

STUCK

2025 School Packages

For Design Thinking

June 2024

ABOUT US

Hello! We're STUCK...

...a diverse team of innovators, inventors, investigators, imagineers, dreamers, storytellers, parents and educators whose primary mission is to *Make Things People Love*.

While building our creative practice over the last decade, we've found that the greatest impact we can make on society is to place the power of design into the hands of the next generation. STUCK has a twin legacy of achieving design and teaching excellence. Our team has been recognised and involved in future-shaping, game-changing and impact-making projects.

13 years **150+ clients** **400+ projects**

DESIGN ACCOLADES



reddot award
product design



product
design
award

LITEON™
GOLD AWARD



BraunPrize

EDUCATIONAL ACCOLADES

- NUS Outstanding Educator's Award 2022 (Awarded to Mr Donn Koh)
- SkillsFuture Fellowship 2020 (Awarded to Mr Donn Koh)
- Expert Reviewer of Innovation Projects 2022, MOE Gifted Education Branch (Mr Donn Koh)
- Design Education Advisory Committee (DEAC) Committee Member, Ministry of Trade and Industry (Mr Lee Tze Ming)

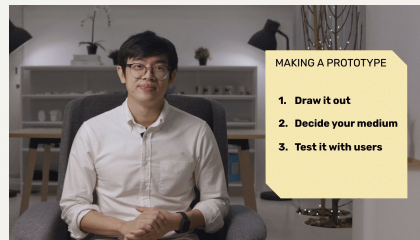


Educators and Design Practitioners at the top of our game

From seed-starter workshops that give your students a taster of Design Thinking, to a developing a holistic design curriculum, we're well equipped to coach students and educators to hone Design Skills (inventive thinking, critical thinking, problem solving) for a variety of contexts.

Unrestrained Creativity

- Inter-disciplinary and lateral thinking
- Proven ideation techniques for real-world problems
- Hands-on prototyping experience



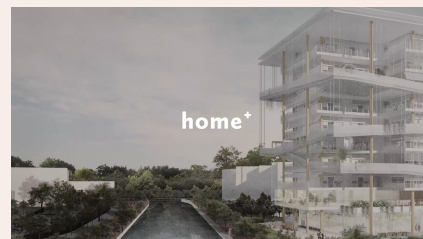
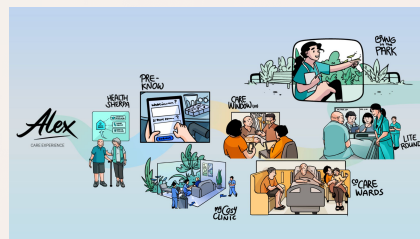
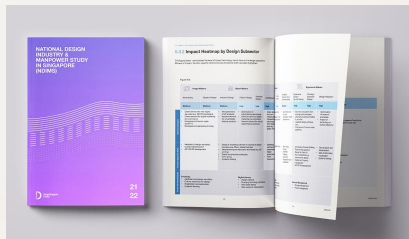
A Team of Educators

- Implementation of NUS-wide Design Thinking curriculum (~3500 students annually)
- Speaking Engagements at MOE Gifted Education Branch Webinar 2020
- MOE STAR Trainings 2022 & 2019



Niche Knowledge Domains

- Ageing and Assisted Living
- Healthcare & Community
- Inclusive Design
- Early Childhood & Education
- Innovation and Business Strategy
- Skills Framework for Design



Reframing Problems as Opportunities!

STUCK introduced the idea of ‘Constructive Complaining’ to the Secondary One cohort of Bedok South Secondary. Students learned that complaining could be the inspiration for identifying problems to be solved. They created “bad ideas” and were given prompts to supercharge them into great ones.

- Educators’ workshop with 35 teachers
- 7 classes of 210 Secondary One students
- 3 online teaching videos
- 2 half-day workshops

Students’ Perspectives

“(With what I have learnt, I will...) try to solve problems instead of skip the problems.”

“Having a bad idea isn’t so bad, you can develop it into a better idea that people think is very useful”

Teachers’ Perspectives

“They can now think of out-of-the-box solutions and are less restricted by norms.”

“Interacting with the designers at STUCK who are real life practitioners they would be able to help our students bounce off ideas, and build creative confidence”– Ms Denise Wong, HOD of Science

(Watch the video here!)



