Day 1 – Design thinking for impact incubation - 18 October 2021

Duration: 13:30- 17:30

Unit	Content
1. Introduction to the project	The project, aims, learning outcomes and icebreakers. Why design thinking for impact incubation?
2. Social entrepreneurship, mentors and mentoring	Terms, state, trending, main project findings and figures
3. Impact Measurement Guidelines - the first project output	Existing impact measurement frameworks and models. How do investors choose the impact measurement model? State of the art!
15:30- 16:00	Coffee Break
4. GIIN. Lessons learnt and case studies	Study results and presentation of cases
5. Design thinking process	What is design thinking and why social entrepreneurs need it? Stanford design thinking framework.
6. Empathize - the hard of design	Deep understanding of the social problem and realities of people. Mindset! Ask the right 5 questions! Empathy map and tools. Exercises and case studies!

Day 2 - Design thinking process - 19 October 2021

Duration 9:00- 14:00

Unit	Content
1. Define - reframe the problem!	Definition of a meaningful and actionable social problem statement, which the design thinker will focus on solving. Define tools.
2. Ideate - generate alternatives!	How to ideate? Main tools for ideas generation. Examples, cases, readings and videos.
10:30- 10:45	Coffee Break
3. Prototype	What is prototyping? Definition. Low and high fidelity of prototyping - pros & cons. Case studies and videos.
4. Testing & Iterations - gather feedback and refine solutions	What is testing? Feedback capture matrix. Case studies and videos.
12:15- 12:30	Coffee Break

Unit	Content
5. Introduction on social business models.	What is social innovation? What is a social business model? Social Business model Canvas.
6. Typology of social business models and the role of mentors	Presentation of the existing types of social business models. Pros and cons. Presentation of a case study per type of model.

Day 3 - The business model is the main area for design thinking of mentors - 20 October 2021

Duration 9:00- 14:00

Unit	Content
1. Introduction of tools for mentors	Playing nine games
2. Breaking ice workshop	The coat of arms., Super-powers
3. Empathize workshop	Empathy map
10:30- 10:45	Coffee Break
4. Define workshop	Five whys
5. Ideate workshop	Brainstorming, Speed boat, Mashup, Mind map, The Six Thinking hats,
12:15-12:30	Coffee Break
6. Prototype workshop	Prototyping
7. Test workshop	Testing, Product/project box

Day 4 - Mentoring as a profession - 21 October 2021

Duration 9:30- 13:30

Unit	Content
1. What is a mentor of a social entrepreneur? Introduction and guidelines for mentors.	Overview of mentoring. Definition of mentor of social entrepreneurs and key concepts. Benefits of a mentoring process to mentors and mentees.
2. Typology of the mentors of social entrepreneurs	What type of mentors do social entrepreneurs look for? Matching mentors and entrepreneurs. Discussion.
3. Mentoring the social entrepreneurs as design thinkers	Design thinking - the way mentors help entrepreneurs. Building an effective mentoring relationship with mentees Phases of the relationships with mentees. Tips for being effective in each phase of mentoring.
11:30- 12:00	Coffee Break
4. Self-assessment tools for mentors	Presenting the results of self-assessment. Discussion
5. Design thinking competencies framework of mentors	Core skills, mentor-specific skills, most common competencies gap. Final discussion.

Day 5 Curriculum for training the mentors - 22 October 2021

Duration: 9:30- 11:00

Unit	Content
1. Evaluation of the training program	Pros & cons. Brainstorming on the curriculum for mentors.
2. Developing a curriculum	Developing a mentors' training curriculum