Lego Serious Play for Economics Lessons

DR PRASHAN S. M. KARUNARATNE, FHEA

B Commerce Capstone Unit

AGILITY AND EXCELLENCE IN BUSINESS

This is a final year unit of study in the Bachelor of Commerce which **integrates the material and skills presented across the degree**.

Students will be placed in **mixed-major teams of 5 – 7** to solve real-world problems.

These real-world problems will revolve around the **UN Sustainable Development Goals**.

Student will address how **commerce and business can play their part in achieving these goals**.

Session-long Project on a UN SDG

WORKING IN MIXED-MAJOR TEAMS OF 5-7 INDIVIDUALS

Working Towards a UN SDG…

AGILITY AND EXCELLENCE IN BUSINESS

Ethically

Collaboratively

Sustainably

Profitably

Louis Michael
Enrico Choy
J
Zalabala Reesha
YI FANG
W

00:44

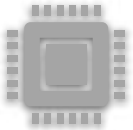
Experiential Learning

Experiential Learning Theory (ELT) is a holistic methodology in higher education that focuses on how individuals learn (Kolb, Baker, & Jensen, 2002).

Experiential learning to revitalise curricula in higher education (Kolb, 2014)

Lego Serious Play (LSP) is geared towards business education as it is designed for team building, teamwork, management, and organisational activities.

Satzler & Shieu (2002) discuss the use of LSP in a large operational management class – to teach:



