



Unit 1: Advanced manufacturing – companies' mindset and current trends

Subunit 1.3: Mindset and current trends

Activity 1.3.1: Mindset

Learning Outcomes	Knowledge	Skills	Responsibility and Autonomy
<p>(paste the appropriate LOs from the LOs Matrix)</p>	<p>Basic knowledge of:</p> <ul style="list-style-type: none"> mindsets of product development organizational and corporate culture in Industry 3.0 and 4.0 organisational structure in Industry 3.0 and 4.04. 	<ul style="list-style-type: none"> name and explain mindsets of product development in the context of advanced manufacturing: Design Thinking, Lean, and Agile differentiate between the organisational and corporate culture in Industry 3.0 and 4.0 exemplify organisational structure Industry 3.0 and 4.0 	<ul style="list-style-type: none"> demonstrate knowledge and skills obtained for development of cooperation between VET and business sector
<p>Type of activity</p>	<input checked="" type="checkbox"/> PDF <input type="checkbox"/> PPT <input type="checkbox"/> Image/Infographic <input type="checkbox"/> Video		<input checked="" type="checkbox"/> Test/Quiz <input type="checkbox"/> Game <input type="checkbox"/> Other (specify) <hr/>
<p>Duration</p>	<p>90</p>		
<p>Activity (to be inserted into Moodle and seen by learners)</p>	<p>Many argue that the first step needed for the successful digital transformation/transformation to the Industry 4.0 is a shift in the mind-set of business owners, managers, engineers, designers and other employees. This subunit focuses on some of the methods and tools that are being used for the business model transformations.</p> <p>To complete the activity:</p> <ol style="list-style-type: none"> Watch the following video (5 minutes): https://www.youtube.com/watch?v=r0VX-aU_T8 Read the following handbook (60 minutes): https://www.alpine-space.eu/projects/desalps/desalps-design-thinking-teaser-complete-toolkit.pdf In order to use some of the tools from the Design Thinking Teaser, revise the tools and select the most appropriate for the classroom (25 minutes). 		



Assessment	Use some of the tools provided in the Design Thinking Teaser (Appendix) in the classroom with students.
Resources	PC, laptop, tablet, smartphone, Internet Connection, post-its, sharpies, paper, printer
Further reading	Selling Industry 4.0 The new sales mind-set for connected products. https://www2.deloitte.com/us/en/insights/focus/industry-4-0/product-transformation-sales-mind-set.html

