

the common bench

Have a conversation with us
hello@thecommonbench.com

www.thecommonbench.com/schools

Our Approach

As we approach the 4th industrial revolution, we want to encourage our youth to **create more, and consume less**.

We apply the **Growth Mindset through kinaesthetic learning** - tinkering, making and discovering from doing.

These practices will build students' **curiosity, courage and confidence** to enable them to think **creatively and problem-solve**, while equipping them to become future-leaders and innovators in this VUCA world.



We are Makers & Designers

Fusing tech into crafts, we are firmly plugged into Singapore's Makers' community. We bring students on learning journeys to visit these spaces to inspire them.

As our Design Thinking coaches are trained designers & makers, we share useful, real-world DT applications in our programmes to prepare them for the future.



Learning Journeys to industrial sites



Ideation and concept communication



Visits to Makerspaces



3D Design, modelling and prototyping

Our Footprint



The Common Bench was set up in 2016 as a collective of Designers, Engineers, Architects and Makers passionate about sharing our experiences. We've since partnered many institutions to curate and execute various memorable learning experiences for their educators and students, leveraging Design Thinking principles to foster creativity, problem solving and user-centered design.

Partnering Schools:

New Town Primary School, Anderson Primary School, Temasek Primary School, Qihua Primary School, Springfield Secondary School, Chung Cheng High School, Singapore Chinese Girls' School (Sec), Beatty Secondary School, Dunman High School, Punggol Green Primary School, Greenridge Primary School, Cedar Girls' Secondary School, Unity Secondary School, Anderson Primary School, Manjusri Secondary School, Yuan Ching Secondary School, Bedok North Primary School, Jurong Primary School, Kranji Secondary School, Lakeside Primary School, West Grove Primary School, St Patrick's School, Nanyang Girls' High School, Hwa Chong International and more...

Designing Learning Spaces

Our team designs and builds dynamic learning spaces to help foster 21st-century learning through play, making, exploration, ideation and collaboration.

We transform spaces and redefine the roles of teachers to enhance learning experiences.



Proposed Programmes

- Design Thinking through Play
- Professional Development (teachers training)
- Hackathons, Designathons, Makeathons
- Design Thinking Exhibitions & Showcases
- Makerspace Design & Build
- Learning Journeys



Students sharing with their younger peers about their concepts and learning experiences.

Themes: Design for Elderly, Eco Sustainability, Furniture design, Innovation and Entrepreneurship and more...

Summary of our Packages

Package	S	L	MAX
Design Thinking Garage Cultivating empathy and inventive thinking in every student	At least 50 Participants (up to 12 hrs) Great for CCA programmes, Special Interest Groups, etc.	Up to 240 Participants (up to 6 hrs) Designed for post-exam/WA programmes, Innovation Camps, ALP Camp,	Up to 250 Participants (up to 15 hrs) Designed for post-exam/WA programmes, Innovation Camps, ALP Camp,
	Total Cost: \$20,400	Total Cost: \$23,000	Total Cost: \$27,650
Educators' Zone Equipping Teachers to Nurture Tomorrow's Innovators	1 Session of at least 50 Participants (up to 5 hrs) Curated for Programme Committees e.g. ALP/VIA committee, etc.	1 Session of up to 100 Participants (up to 6 hrs) Designed for school-wide educator's professional development	Curriculum Development Consultancy A thorough revamp of current curriculum and materials to level-up Design Thinking in Schools.
	Total Cost: \$13,800	Total Cost: \$14,400	Total Cost: \$25,700
Dream Builders Design Dynamic e21CC Learning spaces / Makerspaces for Engaged Learning	At least 50 Participants (up to 7 hrs) Great for CCA programmes, Special Interest Groups, etc.	At least 50 Participants (up to 12 hrs) Great for CCA programmes, Special Interest Groups, etc.	Up to 250 Participants (up to 15 hrs) Designed for post-exam/WA programmes, Innovation Camps, ALP Camp,
	Total Cost: \$23,150	Total Cost: \$25,750	Total Cost: \$30,150