Product design / development

Statistical quality control

Workforce management

Aggregate production planning

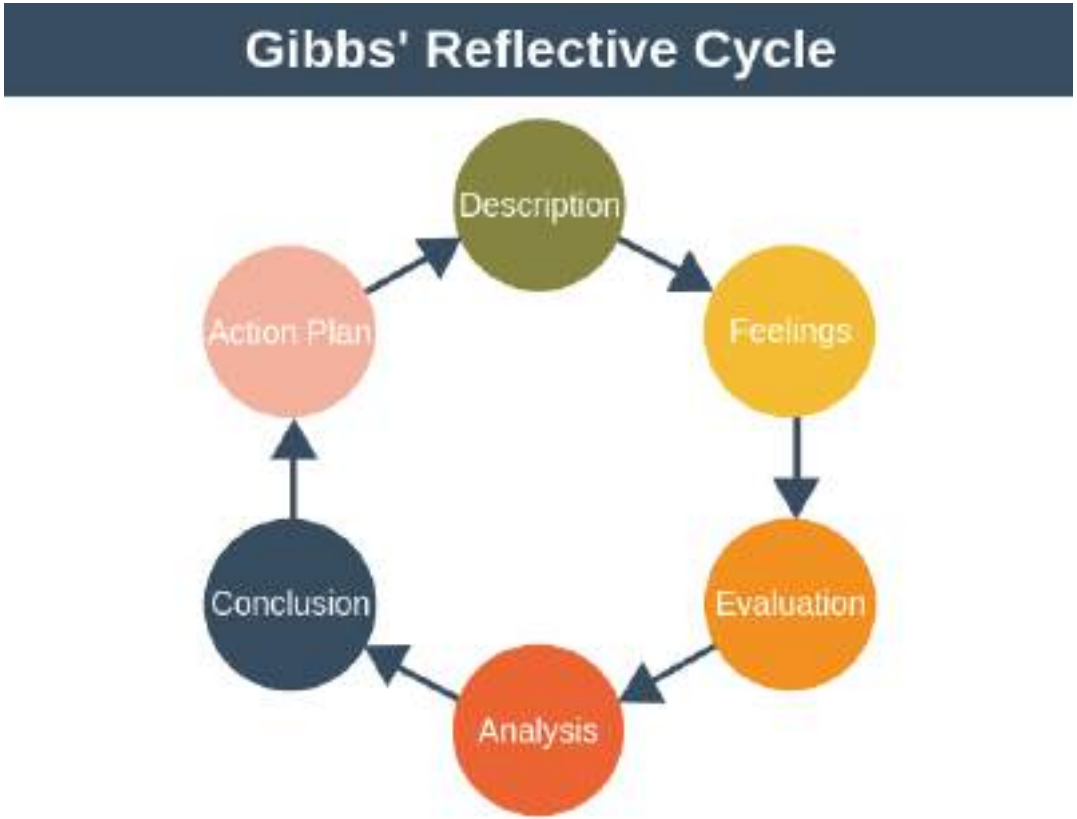
Material requirements planning

Process / layout design

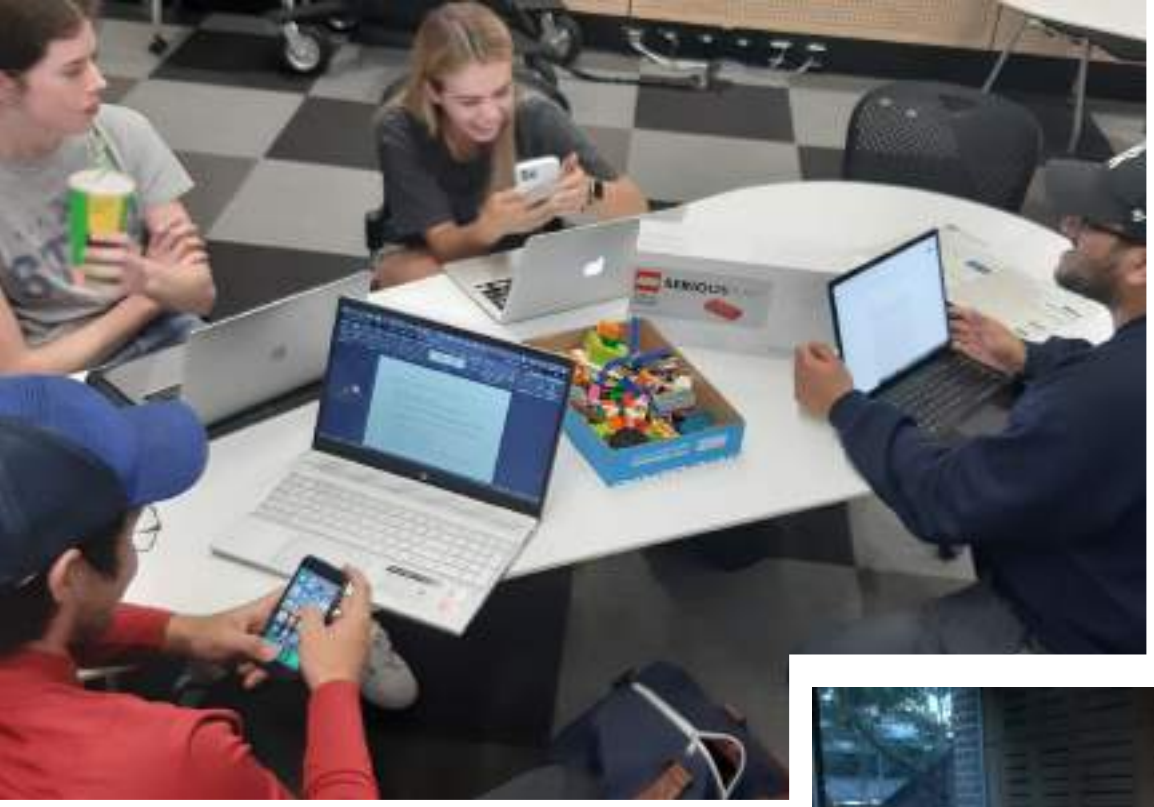
THE
LSP
METHOD
How to
ENGAGE PEOPLE AND SPARK INSIGHTS
USING THE LEGO® SERIOUS PLAY® METHOD
MICHAEL FEARNE
SERIOUS WORK
HOW TO FACILITATE MEETINGS & WORKSHOPS USING THE LEGO® SERIOUS PLAY® METHOD
APPLICATIONS INCLUDE
GOAL SETTING
TEAM BUILDING
IDEA GENERATION
VALUES & BEHAVIOURS
SHARED VISION
MASTERING THE LEGO® SERIOUS PLAY® METHOD
44 Facilitation Techniques
FOR TRAINED LEGO® SERIOUS PLAY® FACILITATORS
Written & designed by SEAN BLAIR
Karen O.L. Grayburn
and LEGO® SERIOUS PLAY®
STRATEGIC PLAY
THE CREATIVE FACILITATOR'S GUIDE VOLUME#2
WHAT THE DUCK!
ACTIVITIES FOR ENGAGEMENT WITH THE LEGO® DUCK BRICKS
Jacqueline Lloyd Smith, MA, MBA
Denise Meyerson, PhD
Stephen J. Walling, CEC
STRATEGIC PLAY
THE CREATIVE FACILITATOR'S GUIDE VOLUME#1 ACTIVITIES THAT ENGAGE
Jacqueline Lloyd Smith, MA, MBA
Denise Meyerson, PhD
BUILDING A BETTER BUSINESS USING THE LEGO® SERIOUS PLAY® METHOD
Per Kristiansen
Robert Rasmussen