Using Collective Agency to Re-imagine the School Library

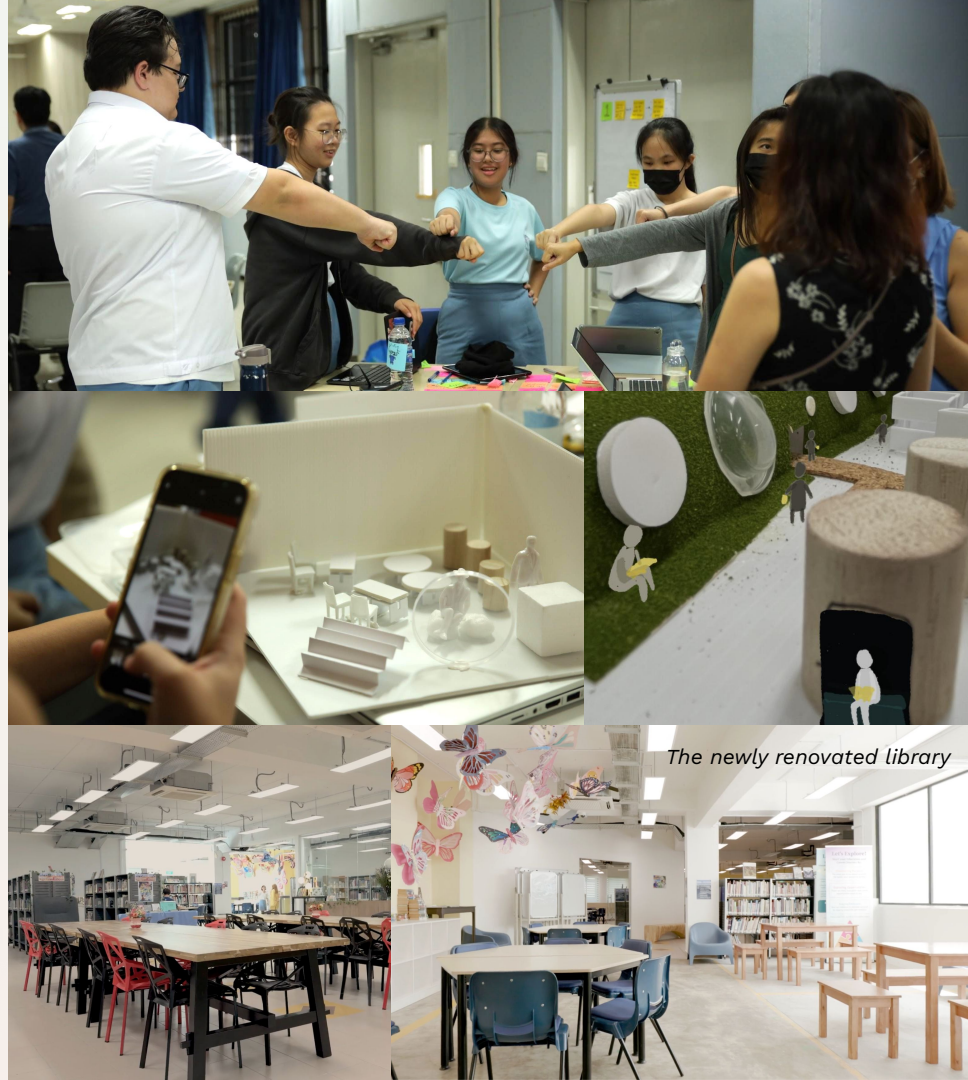
Teachers and students of Holy Innocents' High School were brought together as equal collaborators during the workshops, to immerse themselves in the process of redesigning their beloved library. The library has since been renovated.

- 50+ participants (in student-teacher groups)
- 3D prototyping kit, for individual prototypes
- 3 full-day workshops

*“The mixed group of teachers and students created an environment where they could engage as co-designers in the design process. Students and staff could gain a **deeper appreciation of each other's perspectives** and see beyond titles to collaborate in a meaningful inclusive way.*

*Everyone realised the **value of agency** and they were a collective part of the solution to make the school better and more enjoyable. The workshop has **sparked a desire for collaboration and exploration** in our teaching staff. They are excited to inspire other colleagues to engage with design thinking and explore new ways of teaching in the classroom. We see this as a positive and powerful way to **promote a culture of continuous improvement** in school.”*

– Mr Gary Tan, Level Head & Programme Lead Coordinator



Prompting Student Voices And Ideas To Redesign White Spaces In School

Primary school students immersed themselves in the DT process and loudly contributed their voices. Teachers actively facilitated the process for both parties to empathise with one another and create ideas for the school's white spaces.

- 45 primary school students, 9 teachers, in 9 groups
- 3D prototyping kit, for pairwork prototypes
- 2 half-day workshops

*“Both teachers and students reported **high levels of engagement, particularly enjoying the prototyping phase.** The workshops fostered a vibrant and participatory atmosphere, with students actively involved in creating learning space prototypes. Teachers felt enriched by the opportunity to contribute... gaining valuable insights into innovative educational practices. **This initiative has provided immediate benefits and set a strong foundation for ongoing innovation within the school.**”*

– Mr Yong Hanyang, HOD (Innovation) & Programme Lead Coordinator

Students' Perspectives

“I like that we are able to come up with our own ideas and expressing them by building prototypes.”