Design Thinking Garage (S)

\$20,400

Programme Description	This immersive programme is aimed at introducing students to the exciting world of Design Thinking. The sessions are packed with hands-on activities, collaborative projects, and an inspiring Learning Journey that ties real-world observations to creative problem-solving. Additionally, a 1-hour sharing session is provided for teachers to understand the principles and applications of Design Thinking, equipping them with the knowledge to foster innovation in their classrooms.
What you will learn	<ol style="list-style-type: none"> 1. Nurture Design Thinking mindsets in students and equip them with this unique Problem Solving skill set 2. Infusing Generative AI into the Design Thinking process 3. How DT can help to address a Design Challenge. i.e. Design for Elderly, Design for Sustainability, etc. 4. Prototyping & Maker skills 5. Working and thinking collaboratively
Target Audience	Students & Educators
School Level	Primary & Secondary
Suggested School Programme	Special Interest Groups, CCAs, etc.
Scope	up to 12 hours, At least 50 Participants + 3 hour Learning Journey

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	2 Sessions of Consultation 1 Report comprising of observations and recommendations
2	School Improvement / Professional Development	Consultancy services to review school programme	
3	Designing of New DT Curriculum Materials	<ul style="list-style-type: none"> - Lesson Plans for Differentiated Instruction - Teacher's Guides and Lesson Resources - Design of Student Design Journals 	
4	Production of Standard Programme Materials	Includes: <ul style="list-style-type: none"> - Student's Worksheet Design & print - Provision of lesson materials such as prototyping craft materials 	Excludes: <ul style="list-style-type: none"> - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	2 Trainers 1 Trainer for Teacher's Sharing	Max. of 10 hours Max. of 1 hour
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	
8	Learning Journey	<ul style="list-style-type: none"> - Planning and Execution of Learning Journey - Facilitator Cost - Print/Material Cost - Entrance Fees 	Excludes: <ul style="list-style-type: none"> - Transport fees - Food & refreshments

Design Thinking Garage (L)

\$23,000

Programme Description	Embark on an exciting journey with our Design Thinking Garage, a dynamic and engaging programme designed to introduce students to the world of Design Thinking in a fun, hands-on way. This immersive experience combines interactive workshops, creative challenges, and a thrilling Learning Journey, offering students the opportunity to unleash their creativity, collaborate with peers, and solve real-world problems.
What you will learn	<ol style="list-style-type: none"> 1. Nurture Design Thinking mindsets in students & Educators and equip them with the knowledge and DT facilitation skills 2. Infusing Generative AI into the Design Thinking process 3. How DT can help to address a Design Challenge. i.e. Design for Elderly, Design for Sustainability, etc. 4. Prototyping & Maker skills 5. Working and thinking collaboratively
Target Audience	Students & Educators. School Level: Pri/Sec
Suggested School Programme	ALP, innovation camp, Post-WA/Exam activity, Maker Week, etc
Scope	up to 6 hours, 240 Participants + 3 hour Learning Journey (2-day Programme)

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	2 Sessions of Consultation 1 Report comprising of observations and recommendations
2	School Improvement / Professional Development	Consultancy services to review school programme	1x Teachers' Training (3 hours)
3	Designing of New DT Curriculum Materials	Includes: - Lesson Plans for Differentiated Instruction - Teacher's Guides and Lesson Resources - Design of Student Design Journals	
4	Production of Standard Programme Materials	Includes: - Student's Worksheet Design & Print - Provision of lesson materials such as prototyping craft materials	Excludes: - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	1 Main Trainer per class + 1 Asst. Trainer 1 Main Trainer for teacher's training	Max. of 6 hours Max. of 3 hours
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	
8	Learning Journey	- Planning and Execution of Learning Journey - Facilitator Cost - Print/Material Cost - Entrance Fees	Excludes: - Transport fees - Food & refreshments

