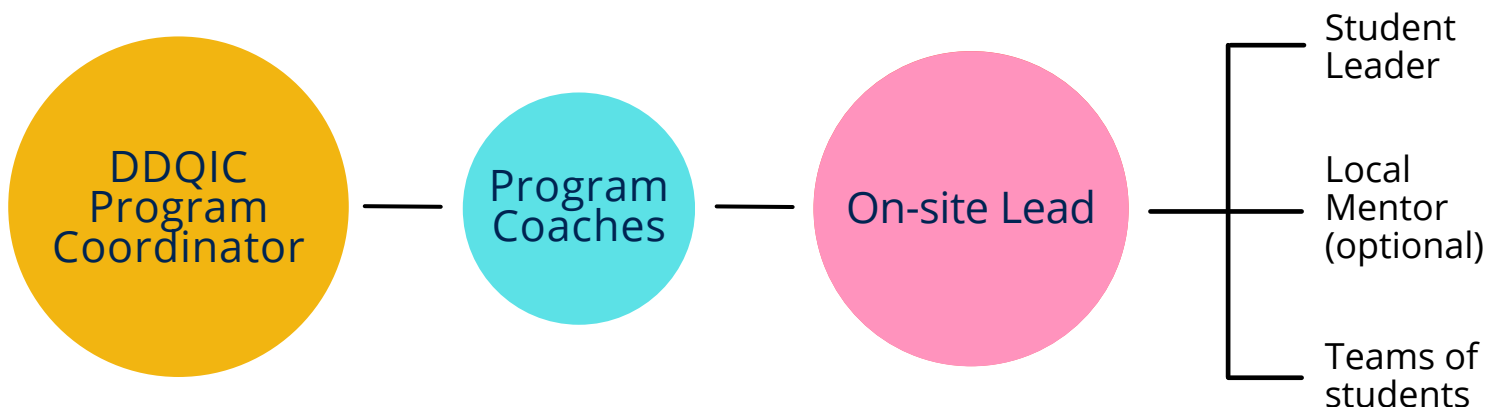
On-site leads may be granted a stipend for incidental costs.

Program Coaches

Each student team will be assigned a program coach who they can reach out to for advice and guidance as they develop their understanding of the problem and the solution they would like to offer. Program Coaches are Queen' students, entrepreneurs, and alumni of DDQIC's incubation programs.

Student Teams

Students in grade 9-12 can participate in teams in the competition.

DDQIC Program Coordinator — Program Coaches — On-site Lead — Student Leader / Local Mentor (optional) / Teams of students

To Summarize

By the end of the program, successful will students will be able to demonstrate the following learning objectives. Students will be awarded micro-credentials in the form of digital badges from Queen's University that verify their skills in the following areas:

Starting Your Innovation Journey: Distinctive Ideas of Value Put to Practice

1. Define and identify a solution that meets a validated need.

2. Explain the potential for a solution using customer discovery techniques.

3. Apply the core concepts to generate a proposal pitch for the solution.

Design Thinking

1. Explain the steps in the Design Thinking Methodology

2. Develop solutions using the Design Thinking Methodology

3. Test the societal desirability and intended impact of an idea using Design Thinking

High Performance Teams

1. Assess and evaluate the necessary foundations, behaviours, and practices of a high-performance team.

2. Assess a team's stage of development and apply strategies that support its growth.

3. Apply strategies that recognize and leverage diversity in high performance teams.

4. Conduct a self-assessment using a variety of tools and apply that knowledge to develop your own high-performance team.

5. Distinguish the features of key leadership models and examine the impact of your own style in various scenarios.

CONTACT THE TEAM

Contact Us

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