Summary of Packages	Discover	Explore	Deep Dive
 Generative A.I. for Education	2 Lectures + 1 Workshop SGD\$18,000	3 Workshops SGD \$28,250	5 Workshops SGD\$40,950
 Creative Placemaking: Transform Spaces into Places	2 Workshops (for up to 3 small sites) SGD\$18,900	3 Workshops (for up to 4 small sites <u>or</u> 1 large site) SGD\$24,650	4 Workshops (for up to 4 small sites <u>or</u> 1 large site) + 1 Spatial Blueprint SGD \$40,650
 Curriculum Boosters: Design for the 21st CC	1 Lecture + 10 Coaching Hours SGD\$17,200	1 Lecture + 20 Coaching Hours + 2 Designed Learning Materials SGD\$26,200	2 Lectures + 30 Coaching Hours + 4 Designed Learning Materials (incl. up to 1 teaching video) SGD\$40,800
 Lead Innovation & Change in Your School	3 Lectures + 4 Coaching Hours SGD\$15,000	3 Lectures + 14 Coaching Hours SGD\$19,000	5 Workshops SGD \$35,250

Lectures – Starts from 60 pax

Workshops – Up to 60 pax

Coaching – Small groups of 3-5 pax, up to 25 pax in total

Generative A.I. for Education

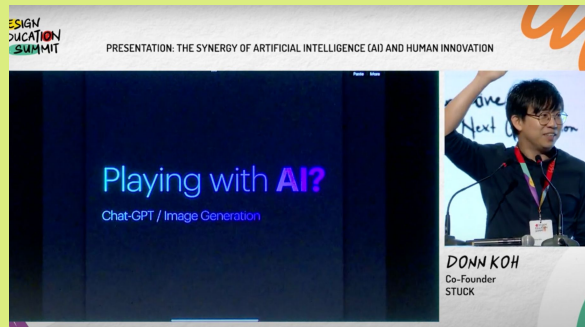
Learn how to foster creativity and effectively make use of A.I. as a tool for innovation without losing touch with humanity

EXAMPLE PROJECTS

- Design your dream robot
- Re-imagine the school fundraising carnival and its booths
- Re-design the school and its classrooms to be more inclusive for all



Generative A.I. for Education



Dynamic Lectures

Engage with Gen A.I. for Creativity with live demos at lectures, covering topics like:

- Visual communication with A.I. for those who can't draw
- The promises and perils of A.I.
- Hacking ChatGPT

Hands-On Workshops

Design your own product/space/poster with Gen A.I. tools, guided by STUCK. Get hyper familiar with STUCK's Hypersketch app* to generate realistic visual outputs, and ChatGPT to boost the DT process.

The depth and breadth of the workshops will depend on the package chosen.

**Hypersketch requires participants to have an iPad*

Gen A.I. Showcase

Showcase your A.I.-assisted creations, printed and exhibited for all peers to admire.

The type of output will differ based on the package chosen and the school's target topic or challenge statement.

Generative A.I. for Education

Discover Package
\$18,000

2 Lectures, 1 Workshop

Programme Description

Discover the potential of Gen A.I. and experiment with the tools to discover, brainstorm and create visual solutions.

What you will learn

- Introduction to A.I. tools
- Approaches to use Gen A.I. tools across various project types (e.g. designing objects, spaces)

Target audience

- Students
- Educators

School Level

All levels

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	<ul style="list-style-type: none">• 1 x Framing session to scope needs, objectives, logistics
2	School Programme / Educator Capacity Development	Consultancy services to develop school programme	<ul style="list-style-type: none">• 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the lectures and workshop	<ul style="list-style-type: none">• 3 x Learning materials, including worksheets, workshop artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	<ul style="list-style-type: none">• 1 set per group per workshop
5	Software Subscriptions	Provision of Generative A.I. software (Hypersketch) and server bandwidth	<ul style="list-style-type: none">• Priority access to Hypersketch generations throughout workshop duration
6	Facilitation of Programme	Delivery of Generative A.I. lessons by senior designers via lectures and workshop format	<ul style="list-style-type: none">• 2 x 2h Lectures (starting from 60 pax)• 1 x 4h Workshop for up to 60 pax• <i>(or other permutations of 8h in total)</i>
7	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
8	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>

*Cancellation charges apply. No proration allowed.

Generative A.I. for Education

Explore Package
\$28,250

3 Workshops

Programme Description

This series of hands-on workshops will equip participants with practical methods of using of Gen A.I. tools to discover, brainstorm and create visual solutions.