Design Thinking Garage (MAX)

\$27,650

Programme Description	This comprehensive school-wide programme spans up to 15 hours and is designed to embed Design Thinking deeply within the school culture. It includes interactive workshops for students, an engaging Learning Journey, and extensive training for educators to sustain the Design Thinking mindset long-term.
What you will learn	<ol style="list-style-type: none"> 1. Nurture Design Thinking mindsets in students & Educators and equip them with the knowledge and DT facilitation skills 2. Infusing Generative AI into the Design Thinking process 3. How DT can help to address a Design Challenge. i.e. Design for Elderly, Design for Sustainability, etc. 4. Prototyping & Maker skills 5. Working and ideating collaboratively
Target Audience	Students & Educators. School Level: Pri/Sec
Suggested School Programme	ALP, innovation camp, Post-WA/Exam activity, Maker Week, etc
Scope	up to 12 hours, 240 participants + 3 hour Learning Journey (2-day Programme)

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	2 Sessions of Consultation 1 Report comprising of observations and recommendations
2	School Improvement / Professional Development	Consultancy services to review school programme	1x Teachers' Training (3 hours)
3	Designing of New DT Curriculum Materials	Includes: - Lesson Plans for Differentiated Instruction - Teacher's Guides and Lesson Resources - Design of Student Design Journals	
4	Production of Standard Programme Materials	Includes: - Student's Worksheet Design & Print (B/W) - Provision of lesson materials such as prototyping craft materials	Excludes: - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	Up to 8 main trainers + Asst Trainers Educator's Training	Max. of 12 hours Max. of 3 hours
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	
8	Learning Journey	- Planning and Execution of Learning Journey - Facilitator Cost - Print/Material Cost - Entrance Fees	Excludes: - Transport fees - Food & refreshments

Educators' Zone (S)

\$13,800

Programme Description	This introductory programme is tailored for a department of up to 50 educators, providing a solid foundation in Design Thinking principles and practices. Over the course of one day, participants will engage in hands-on activities, collaborative exercises, and practical discussions designed to integrate Design Thinking into their teaching methods.
What you will learn	<ol style="list-style-type: none"> 1. Interactive Workshop: A full-day session focused on the core concepts of Design Thinking, including empathy, ideation, prototyping, and testing. 2. Collaborative Activities: Educators work together on mini-projects that mimic real-world applications of Design Thinking in the classroom. 3. Practical Applications: Discussions on how to implement Design Thinking strategies in various subjects and ability levels. 4. Resource Pack: Participants receive a toolkit with templates, guides, and resources to support use of Design Thinking techniques
Target Audience	Educators
School Level	Primary & Secondary
Suggested School Programme	ALP, innovation camp, Post-WA/Exam activity, Maker Week, etc
Scope	5 hours, At least 50 educators

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	1 Session of Consultation 1 Report comprising of observations and recommendations
2	Professional Development	<ul style="list-style-type: none"> • Implement empathy building technique in students to help them understand the user's needs. • Enhance inventive thinking in student's ideation stage through collaborative exercises with their peers • Facilitate educator's discussions on how to implement Design Thinking strategies in various subjects and differentiated levels. 	
3	Designing of New DT Curriculum Materials	- Lesson plan design - Creation of Teacher's Guides and Lesson Resources	
4	Production of Standard Programme Materials	- Provision of Participants Design Journal - Provision of lesson materials such as prototyping craft materials, stationery, etc	Excludes: - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	1 Main Trainer	Max of 3 hours
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	

Educators' Zone (L)