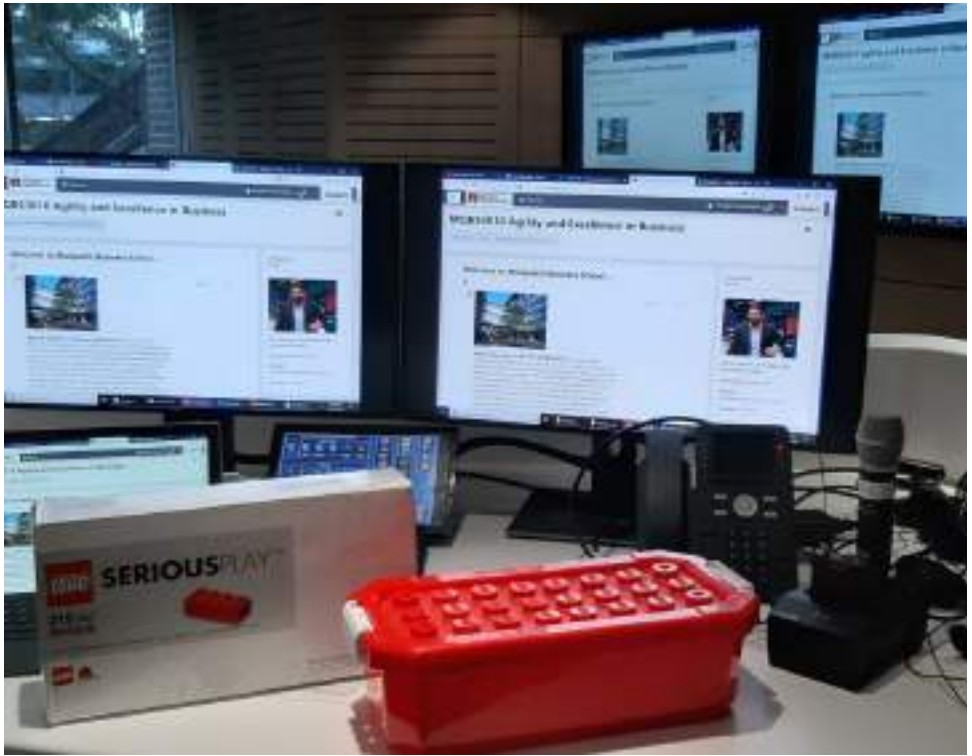
Activity #1 – Reflection

Reflection

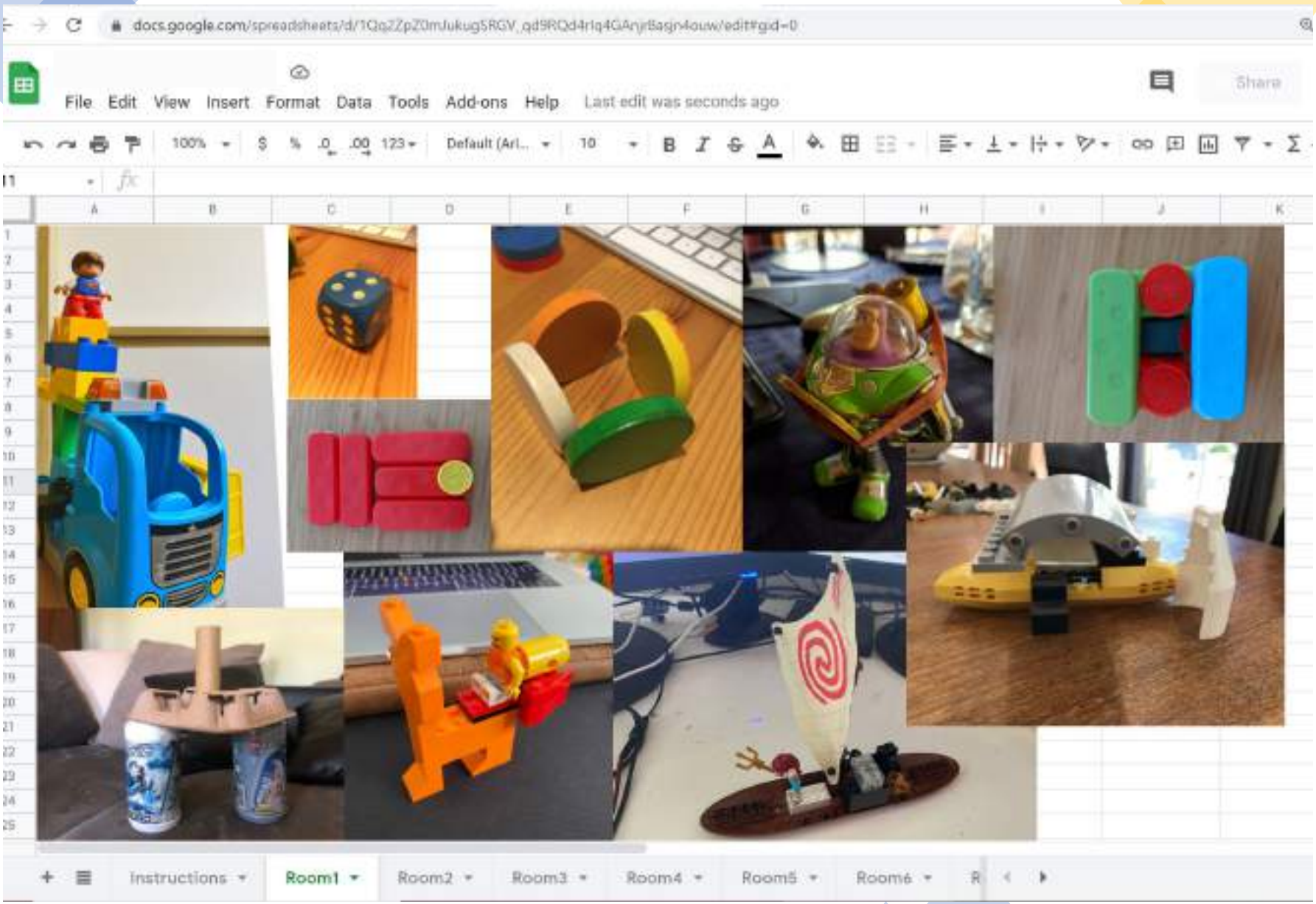

Gibbs' Reflective Cycle
Description
Feelings
Evaluation
Analysis
Conclusion
Action Plan