What you will learn

- Introduction to A.I. tools
- How to coax and collaborate with Generative A.I. tools across various project types (e.g. designing objects, spaces)

Target audience

- Students
- Educators

School Level

All levels

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	• 1 x Framing session to scope needs, objectives, logistics
2	School Programme / Educator Capacity Development	Consultancy services to develop school programme	• 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the workshops	• 3 x Learning materials, including worksheets, workshop artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	• 1 set per group per workshop
5	Software Subscriptions	Provision of Generative A.I. software (Hypersketch) and server bandwidth	• Priority access to Hypersketch generations throughout workshop durations
6	Facilitation of Programme	Delivery of Generative A.I. lessons by senior designers via workshop format	• 3 x 3h Workshop for up to 60 pax • (or other permutations of 9h in total)
7	Project Reporting	1x Pre and post surveys 1x Final Report	Requirement by Dsg
8	Audit Report	External audit of actual expenditure by practitioner	Requirement by Dsg

*Cancellation charges apply. No proration allowed.

Generative A.I. for Education

Deep Dive Package
\$40,950

5 Workshops

Programme Description

Dive into the end-to-end process of identifying user problems, using Gen A.I. for research and ideation. Apply them to a specific school problem.

What you will learn

- Introduction to A.I. tools
- Identifying user problems with ChatGPT
- Creating compelling visual prototypes with Gen A.I. and test them with users

Target audience

- Students
- Educators

School Level

Secondary and above

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	• 1 x Framing session to scope needs, objectives, logistics
2	School Programme / Educator Capacity Development	Consultancy services to develop school programme	• 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the workshops	• 5 x Learning materials, including worksheets, workshop artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	• 1 set per group per workshop
5	Software Subscriptions	Provision of Generative A.I. software (Hypersketch) and server bandwidth	• Priority access to Hypersketch generations throughout workshop durations
6	Facilitation of Programme	Delivery of Generative A.I. lessons by senior designers via workshop format	• 5 x 3h Workshop for up to 60 pax • (or other permutations of 15h in total)
7	Project Reporting	1x Pre and post surveys 1x Final Report	Requirement by Dsg
8	Audit Report	External audit of actual expenditure by practitioner	Requirement by Dsg

*Cancellation charges apply. No proration allowed.

Creative Placemaking: Transform Spaces into Places

Use Design Thinking, hands-on
prototyping and empathetic investigation
to design lovable places in the school

EXAMPLE PROJECTS

- Make spaces more inclusive for students and teachers of different needs
- Re-imagine a library for a variety of users
- Create engaging spaces (e.g. school science corner) to drive self-paced learning



Creative Placemaking: Transform Spaces into Places



Interactive DT Workshops

Engage in the whole Design Thinking process, with workshops covering topics like:

- Constructive Complaining for empathising with users and defining the problem
- Creative Ideation for generating “silly ideas”, to test and improve on
- Prototyping to make ideas tangible
- User testing and learning how to ask questions
- Pitching an idea succinctly and effectively

Spatial Prototyping

Create scale models of your school spaces, using STUCK’s spatial prototyping kit. These prototypes form a physical representation of the workshop ideas, which can then be user tested with one another.

Spatial Blueprint

As part of the Deep Dive package, translate the workshop ideas and insights into a spatial layout and blueprint, which will inform contractors on how to proceed with the renovations and fit-outs.

The image shows an example of a space, and will vary depending on the needs of your programme and space(s).

Creative Placemaking

Discover Package

\$18,900

2 Workshops

Programme Description

Discover designerly approaches to identify the needs and opportunities of an educational space. Design for up to 3 small sites (e.g. corridors, rooftop garden).

What you will learn

- Constructive feedback and empathetic investigation skills
- Hands-on prototyping

Target audience

- Students
- Educators

School Level

All levels

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	<ul style="list-style-type: none"> • 1 x Framing session to scope needs, objectives, logistics
2	School Improvements	Consultancy services to develop school programme	<ul style="list-style-type: none"> • At least 1 x Site visit to evaluate the space(s) for redesign • 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the workshops	<ul style="list-style-type: none"> • 2 x Workshop materials, including worksheets, workshop artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	<ul style="list-style-type: none"> • 1 set per group per workshop
5	Facilitation of Programme	Delivery of programme by senior designers via workshop format	<ul style="list-style-type: none"> • 2 x 3h Workshops for up to 60 pax • <i>(or other permutations of 6h in total)</i>
6	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
7	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>

*Cancellation charges apply. No proration allowed.

Creative Placemaking

Explore Package
\$24,650

3 Workshops

Programme Description

Discover designerly approaches to identify the needs and opportunities of an educational space. Design for up to 4 small sites (e.g. corridors, rooftop garden) or 1 large site (e.g. canteen, library).

What you will learn

- Constructive feedback and empathetic investigation skills
- Hands-on prototyping

Target audience

- Students
- Educators

School Level

All levels

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	<ul style="list-style-type: none"> • 1 x Framing session to scope needs, objectives, logistics
2	School Improvements	Consultancy services to develop school programme	<ul style="list-style-type: none"> • At least 1 x Site visit to evaluate the space(s) for redesign • 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the workshops	<ul style="list-style-type: none"> • 3 x Workshop materials, including worksheets, workshop artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	<ul style="list-style-type: none"> • 1 set per group per workshop
5	Facilitation of Programme	Delivery of programme by senior designers via workshop format	<ul style="list-style-type: none"> • 3 x 3h Workshops for up to 60 pax • (or other permutations of 9h in total)
6	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
7	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>

*Cancellation charges apply. No proration allowed.

