tomorrow's land

Co-funded by the
Erasmus+ Programme
of the European Union

Tomorrow's Land Learning Framework

'CREATIVE THINKER'	'IMPLEMENTER'	'CATALYST FOR CHANGE'	'CONNECTOR'	'TECHIE'
A creative person looks at problems differently and is willing to try new things. They are flexible and challenge traditional ways of thinking, being open-minded and taking inputs from everywhere to find creative and effective solutions. They think critically but also outside of the box. Creative thinkers are energised by taking big mental leaps and starting new things.	The implementer makes things happen, they know how to find and use different resources and are fully capable of bringing new ideas to life. They adapt to new situations with innovative solutions. They, take risks, and put ideas into practice with the ability of generating value: in the form of social value and money. They have the confidence to motivate and inspire people to achieve a desired goal.	Catalyst for change is a person fully capable of creating equal (collaborative) relationships with public and private sectors. They are charismatic and convincing. They are able to recruit and mobilise stakeholders and build effective collaborations. They act across disciplines and sectors.	Someone with strong interpersonal skills is also known as the "connector" because of their ability to connect and engage with people and build external relationships. To do this successfully, they need high emotional intelligence and to be sensitive to their surroundings and the people they work with. They are able to share and pitch ideas in a convincing manner and understand the audience they are speaking to and/or working with. They are strong 'networkers'.	Digital skills are becoming increasingly important in today's day-in-age. Someone with strong digital skills is able to communicate and learn in an online format and can use new technologies to their advantage. The techie is not afraid to try the latest technology and they know that it will likely become the norm in the near future. They utilise digital technology in everyday life and for workplace.
Ability to: - challenge traditional ways of thinking - adapt ideas and tools within different contexts - creatively use minimal resources - think outside of the box - think critically - test and experiment new ideas - find alternative creative solutions - reflect critically on yourself and your surroundings - learn as you go and learn by doing	Ability to: - investigate and understand the wider context - take the initiative and initiate actions that create social value - articulate social mission, values and objectives - present evidence-based communications to inspire and convince others - set goals, prioritise, evaluate and adjust to changing circumstances - define strategies to mobilise resources to generate social value for others (adapted based on Entrecomp: The Entrepreneurship Framework, 2016)	Ability to: - understand personal motivations to change the world - be committed to helping people - act on and inspire others to act upon social mission and values - understand communication challenges - be compassionate - employ empathy and sensitivity - effectively communicate with stakeholders - mobilise and motivate stakeholders - build effective collaborations - be a Humble leader	Ability to: - immerse yourself in many different activities - communicate authentically on other people's' level: learn a 'new' language (public, private, social economy sector) - listen to others - understand other people's' situations - understand the needs and fears of stakeholders - build and maintain trust – both face-to-face and online - network and cooperate	Ability to use ICT and digital media to: - identify, analyse, locate, access, retrieve, store and organise information - perform tasks, including the ability to operate platforms and digital business models - evaluate and problem solve - collaborate: linking with others in online networks and communities and to interact constructively - communicate and share: and to respect privacy including safety and "netiquette" - create and analyse content and knowledge, to construct new knowledge, coding and data analysis (adapted based on research results from Ferrari, 2012)

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SKILLS AND COMPETENCES	Creative thinking Critical thinking Flexibility	Research, analysis and interpretation Strategic thinking Ability to articulate mission, objectives (outputs, outcomes, & impact) Resource mobilisation Project/Business management Measuring social impact	Future visioning and ability to see a positive outcome Ability to engage and inspire, mobilise & motivate Collaboration	Networking Compelling & convincing communication skills Cross sector communication skills Listening and being empathetic	Information management Technical (business) operations Evaluation and problem solving Digital collaboration Communication and sharing Creation and analysis of content and knowledge
KNOWLEDGE IN….	Design thinking Effectuation framework Foresight	Economic environment and wider context Policy and strategy Stakeholder analysis Project/Business development Planning, monitoring and evaluation	Human-centred design Collaborative strategies Stakeholder management	Communication strategies Communication styles	Data analysis e-Leadership Online business development

KNOWLEDGE OF A SPECIFIC DISCIPLINE WHERE SOCIAL INNOVATION IS TAKING PLACE

RECOGNISING TALENTS IN DIFFERENT FIELDS ACROSS PROFILES