SERIOUS




SERIOUSPLAY

Online Version A



Online Version B

IMG-20200423-WA0000

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IMG-20200423-WA0006

IMG-20200423-WA0007

IMG-20200423-WA0008

IMG-20200423-WA0009

IMG-20200423-WA0010

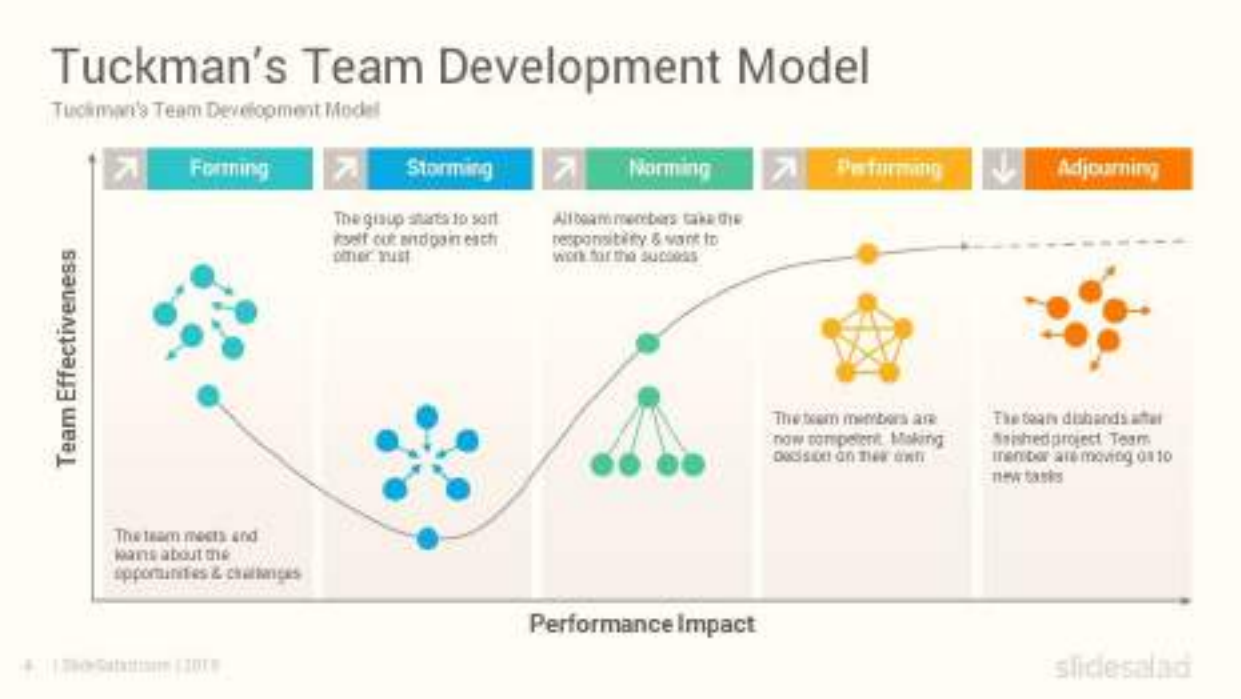
IMG-20200423-WA0011

Online Version C

Ruby Pallone
4. evaluate established major knowledge (T, I)
5. develop solutions to major problems (P, I)
6. demonstrate communication skills relevant to an appropriate professional environment (C)
7. develop an awareness of contemporary major issues (E)
8. demonstrate an awareness of the role of ethical behaviour in businesses (A).
Additionally, I took many breaks throughout university as I was still trying t
Finance Major - a key concept was how finance is an essential part of day to day life which can benefit a range of individuals spanning from a consumer level to multinational corporations. An example of this is how one company may have a great business

Activity #2 – Teamwork

Teamwork


Tuckman's Team Development Model
Tuckman's Team Development Model
Forming
Storming
Norming
Performing
Adjourning
The group starts to sort itself out and gain each other trust
All team members take the responsibility & want to work for the success
Team Effectiveness
The team members are now competent, Making decision on their own
The team disbands after finished project. Team member are moving on to new tasks
The team meets and learns about the opportunities & challenges
Performance Impact
slidesalad

