Blended Learning Agenda - Internal

Phase I – Kick- Off (Can be live or on line) Time: 2 hours

Objectives:

- Understand why the participants are there
- Logistics of the program
- Methodology Overview
- Selecting a project
- Define the project
- Introduce Ninth House™

Kick Off Session Agenda:

- Welcome
- Sponsor Kick-off
    - Why we're here
    - What we hope to accomplish
    - Commitment
- Introductions
    - Have each person share a brief recent WOW! experience
- Framework of WOW!Projects
    - Discuss the WOW! Methodolgy
        - DNA
        - Four Phases of WOW!
        - Have them discuss how their time is being spent
- Project Discussion
    - Have each person briefly discuss the project they've selected
    - Discuss that this project is the foundation for the on line learning
- Program Logistics
    - The program phases – Kickoff, On Line Experience, Workshop Experience and Follow – up
    - Ninth House
        - Walk through Ninth House learning experience
        - Discuss journal/workbook entries
        - Each phase of Ninth House links back to their project
        - How to get technical support
- Questions and Next Steps
    - Discuss any questions or open issues
    - Have each person select a consulting partner for learning experience
        - Have the consultant partner help them stay on track and discuss each Ninth House session upon completion

Phase 2 – Ninth House E-Learning WOW!Projects (Self - Directed Learning)

Total Time: Approximately 5 – 6 hours (Should be completed within 30 days)
Could break up into one phase per week.

Objectvies:

- Re-introduce the Wow! Projects™ 4-step methodology
- Recognition and the assessment of the concepts of “Innovation” and “Wow!” in projects
- The concept of “Quick Prototyping”
- The practice of co-invention and collaboration
- Use workbook to link Ninth House™ to your critical project

Annotated Agenda:

- Each participant should complete the Ninth House CD series
- We’ll develop a workbook journal to link the session to their project
- Each participant should schedule 30 minutes follow up sessions with his or her consulting partners after the completion of each phase.
- **Optional**: If there is a shared workspace available, the team could post their progress report for each phase on a server and the project manager should review them. The facilitator could coach and advise the project manager. *Additional charge.

Phase 3 – WOW!Projects One Day Workshop

Objectives:

- Define innovation and recognize how to bring innovation to their work.
- Apply the on line learning to their current project.
- Understand the importance of balanced teams to a project's success.
- Re-frame and define project deliverables.
- Apply 50 innovative ideas from Tom Peters that will get a project to WOW!
- Adopt a fast prototype approach for ensuring project success.
- Gain solid sponsorship through innovative communication.
- Define next steps for projects

Phase 3 – Agenda:

A. Prework – Readiness for Live Workshop
- The Belbin Self-Perception Inventory
- Innovation Assessment (visual)
- An innovative biography (optional)

B. Workshop
- Welcome
    - Brief introduction – first names
    - What worked and didn't (capture and send to Valarie)
- Innovative Bio's
- Innovation Assessment discussion from pre-work
- Innovation Pushers and Blockers – Our Research
    - Discuss the benefits of innovative companies
- Group Belbin Discussions
    - Belbin Overview
    - Belbin Assessment Handout
    - Team Review of Belbin
    - Assignment: to watch for behaviors throughout the day, discuss the behaviors that you see
- Project lab work
    - Create: phase and reframe project – WOW! Inside Cards apply to current project
    - Design & Beauty exercise- apply to current project
    - Sell:
        - Video: Tom on selling
        - Create an elevator pitch for a particular sponsor
        - Sponsorship role-play
        - Refine Elevator Pitch
    - Implement: Quick prototyping
    - Presentation of prototypes to sponsors
- Set up for next session
    - Assignment: For next on line session come up with several ways to celebrate projects.
- Workshop Conclusion and Evaluation

Phase 4 Follow-Up (1- 1.5 Hour Session)

Objectives:

- Reinforce the learning
- Identify and troubleshoot obstacles

Phase 4 Agenda:

- Welcome
- Quick Check In
- Project Update from each participant
    - What was the key milestone – did they make it, why or why not
    - Sharing of ideas implemented
    - What's working and what's not (capture and send to Valarie)
- Discuss the celebration ideas assignment
    - Get people to pick one idea to implement
- Schedule next review session
    - Need to give an assignment for the next session – suggestion is to pull some tips from our Project 50 book.
    - Schedule a mini – wow-a-thon to allow discuss of projects and shared learning for next group.