Creative Placemaking

Deep Dive Package

\$40,650

4 Workshops + 1 Blueprint

Programme Description

Inclusive of everything within the 'Explore' Package. Additionally, Stuck will produce **1** design blueprint of the final site design based on workshop outcomes.

What you will learn

- Constructive feedback and empathetic investigation skills
- Hands-on prototyping
- Create compelling visual prototypes with Gen A.I. and test them with users

Target audience

- Students
- Educators

School Level

All levels

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	<ul style="list-style-type: none"> • 1 x Framing session to scope needs, objectives, logistics
2	School Improvements	Consultancy services to develop school programme	<ul style="list-style-type: none"> • At least 1 x Site visit to evaluate the space(s) for redesign • 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the workshops	<ul style="list-style-type: none"> • 5 x Workshop materials, including worksheets, workshop artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	<ul style="list-style-type: none"> • 1 set per group per workshop
5	Software Subscriptions	Provision of Generative A.I. software (Hypersketch) and server bandwidth	<ul style="list-style-type: none"> • Priority access to Hypersketch generations throughout 1 workshop duration
6	Facilitation of Programme	Delivery of programme by senior designers via workshop format	<ul style="list-style-type: none"> • 4 x 3h Workshops for up to 60 pax • <i>(or other permutations of 12h in total)</i>
7	New Spatial Blueprint <i>(principle-led, not inclusive of spatial specifications)</i>	Translation of workshop ideas into a spatial blueprint, intended to guide renovation plans upon workshop completion	<ul style="list-style-type: none"> • 1 x Report containing 3D drawings of the space(s) covered in the workshop and any additional explanatory notes • 1 x Handover session with contractors
8	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
9	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>

*Cancellation charges apply. No proration allowed.

Curriculum Boosters: Design for 21st CC

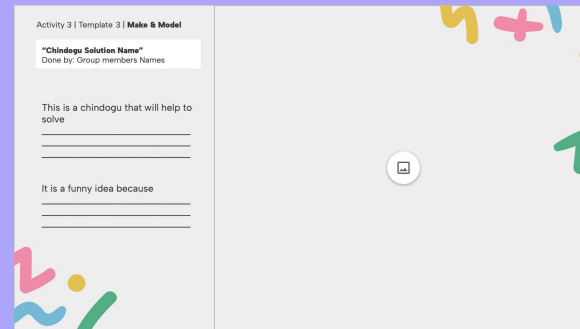
Boost your school curriculum with 21st century competencies and skills — re-evaluate existing curriculum using the Design Thinking (DT) process, and/or incorporate DT directly into the curriculum

EXAMPLE PROJECTS

- Project Work curriculum redesign
- Multi-Disciplinary Project curriculum redesign
- Incorporate DT into task design & assessment



Curriculum Boosters: Design for 21st Century Competencies



Informative Lectures

Engage your school's entire teaching staff and equip them with the desired mindsets and tools, in topics like:

- How do we assess creativity?
- What is Design Thinking and how do I incorporate it into my lessons?
- How do I encourage —and not inhibit— my students' "silly ideas" and inventive thinking?

Coaching Hours

Work closely with STUCK designers to develop the new/augmented curriculum. Coaching hours may be used to:

- Discuss challenges faced in current curriculum
- Co-create new curriculum ideas to implement
- Build prototypes of learning materials to test
- Reference STUCK's existing learning materials and find suitable handles to use/adapt
- ... and others that are relevant to your challenge

Designed Learning Materials

In the Explore and Deep Dive packages, deliver key parts of the revamped curriculum to your students using plug and play STUCK-designed learning materials, customised for your school. Materials can be in the form of printed worksheets, teacher guides, Google Slides templates, SLS content, etc., in a familiar and usable format to your school.

Curriculum Boosters

Discover Package
\$17,200

1 Lecture, 10 Coaching Hours

Programme Description

Redesign a specified school curriculum in a close consultation format.

What you will learn

- How to teach and assess creativity
- Revamp an existing curriculum using DT

Target audience

- Educators

School Level

All levels

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	<ul style="list-style-type: none"> • 1 x Framing session to scope needs, objectives, logistics
2	School Programme	Consultancy services to develop school programme	<ul style="list-style-type: none"> • 1 x Review of existing curriculum • 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the lecture and coaching sessions	<ul style="list-style-type: none"> • 1 x Lecture materials • Inclusive of reference curriculum materials (made by STUCK) used in coaching
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	<ul style="list-style-type: none"> • 1 set per group per coaching session
5	Facilitation of Programme	Delivery of programme by senior designers via lectures and coaching format	<ul style="list-style-type: none"> • 1 x 2h Lecture (starting from 60 pax) • 5 x 2h Coaching sessions for up to 25 pax (or other permutations of 10h in total)
6	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
7	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>

*Cancellation charges apply. No proration allowed.