\$14,400

Programme Description	This programme is designed for your entire school staff, accommodating up to 100 educators. Spanning 6 hours, this training provides a thorough exploration of Design Thinking, aiming to embed an innovation mindset throughout the school. Participants will engage in collaborative learning, practical workshops, rapid prototyping, differentiated learning and strategic planning sessions to weave DT into different subjects.
What you will learn	<ol style="list-style-type: none"> 1. Interactive Workshop: A full-day session focused on the core concepts of Design Thinking, including empathy, ideation, prototyping, and testing. 2. Collaborative Activities: Educators work together on mini-projects that mimic real-world applications of Design Thinking in the classroom. 3. Practical Applications: Discussions on how to implement Design Thinking strategies in various subjects and ability levels. 4. Resource Pack: Participants receive a toolkit with templates, guides, and resources to support use of Design Thinking techniques
Target Audience	Educators
School Level	Primary & Secondary
Suggested School Programme	ALP, innovation camp, Post-WA/Exam activity, Maker Week, etc
Scope	6 hours, Up to 100 educators

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	1 Session of Consultation 1 Report comprising of observations and recommendations
2	Professional Development	<ul style="list-style-type: none"> • Implement empathy building technique in students to help them understand the user's needs. • Enhance inventive thinking in student's ideation stage through collaborative exercises with their peers • Facilitate educator's discussions on how to implement Design Thinking strategies in various subjects and differentiated levels. 	
3	Designing of New DT Curriculum Materials	<ul style="list-style-type: none"> • Lesson plan design • Creation of Teacher's Guides and Lesson Resources 	
4	Production of Standard Programme Materials	<ul style="list-style-type: none"> • Provision of Participants Design Journal • Provision of lesson materials such as prototyping craft materials, stationery, etc 	Excludes: - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	1 Main Trainer	Max of 6 hours
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	

Educators' Zone (MAX)

\$25,700

Programme Description	This consultancy package is tailored for schools seeking to refresh and update their current programmes by incorporating key aspects of Design Thinking. Our expert consultants will work closely with your school to understand your unique needs, evaluate existing curricula, and develop a customised strategy to infuse Design Thinking principles to a desired level. This comprehensive service seeks to seamlessly transit your school towards a school-led DT programme rather than a vendor-led programme.
What you will learn	<ol style="list-style-type: none"> 1. Customised Workshops and Training: We will facilitate interactive workshops and training sessions for educators and staff to build their understanding and capability in Design Thinking. These sessions will cover the recommended activities proposed by our team. 2. Implementation Support: Throughout the implementation phase, our consultant will provide ongoing support and guidance, helping to address challenges, monitor progress, and make necessary adjustments to the strategy and materials. 3. Resource Pack: Educators receive a toolkit with guides and resources to support ongoing use of DT techniques
Target Audience	Educators
School Level	Primary & Secondary
Suggested School Programme	ALP, innovation camp, Post-WA/Exam activity, Maker Week, etc
Scope	6 hours, Up to 100 educators

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	1x Session of Consultation 1x Report comprising of observations and recommendations
2	Professional Development	<ul style="list-style-type: none"> • Consultancy services to review school programme • 3x Consultancy Sessions 	4 Sessions of Consultation which includes: - 1x Session to present findings - 1x Session to present suggested materials - 1x Session for amendments - 1x Session for AAR
3	Designing of New DT Curriculum Materials	<ul style="list-style-type: none"> • Lesson plan design • Creation of Teacher's Guides and Lesson Resources 	Includes: - Transferring of copyright privileges (of newly designed materials) to the school to make edits and improvements
4	Production of Standard Programme Materials	<ul style="list-style-type: none"> • Provision of Participants Design Journal for educators and students • Provision of lesson materials such as prototyping craft materials, stationery, etc 	Excludes: - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	Facilitation of educator's training session Lesson Observation and Review during implementation Note: Your school teachers will lead the student training	Includes: 1x Main Trainer for educators training session (max. 6 hours) 1x Consultant to observe classes during implementation (max. 15 hours)
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	

Dream Builders (S)