LEGO
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LEGO
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LEGO
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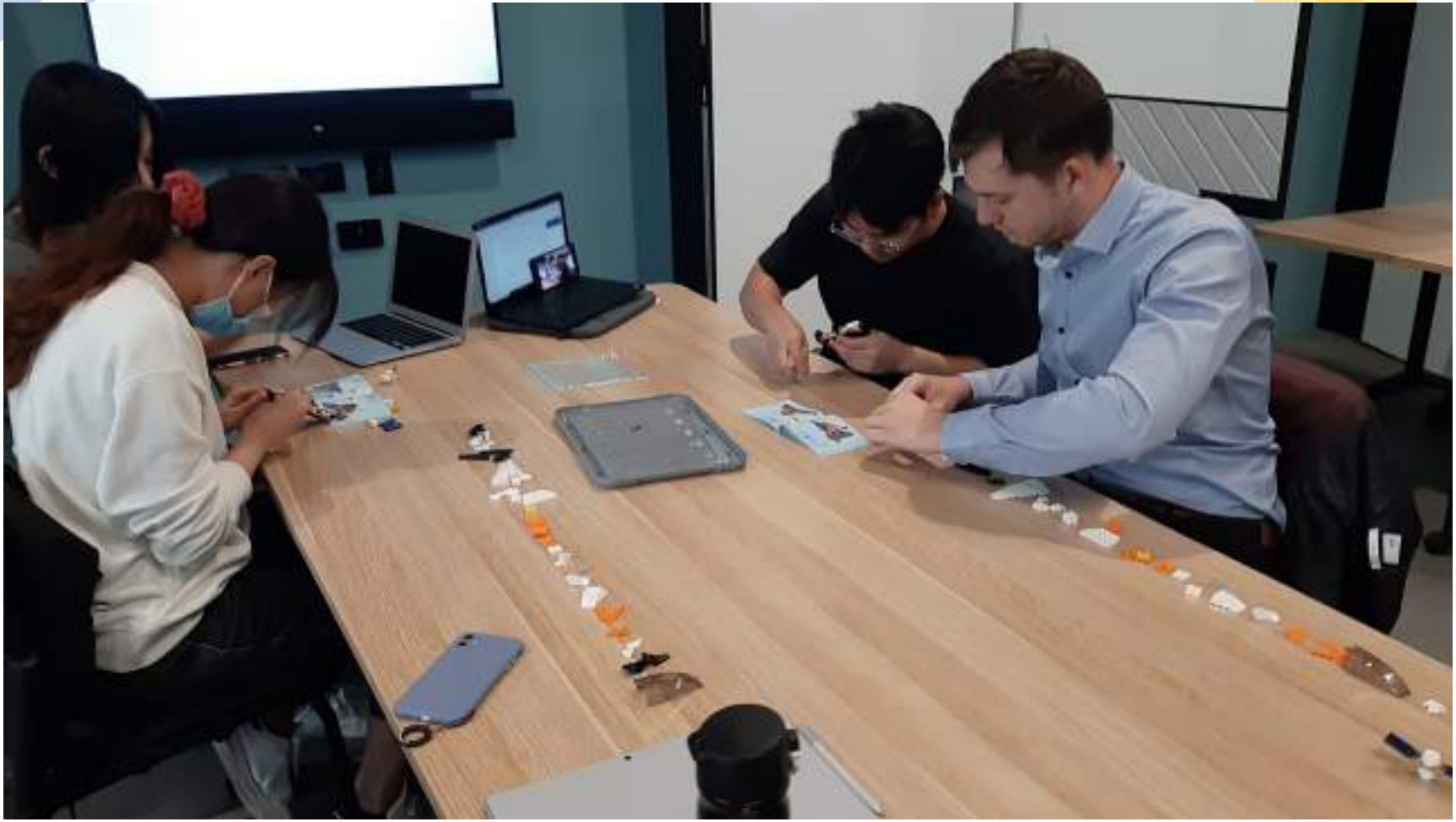

