



Arkki[®] *Finland*
25 years
www.arkkiinternational.com

CREATIVITY &
ENTREPRENEURSHIP
SCHOOL FOR CHILDREN &
YOUTH

12/2021



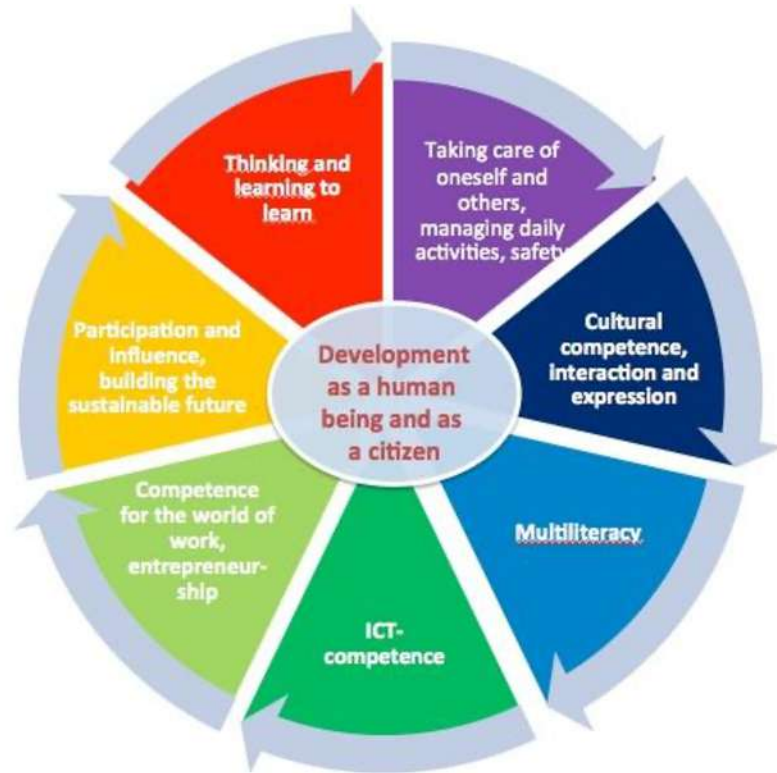


"65% of children currently entering primary school will have jobs that do not yet exist." – WEF

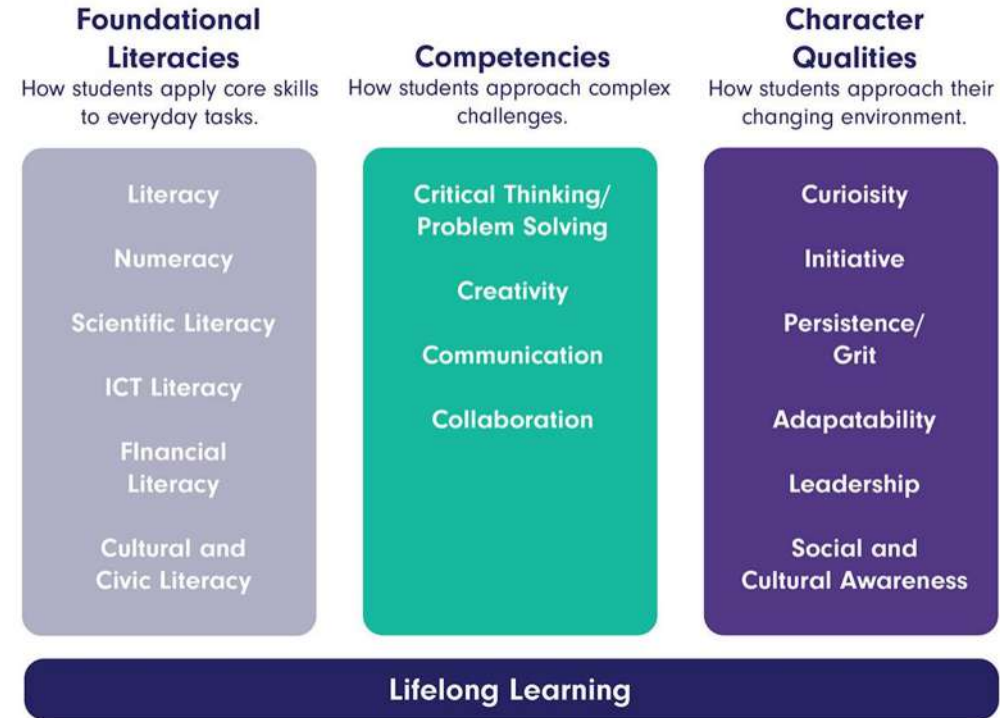


Creative Education for Children and Youth is the missing part in most Startup & Innovation Ecosystems and Creative Economies around the World.