\$23,150

Programme Description	An exciting and dynamic programme designed to engage students in the process of creating and innovating a dream learning space. Utilising the principles of Design Thinking, this programme scaffolds the process of designing, building, and empowering students to become creative problem-solvers and confident makers. Through hands-on activities and collaborative projects, students will learn to empathise, ideate, prototype, and test their ideas in a supportive and inspiring space. Make their Dreams come through
What you will learn	<ol style="list-style-type: none"> 1. Nurture Design Thinking mindsets in students & Educators and equip them with the knowledge and DT facilitation skills 2. Infusing Generative AI into the Design Thinking process 3. How DT can help to address a Design Challenge. 4. 3D modelling, Rapid Prototyping & Maker skills 5. Spatial planning techniques 6. Learning Journey to a Learning Space
Target Audience	Students and Educators
School Level	Primary & Secondary
Suggested School Programme	Special Interest Groups, CCAs, etc.
Scope	up to 7 hours, at least 50 Students + 3 hour Learning Journey

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	2 Sessions of Consultation 1 Report comprising of observations and recommendations 1 site inspection / measurement
2	School Improvement	<p>Consultancy services to review school learning spaces, requirements, limitations and recommendations based on programmes.</p> <p>Create a scaffold for students to easily gather resources needed to design and create a learning space. i.e. Creating a survey for peers, pre-determined problem statements, 3D templates for intended learning space.</p>	<p>Includes:</p> <ul style="list-style-type: none"> - Creation of framework/lesson materials that educators can use to facilitate the design and creation of other learning spaces in the school. <p>1x consolidated 3D rendering of the space by our Designers at the end of the programme based on the student's work</p>
3	Designing of New DT Curriculum Materials	<ul style="list-style-type: none"> - Lesson plan design - Teacher's Guides and Lesson Resources - Design of Student Design Journals 	
4	Production of Standard Programme Materials	<ul style="list-style-type: none"> - Student's Worksheet Design - Provision of lesson materials such as prototyping craft materials 	<p>Excludes:</p> <ul style="list-style-type: none"> - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	2 Main Trainers 1x Educator's Sharing	Max. of 7 hours Max. of 3 hours (educator's sharing)
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	
8	Learning Journey	<ul style="list-style-type: none"> - Planning and Execution of Learning Journey - Facilitator Cost - Print/Material Cost - Entrance Fees 	<p>Excludes:</p> <ul style="list-style-type: none"> - Transport fees - Food & refreshments

Dream Builders (L)

\$25,750

Programme Description	An exciting and dynamic programme designed to engage students in the process of creating and innovating a dream learning space. Utilising the principles of Design Thinking, this programme scaffolds the process of designing, building, and empowering students to become creative problem-solvers and confident makers. Through hands-on activities and collaborative projects, students will learn to empathise, ideate, prototype, and test their ideas in a supportive and inspiring space. Make their Dreams come through
What you will learn	<ol style="list-style-type: none"> 1. Nurture Design Thinking mindsets in students & Educators and equip them with the knowledge and DT facilitation skills 2. Infusing Generative AI into the Design Thinking process 3. How DT can help to address a Design Challenge. 4. 3D modelling, Rapid Prototyping & Maker skills 5. Spatial planning techniques 6. Learning Journey to a Learning Space
Target Audience	Students and Educators
School Level	Primary & Secondary
Suggested School Programme	Special Interest Groups, CCAs, etc.
Scope	up to 12 hours, At least 50 Participants + 3 hour Learning Journey