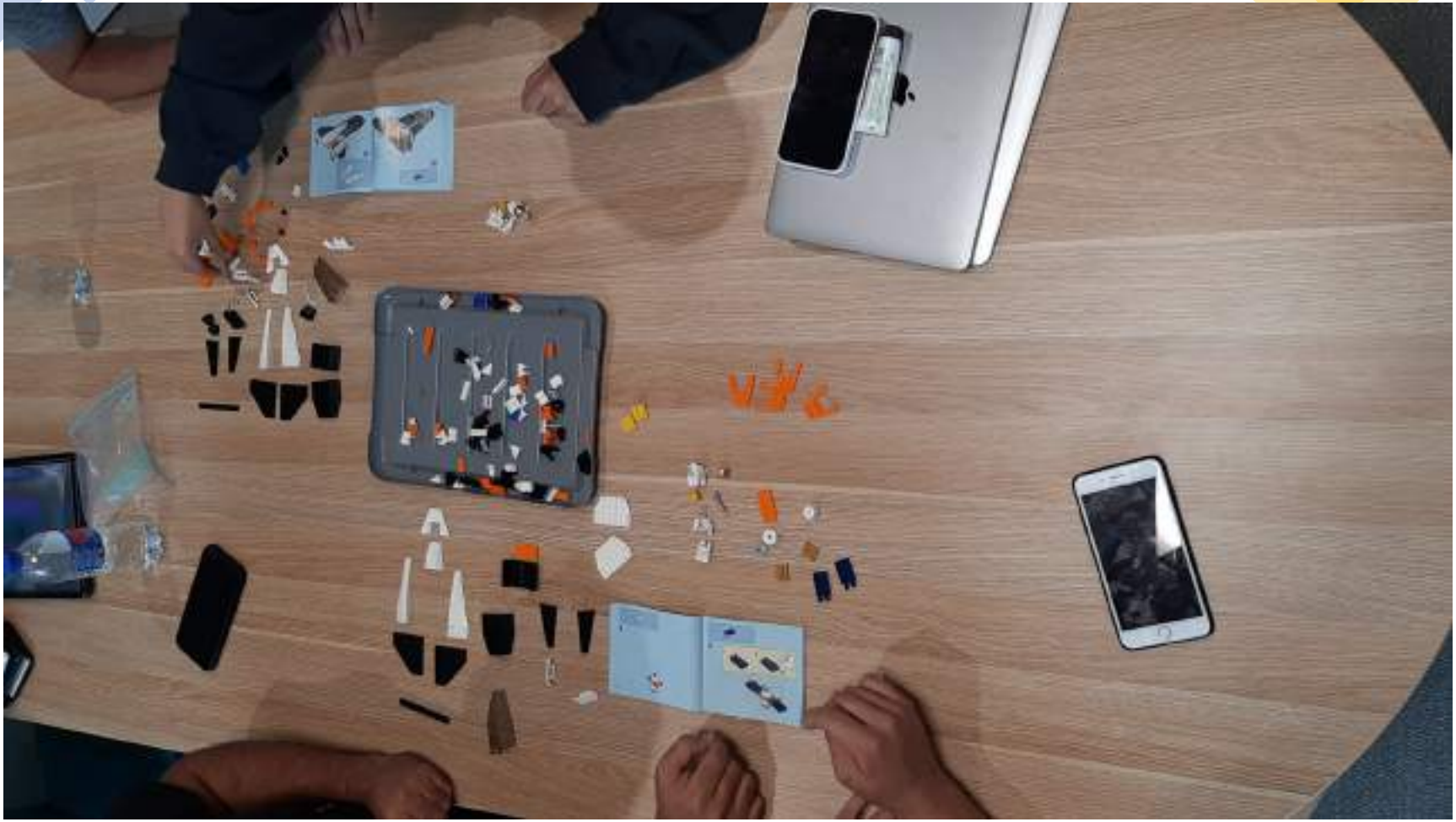

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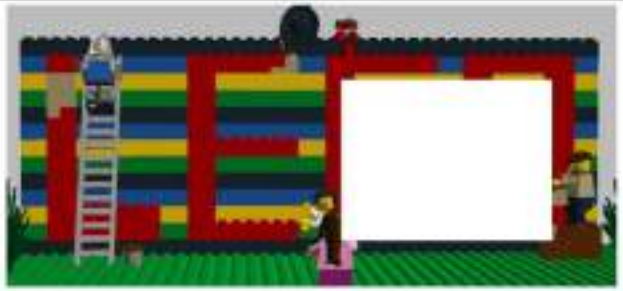

TALENT ACQUISITION: LEGO® SERIOUS PLAY® INTERVIEW

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BPE framework + process hierarchy = Process Ownership = Accountability

