

Designing positive, memorable interactions

School-business partnering with students can create positive, memorable interactions for impact.

Portrait of practice:

A group of students (41 rural students in Years 5, 6, 8 and 9) were part of a collaborative project between the Australian Centre for Rural Entrepreneurship (ACRE) and Cisco's 'Global Problem Solvers'.

Within this project, students devised their own 'success' criteria for implementing their student-led social enterprises within Social Enterprise Schools.

The student success criteria align with what researchers in the US define as the four elements that create meaning to guide designing experiences for impact:¹

Student: The students' success criteria for implementing Social Enterprise Schools.	Research: How to design experiences for positive 'peak' moments and impact.
<ul style="list-style-type: none"> Has 'real-life' application (e.g. for their social enterprise now or in their life now or later on) 	Insight: <ul style="list-style-type: none"> Generate new understandings about our world and ourselves Make us 'stretch'
<ul style="list-style-type: none"> Active Fun (enjoyable, challenging and competitive) 	Elevation: <ul style="list-style-type: none"> Rise above the everyday Provoke memorable joy
<ul style="list-style-type: none"> Doing with peers (in small groups) 	Connection: <ul style="list-style-type: none"> Strengthen relationships to create shared meaning and deepen ties Strengthen relationships to reconnect people with the mutual purpose of their efforts
<ul style="list-style-type: none"> Can notice if getting better at ... 'X' (e.g. being a good team member, or delivering a pitch, or gathering and using feedback etc.) 	Pride: <ul style="list-style-type: none"> Capture us at our best to recognise achievement and courage Capture us at our best to build belief, commitment and to persist