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	2 Sessions of Consultation 1 Report comprising of observations and recommendations 1 site inspection / measurement
2	School Improvement	<p>Consultancy services to review school learning spaces, requirements, limitations and recommendations based on programmes.</p> <p>Create a scaffold for students to easily gather resources needed to design and create a learning space. i.e. Creating a survey for peers, pre-determined problem statements, 3D templates for intended learning space.</p>	<p>Includes:</p> <ul style="list-style-type: none"> - Creation of framework/lesson materials that educators can use to facilitate the design and creation of other learning spaces in the school. <p>1x consolidated 3D rendering of the space by our Designers at the end of the programme based on the student's work</p>
3	Designing of New DT Curriculum Materials	<ul style="list-style-type: none"> - Lesson plan design - Teacher's Guides and Lesson Resources - Design of Student Design Journals 	
4	Production of Standard Programme Materials	<ul style="list-style-type: none"> - Student's Worksheet Design - Provision of lesson materials such as prototyping craft materials 	<p>Excludes:</p> <ul style="list-style-type: none"> - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	2 Main Trainers 1x Educator's Sharing	Max. of 12 hours Max. of 3 hours (educator's sharing)
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	
8	Learning Journey	<ul style="list-style-type: none"> - Planning and Execution of Learning Journey - Facilitator Cost - Print/Material Cost - Entrance Fees 	<p>Excludes:</p> <ul style="list-style-type: none"> - Transport fees - Food & refreshments

Dream Builders (MAX)

\$30,150

Programme Description	An exciting and dynamic programme designed to engage students in the process of creating and innovating a dream learning space. Utilising the principles of Design Thinking, this programme scaffolds the process of designing, building, and empowering students to become creative problem-solvers and confident makers. Through hands-on activities and collaborative projects, students will learn to empathise, ideate, prototype, and test their ideas in a supportive and inspiring space. Make their Dreams come through
What you will learn	<ol style="list-style-type: none"> 1. Nurture Design Thinking mindsets in students & Educators and equip them with the knowledge and DT facilitation skills 2. Infusing Generative AI into the Design Thinking process 3. How DT can help to address a Design Challenge. 4. 3D modelling, Rapid Prototyping & Maker skills 5. Spatial planning techniques 6. Learning Journey to a Learning Space
Target Audience	Students and Educators
School Level	Primary & Secondary
Suggested School Programme	Special Interest Groups, CCAs, etc.
Scope	up to 12 hours, 250 Students + 3 hour Learning Journey

No.	Description of Services	Specification	Remarks
1	Understanding needs	Identification of school's needs and adaptation into programme	2 Sessions of Consultation 1 Report comprising of observations and recommendations 1 site inspection / measurement
2	School Improvement	<p>Consultancy services to review school learning spaces, requirements, limitations and recommendations based on programmes.</p> <p>Create a scaffold for students to easily gather resources needed to design and create a learning space. i.e. Creating a survey for peers, pre-determined problem statements, 3D templates for intended learning space.</p>	<p>Includes:</p> <ul style="list-style-type: none"> - Creation of framework/lesson materials that educators can use to facilitate the design and creation of other learning spaces in the school. <p>1x consolidated 3D rendering of the space by our Designers at the end of the programme based on the student's work</p>
3	Designing of New DT Curriculum Materials	<ul style="list-style-type: none"> - Lesson plan design - Teacher's Guides and Lesson Resources - Design of Student Design Journals 	
4	Production of Standard Programme Materials	<ul style="list-style-type: none"> - Student's Worksheet Design - Provision of lesson materials such as prototyping craft materials 	<p>Excludes:</p> <ul style="list-style-type: none"> - Hardware such as laptops, iPads, microbits and related accessories)
5	Actual Facilitation Costs	1 Main Trainer + 1 Asst per class 1x Educator's Sharing	<p>Max. of 12 hours (student training)</p> <p>Max. of 3 hours (educator training)</p>
6	Project Reporting	Pre/post surveys and interim & final reports	1 Pre-survey and 1 Post-survey 1 Final Report
7	Audit report	External audit of actual expenditure by practitioner	
8	Learning Journey	<ul style="list-style-type: none"> - Planning and Execution of Learning Journey - Facilitator Cost - Print/Material Cost - Entrance Fees 	<p>Excludes:</p> <ul style="list-style-type: none"> - Transport fees - Food & refreshments