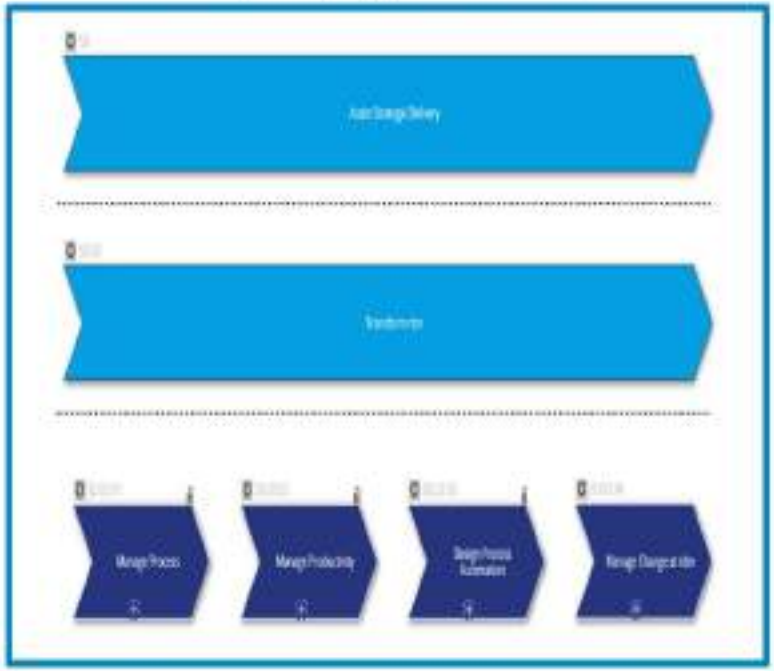
6 Step Lifecycle

Level 0

Level 1

Level 2

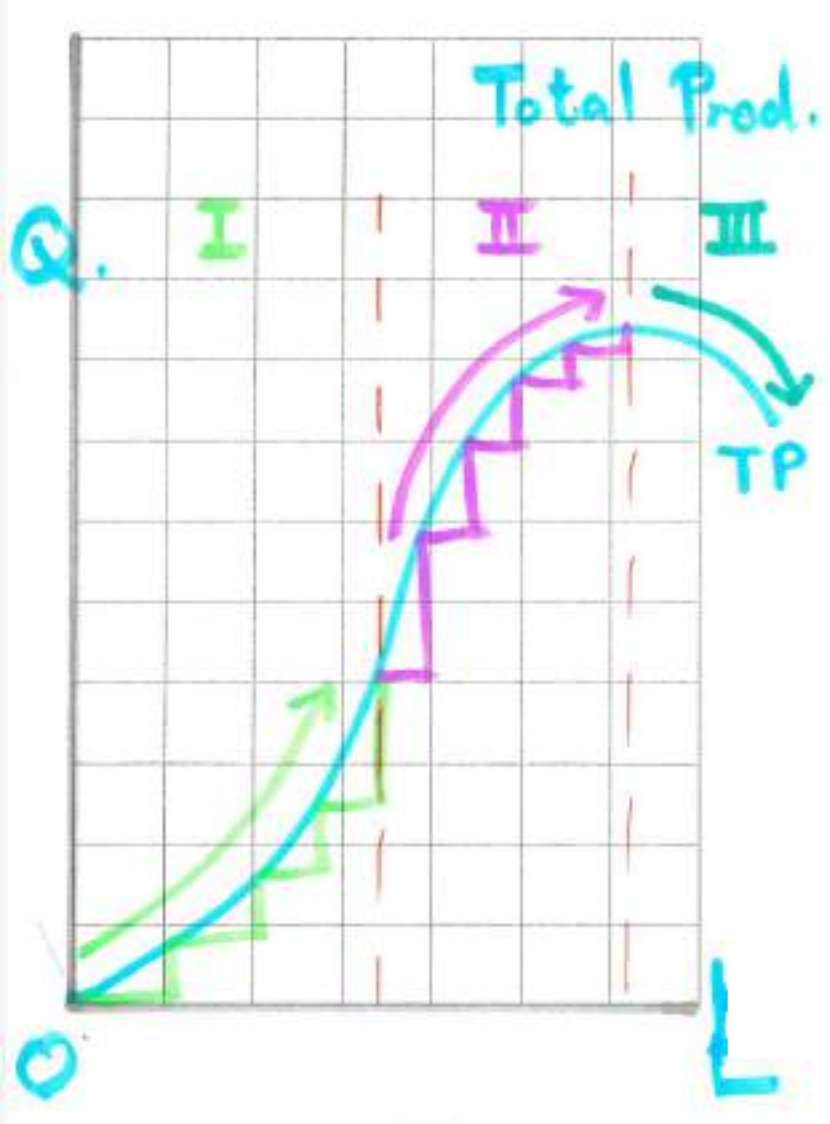
Example (hypothetical)