Curriculum Boosters

Explore Package
\$26,200

1 Lecture, 20 Coaching Hours,
2 Designed Learning Materials

Programme Description

Redesign a specified school curriculum in a close consultation format. Simple learning materials (e.g. worksheets, slides) will be designed by STUCK and provided for the school's use.

What you will learn

- How to teach and assess creativity
- Revamp an existing curriculum using DT

Target audience

- Educators

School Level

All levels

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	<ul style="list-style-type: none"> • 1 x Framing session to scope needs, objectives, logistics
2	School Programme	Consultancy services to develop school programme	<ul style="list-style-type: none"> • 1 x Review of existing curriculum • 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the lecture and coaching sessions	<ul style="list-style-type: none"> • 1 x Lecture materials • Inclusive of reference curriculum materials (made by STUCK) used in coaching
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	<ul style="list-style-type: none"> • 1 set per group per coaching session
5	Facilitation of Programme	Delivery of programme by senior designers via lectures and coaching format	<ul style="list-style-type: none"> • 1 x 2h Lecture (starting from 60 pax) • 10 x 2h Coaching sessions for up to 25 pax (or other permutations of 20h in total)
6	New Curriculum Materials for School's Use	Lesson materials developed by STUCK, in consultation with the school, for use by the school upon project completion	<ul style="list-style-type: none"> • 2 x STUCK-designed learning materials for 2 different activities • Does not include printing of final materials
7	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
8	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>
*Cancellation charges apply. No proration allowed.			

Curriculum Boosters

Deep Dive Package
\$40,800

2 Lectures, 30 Coaching Hours,
 4 Designed Learning Materials

Programme Description

Redesign a specified school curriculum in a close consultation format. Learning materials (including 1 teaching video) will be designed by STUCK and provided for the school's use.

What you will learn

- How to teach and assess creativity
- Revamp an existing curriculum using DT

Target audience

- Educators

School Level

All levels

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	<ul style="list-style-type: none"> • 1 x Framing session to scope needs, objectives, logistics
2	School Programme	Consultancy services to develop school programme	<ul style="list-style-type: none"> • 1 x Review of existing curriculum • 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the lecture and coaching sessions	<ul style="list-style-type: none"> • 2 x Lecture materials • Inclusive of reference curriculum materials (made by STUCK) used in coaching
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	<ul style="list-style-type: none"> • 1 set per group per coaching session
5	Facilitation of Programme	Delivery of programme by senior designers via lectures and coaching format	<ul style="list-style-type: none"> • 2 x 2h Lectures (starting from 60 pax) • 15 x 2h Coaching sessions for up to 25 pax (or other permutations of 30h in total)
6	New Curriculum Materials for School's Use	Lesson materials developed by STUCK, in consultation with the school, for use by the school upon project completion	<ul style="list-style-type: none"> • 4 x STUCK-designed learning materials for 4 different activities (includes up to 1 teaching video produced) • Does not include printing of final materials
7	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
8	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>

*Cancellation charges apply. No proration allowed.

Lead Innovation & Change in Your School

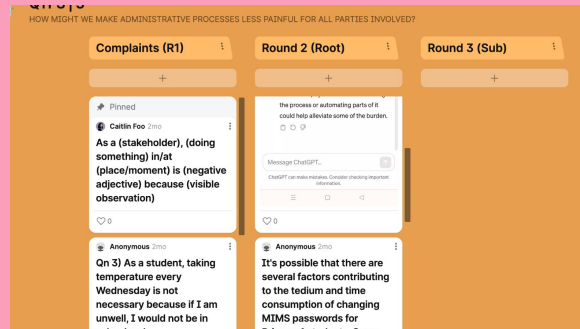
Gain the know-how and master tools to drive innovation and positive change in school; apply your skills on a real project or problem to solve

EXAMPLE PROJECTS

- How might student leaders gather and represent student voices well
- How might teachers foster a culture of safety and permission to fail in the classroom



Lead Innovation & Change in Your School



Informative Lectures

Engage your school's entire teaching staff and equip them with the desired mindsets and tools, in topics like:

- What does human-centered innovation mean?
- What is Design Thinking, and how does it help me in my work as a teacher?
- How do I simplify a challenge to solve, and make a change that has impact?

Coaching Hours

Work closely with STUCK designers, in a small working group, to tackle the challenge(s) at hand. Coaching hours may be used to:

- Uncover the root problem behind the issue
- Co-create ideas to address root problem(s)
- Learn to use specific DT tools that are relevant to the issue (e.g. how to create human-centered ideas, how to effectively pitch ideas)
- ... and others that are relevant to your challenge

Hands-On Workshops

In the Deep Dive package, take a problem from start to finish through the whole Design Thinking process, guided and paced for a few different working groups and their respective challenge statements.