Price Schedule

TABLE 1: CORE SERVICES

No.	Description of Service	Specifications	Unit of Measure	Price	Remarks
1	Project Reporting	Pre/post Surveys and Interim & Final Reports	Per project	950.00	Requirement by Dsg - Conduct of Pre/Post Survey, Submission of Interim and Final Report, Submission of documents for audit report
2	Design Thinking (DT) Consultancy	Identification of School Needs and adaptation into programme	Per project	9,500.00	Curriculum development - Assess schools' design education curriculum - SWOT Analysis (suggested Scheme of Work, sharing of suggested activities and past experience with schools) - up to 3x 1hr sessions onsite consultations - Project cost based on 1 cohort level / CCA programme or Makerspace Design and Conceptualisation - Advise school on setting up their ALP room or CCA room for Design focused / Maker activities. Advise best practices, operational processes, safety practices and to select relevant equipment, tools and material library. - To provide a 3D visualisations of the space with 1 revision with design specifications - 1 hr sessions on site consultations/site measurements Includes: Teachers' Training - Conduct 1x 2hr hands-on professional development workshop to enhance teachers' understanding of Design Thinking of up to 50 teachers. Excludes: Development of content such as Teacher's Guides, teaching slides, worksheets

Price Schedule

TABLE 1: CORE SERVICES (cont'd)

No.	Description of Service	Specifications	Unit of Measure	Price	Remarks
5	Updating of DT Curriculum Materials	<p>Updating of lesson materials for school from existing materials</p> <p>e.g. Your school possesses DT-related materials but requires our services to enhance students' learning experience by creating new learning resources.</p>	Per project	10,500.00	<p>Curriculum development</p> <ul style="list-style-type: none"> - Assess, develop and revise schools' design education curriculum - Mapping out and creating content (SOW, activities, lesson plans, trainer guides, powerpoint slides) - up to 3x 1 hr sessions onsite consultations - Project cost based on 1 cohort level / CCA programme <p>Includes: Teachers' Training</p> <ul style="list-style-type: none"> - Conduct 1x 2hr hands-on professional development workshop to enhance teachers' understanding of Design Thinking of at least 50 teachers.
6	Designing of new DT Curriculum Materials	<p>Development of Design Thinking Programme for your School</p> <p>I.e. Your school does not have any Design Thinking-related material and requires development of new materials</p>	Per project	12,500.00	<p>Curriculum development</p> <ul style="list-style-type: none"> - Assess, develop and revise schools' design education curriculum - Mapping out and creating content (SOW, activities, lesson plans, trainer guides, powerpoint slides) - up to 3x 1 hr sessions onsite consultations - Project cost based on 1 cohort level / CCA programme <p>Includes: Teachers' Training</p> <ul style="list-style-type: none"> - Conduct 1x 2hr hands-on professional development workshop to enhance teachers' understanding of Design Thinking of at least 50 teachers.

Price Schedule

cont'd

No.	Description of Service	Specifications	Unit of Measure	Price	Remarks
7	Production of Standard Programme Materials	Includes: • Printing of lesson materials such as Activity Booklets	Per set	500.00	Per programme / project (1 cohort) - Includes graphic design conceptualisation and printing of student booklets and/or worksheets. - up to 5x A2 Posters and 10x10cm stickers for Makerspace, ALP room or Innovation Room
13	Audit report	External audit of actual expenditure by practitioner	Per report	2,000.00	As per Dsg's Requirement

TABLE 2: ADDITIONAL SERVICES

2	Production of Programme Materials (Videos)	Production of Video/ digital media	Per Unit	5,500	School can choose between photography OR videography with up to 2x revisions. Videography production includes storyboarding with video length of up to 3mins.
4	Engagement of Industrial Experts	Engagement of Industrial Experts for purpose of programme	Per Hour / Per Session	300	For assembly talks and introductory talks.
5	Others	Learning Journey	Per student	30	Includes location fees and entrance fees. Excludes transport, food & beverage.