Activity #3 – Community Engagement

Macquarie
Business
School

Activity #4 – Production & Costs


Total Prod.
Q.
I
II
III
TP
O
L

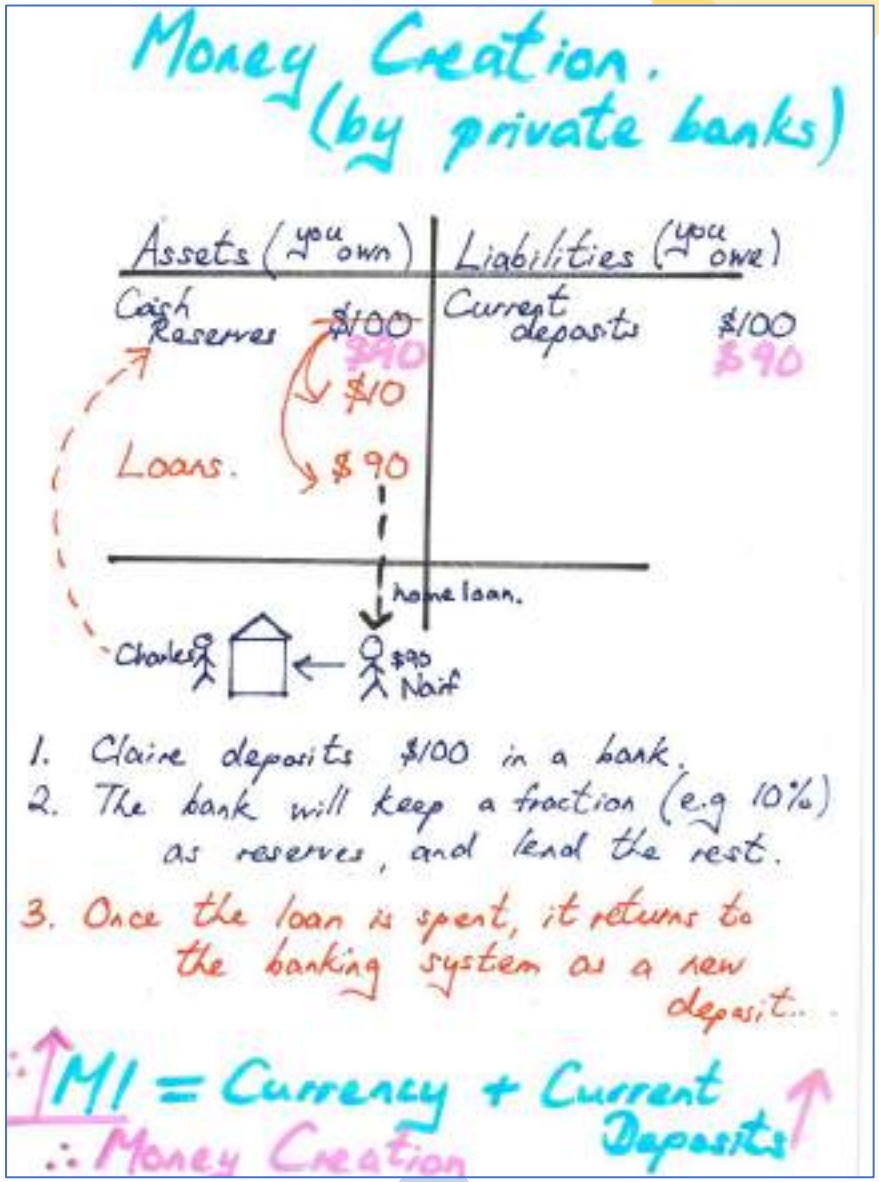
Activity #5 – Money Multiplier

Paper Money

Digital Money

Paper Money

Digital Money



Activity #6 – What the Duck

Activity #7 – Employability

THE UN SDG WE LOOKED AT:

UN SDG 7 – AFFORDABLE AND CLEAN ENERGY

OUR PROJECT NAME:

RENEWABLE BATTERIES (BRANDED AS 'SMARTTERY')

OUR PROJECT IS ABOUT:

BRIDGING THE GAP BETWEEN RENEWABLE AND AFFORDABLE ENERGY BY PROVIDING A SMART SERVICE THAT WILL REDUCE CARBON EMISSIONS.

#MyMq

#MqGrads

#MqCapstone

#YouToThePowerOfUs

#UNSDGs

What I learnt from this unit and our project:

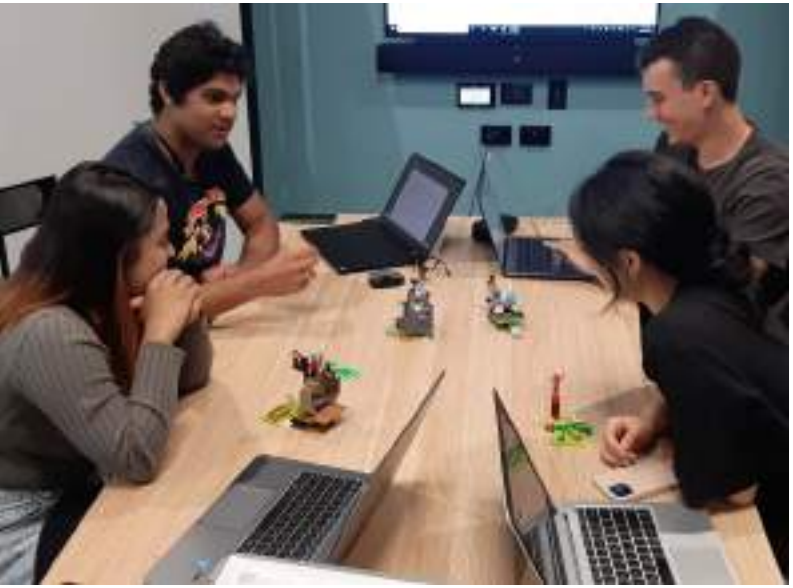
Sustainability

Innovation

Collaboration

Transparency and Agility

The tools & concepts used in our project:

Concepts: **All Marketing, Operations, Finance/Accounting and Human Resources**

Tools: **Google Docs/Slides (Report and Presentation), Canva (Graphic Design), Zoom (Meeting), Messenger (Chat)**