The content of the workshops will differ based on the school's needs.

Lead Innovation & Change in Your School

Discover Package

\$15,000

3 Lectures, 4 Coaching Hours

Programme Description

Learn practical and creative ways lead change and innovation. Lectures for the masses introduce key concepts; coaching sessions guide a dedicated group of students/staff towards effective implementation.

What you will learn

- Innovation methods based on a human-centric approaches
- Iterating solutions for resource-lite & easy implementation

Target audience

- Student leaders
- Educators and/or school staff

School Level

Secondary and above

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	• 1 x Framing session to scope needs, objectives, logistics
2	Student/Educator Capacity Development	Consultancy services to develop school programme	• 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the lectures and coaching sessions	• Up to 5 x Learning materials, including worksheets, artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	• 1 set per group per coaching session
5	Facilitation of Programme	Delivery of programme by senior designers via lectures and coaching format	<ul style="list-style-type: none"> • 3 x 2h Lectures (starting from 60 pax) • 2 x 2h Coaching sessions for up to 25 pax (or other permutations of 4h in total)
6	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
7	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>

*Cancellation charges apply. No proration allowed.

Lead Innovation & Change in Your School

Explore Package
\$19,000

3 Lectures, 14 Coaching Hours

Programme Description

Learn practical and creative ways lead change and innovation. Lectures for the masses introduce key concepts; coaching sessions guide a dedicated group of students/staff towards effective implementation.

What you will learn

- Innovation methods based on a human-centric approaches
- Iterating solutions for resource-lite & easy implementation

Target audience

- Student leaders
- Educators and/or school staff

School Level

Secondary and above

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	• 1 x Framing session to scope needs, objectives, logistics
2	Student/Educator Capacity Development	Consultancy services to develop school programme	• 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the lectures and coaching sessions	• Up to 5 x Learning materials, including worksheets, artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	• 1 set per group per coaching session
5	Facilitation of Programme	Delivery of programme by senior designers via lectures and coaching format	<ul style="list-style-type: none"> • 3 x 2h Lectures (starting from 60 pax) • 7 x 2h Coaching sessions for up to 25 pax (or other permutations of 16h in total)
6	Project Reporting	1x Pre and post surveys 1x Final Report	<i>Requirement by Dsg</i>
7	Audit Report	External audit of actual expenditure by practitioner	<i>Requirement by Dsg</i>

*Cancellation charges apply. No proration allowed.

Lead Innovation & Change in Your School

Deep Dive Package
\$35,250

5 Workshops

Programme Description

Learn practical and creative ways to lead change and innovation. Workshops will bring a dedicated group of students/staff on towards effective implementation of a school project from start to finish.

What you will learn

- Innovation methods based on a human-centric approaches
- Iterating solutions for resource-lite & easy implementation
- Testing and validating solutions with users

Target audience

- Student leaders
- Educators and/or school staff

School Level

Secondary and above

No.	Description of Services	Specifications	Remarks
1	Understanding Needs	Identification of school needs and adaptation into a suitable programme	• 1 x Framing session to scope needs, objectives, logistics
2	Student/Educator Capacity Development	Consultancy services to develop school programme	• 1 x Programme proposal
3	Designing of DT Curriculum Materials	Lesson materials used for the workshops	• 5 x Workshop materials, including worksheets, workshop artefacts, slides
4	Production of Programme Materials	Printing of lesson materials (e.g. worksheets, charts, stationery)	• 1 set per group per workshop
5	Facilitation of Programme	Delivery of programme by senior designers via in-depth workshops	• 5 x 3h Workshops for up to 60 pax • (or other permutations of 15h in total)
6	Project Reporting	1x Pre and post surveys 1x Final Report	Requirement by Dsg
7	Audit Report	External audit of actual expenditure by practitioner	Requirement by Dsg

*Cancellation charges apply. No proration allowed.

STUCK

Rate card

For customisation of DT programme
(e.g. additional/less services are
needed outside of the packages)

STUCK

TABLE 1: CORE SERVICES (MANDATORY TO QUOTE; STATE NIL FOR SERVICES NOT AVAILABLE)

No.	Description of Services	Specifications	Unit of Measure	Price (S\$)	Remarks
1	Project Reporting	Pre/post Surveys and Interim & Final Reports	Per project	6,000.00	Requirement by Dsg o Conduct of Pre/Post Survey o Submission of Interim and Final Report o Submission of documents for audit report
2	Design Thinking (DT) Consultancy	Identification of School Needs and adaptation into programme	Per proposal	2,000.00	o Framing session to scope program needs, objectives, logistics and team cadence o 1 x Programme proposal
3	School Process Review	Consultancy services to review school processes	Per report	12,000.00	o 1 *process audit o 1 co-creation session with school's project team o 1 review and discussion session o 1 Review Report in PDF <i>*Process refers to school's strategic concerns, stakeholder engagements, redesigning school facilities e.g. library, canteen)</i> [Choose between 3 and 4]
4	School Programme Review	Consultancy services to review school programme	Per report	12,000.00	o 1 programme audit ** o 1 co-creation session with school's project team o 1 review and discussion session o 1 Review Report in PDF <i>** Programme refers to MOE's Applied Learning Programme (ALP), Learning for Life (LLP), Values in Action or Project Work)</i> [Choose between 3 and 4]

TABLE 1: CORE SERVICES (MANDATORY TO QUOTE; STATE NIL FOR SERVICES NOT AVAILABLE)

No.	Description of Services	Specifications	Unit of Measure	Price (S\$)	Remarks
5	Updating of DT Curriculum Materials	Updating of lesson materials for school from existing materials.	Per set	1,500.00	Adaptation/Revision of a set of materials for a 2h lesson from STUCK's existing programmes/topics
6	Designing of new DT Curriculum Materials	Includes: •Syllabus •Lesson Plans •Related resources	Per set	3,000.00	A set of custom lesson materials for a 2h lesson made specifically for school's topic.
7	Production of Standard Programme Materials	Includes: •Printing of lesson materials such as Worksheets / Posters / Charts	Per set	10.00	
8	Internal Manpower Cost for Facilitation – Senior Speaker/ Facilitator	Includes: •Main facilitator for programmes •Main presenter for talks	Per facilitator per hour	250.00	Senior STUCK employee
9	Internal Manpower Cost for Facilitation – Junior Speaker/ Facilitator	Includes: •Support roles for programmes	Per facilitator per hour	200.00	Junior STUCK employee

TABLE 1: CORE SERVICES (MANDATORY TO QUOTE; STATE NIL FOR SERVICES NOT AVAILABLE)

No.	Description of Services	Specifications	Unit of Measure	Price (\$)	Remarks
10	External Manpower Cost for Facilitation – Senior Speaker/ Facilitator	Includes: •Main facilitator for programmes •Main presenter for talks	Per facilitator per hour	275.00	Engagement of a senior, non-STUCK employee to facilitate workshop.
11	External Manpower Cost for Facilitation – Junior Speaker/ Facilitator	Includes: •Support roles for programmes	Per facilitator per hour	225.00	Engagement of a junior, non-STUCK employee to facilitate workshop.
12	DT Project Mentoring	DT Mentor for specific projects	Per man hour	250.00	Post-workshop mentoring support.
13	Audit report	External audit of actual expenditure by practitioner	Per report	2,000.00	Requirement by Dsg o audit report by a 3rd party audit company

CONTACT**Desiree Lim**

9871 2508
desiree@stuck.sg

Caitlin Foo

9633 3514
caitlin@stuck.sg

TABLE 2: ADDITIONAL SERVICES (OPTIONAL TO QUOTE)

No.	Description of Services	Specifications	Unit of Measure	Price (S\$)	Remarks
1	Proprietary Software	Proprietary Software as part of Contractor's unique offering of DT	Per Month /Per Year	NIL	
2	Production of Programme Materials (Videos)	Production of Video/ digital media	Per Unit	3,500.00	Production of custom developed short instructional videos specific to the programme (e.g. pre workshop briefing video)
3	External Software necessary for programme	Subscription fees to external software	Per month / Per Year	NIL	
4	Engagement of Industrial Experts	Engagement of Industrial Experts for purpose of programme	Per Hour / Per Session	500.00	Engagement of Subject Matter Expert in specific required areas, e.g. environment.

TABLE 2: ADDITIONAL SERVICES (OPTIONAL TO QUOTE)

No.	Description of Services	Specifications	Unit of Measure	Price (S\$)	Remarks
5	Others: Curriculum Review	Consultancy services to review curriculum	Per report	8,500.00* 12,800.00**	<ul style="list-style-type: none"> o 2 scoping sessions with project team (e.g. objectives, topics) o 2 review and discussion sessions o PDF Report of review <p>*single level/programme review ** Holistic School-wide programme review</p>
6	Others: Development of Design Curriculum for 1 term	Includes: <ul style="list-style-type: none"> • Syllabus • Lesson Plans • Related resources 	Per Curriculum Plan / Per Term	35,000.00	<ul style="list-style-type: none"> o Curriculum Plan for 1 term, per cohort* o Development of 5 lessons (including lesson plans, resources and materials) o 2 revisions o 2 consultation sessions <p>* e.g. if Sec 1 and Sec 3 have a different lesson scope, please quote 2x curriculum plans. If they are in a joint programme (e.g. same CCA/committee, it would be counted as 1 plan)</p>

CONTACT

Desiree Lim
9871 2508
desiree@stuck.sg

Caitlin Foo
9633 3514
caitlin@stuck.sg

STUCK

MAKE THINGS PEOPLE LOVE

www.stuck.sg