TRANSFORMATION OF FINLAND'S EDUCATION SYSTEM



FINLAND'S NATIONAL GOALS FOR BASIC EDUCATION AND TRANSVERAL COMPETENCIES



21st CENTURY SKILLS AND QUALITIES

ARKKI INTERNATIONAL



Ministry of
Education
and Culture



FINNISH NATIONAL
AGENCY FOR EDUCATION



- » **School of Creativity & Entrepreneurship** for Children and Youth **from 4 – 19 year old**, founded in Finland **since 1993**,
- » **National extracurricular creative education program** of Finland, approved by **Finnish Ministry of Education & Culture**,
- » Certified by **Finnish National Agency for Education** to export Finnish education know-hows out to the World,
- » **20.000+** children and youth from **20+** countries,
- » Schools in **18 Cities** of Finland, Greece, Czech, Cyprus, China, Thailand, and Vietnam; and expanding.

CREATIVE EDUCATION FOR FUTURE INNOVATORS!

MULTI-
DISCIPLINARY
UNDERSTANDING
(STEAM
& BEYOND)

21ST-CENTURY
SKILLS &
HUMANLY-
DISTINCTIVE
QUALITIES

STARTUP
CAPABILITY &
ENTRE-
PRENEURSHIP

Agile learners with **entrepreneurial spirit** and **futureproof skills** to emerge into the World, into and beyond the 21st century, and extend to their **full potential and competitive advantages**.

ARKKI INTERNATIONAL



Mdm. PIHLA MESKANEN
Member, Finland's National Curriculum Team
CEO & Founder, Arkki International

Pihla Meskanen is an architect and a pedagogue who is specialised in creative education. She is the CEO and founder of Arkki International Ltd and the **inventor of the Arkki creative education program**, which is certified by the Finnish Ministry of Education and Culture. Meskanen has received many awards of her achievements, and she has been awarded the honor of the **Knight First Class of the Order of Lion of Finland** by the president of the Republic, and **Educator of the year**.

ARKKI ASEAN



- » Supported by the **Governments of Finland and Vietnam** to bring creative education programs to the 10 countries of ASEAN,
- » Three main activities:
 - Build **a systematic & progressive creative education platform** for children & youth from 4 – 19 years old,
 - Connect children **between ASEAN countries, and with Finland** through international camps, playgrounds and exchange programs,
 - Connect children with **the startup & innovation ecosystem** as a whole.
- » Viet Motion Ltd., a Vietnam-based company, has been appointed as the Franchisor in the ASEAN, and is looking for Master Franchise Partners across the **10 ASEAN countries**.



WHAT DO CHILDREN LEARN AT ARKKI?



DESIGN THINKING

- » Design Thinking becomes a second nature in solving any problem: Empathize – Define – Ideate – Prototype – Test
- » Skills to face the challenges of rapidly changing society



MAKERSPACE

- » Mindset: Value of innovation comes from a continuous process of change and improvement
- » Fast prototyping & testing for any project idea
- » Project Planning & Management



INTER-DISCIPLINARY STEAM SKILLS

- » Complex Problem Solving Skills integrating:
 - Science
 - Technology
 - Engineering
 - Arts + Humanities + Social Sciences
 - Mathematics

WHAT DO CHILDREN LEARN AT ARKKI?



21st CENTURY SKILLS: The 5C's

- » Complex Problem Solving
- » Creativity
- » Critical Thinking
- » Collaboration
- » Communication



HUMANLY-DISTINCTIVE VALUES

- » Curiosity
- » Initiative
- » Persistence
- » Adaptability
- » leadership
- » Social & Cultural Awareness
- » Emotional Intelligence

ARKKI PHILOSOPHY



PLAY – CREATE – SUCCEED!

Arkki's Education Program is designed so that all students can succeed in exploring new things and express their creativity through productive play, and absorb new knowledge and skills naturally with these uplifting emotion & experience!

Play: Fun Learning – using play as a means to explore. Enjoying the learning experience enhances the learning impact!

Create: To generate many solutions for a problem, and all solutions are equally good, there is no right or wrong answer.

Succeed: Learning through success is much more effective than learning through feeling of failure.

ARKKI PEDAGOGY



EACH CLASS IS A MAKERSPACE!

Through working with many different tools and materials, children gain and expand their “creative vocabulary”, and use this new language to communicate and bring their ideas to life.

Through hands-on experimenting, creative problem solving and collaborative learning, Arkki’s education is personalized for each child.

In that way, children can freely and naturally explore their talents, preferences and hobbies; practice the necessary skills for future world of work.



ARKKI PEDAGOGY

THE 4P'S OF THE CREATIVE LEARNING PROCESS



PROJECT: People learn best when they are actively working on meaningful projects – generating new ideas, designing prototypes, refining iteratively.



PASSION: When people work on projects they care about, they work longer and harder, persist in the face of challenges, and learn more in the process.



PEERS: Learning flourishes as a social activity, with people sharing ideas, collaborating on projects, and building on one another's work.



PLAY: Learning involves playful experimentation – trying new things, tinkering with materials, testing boundaries, taking risks, iterating again and again.

ARKKI PEDAGOGY

Phenomenon-
based Learning

Hands-on
Learning

Learning by doing

Project based
learning

Peer learning

Creative Problem
Solving

Design Thinking

Multisensory
Learning

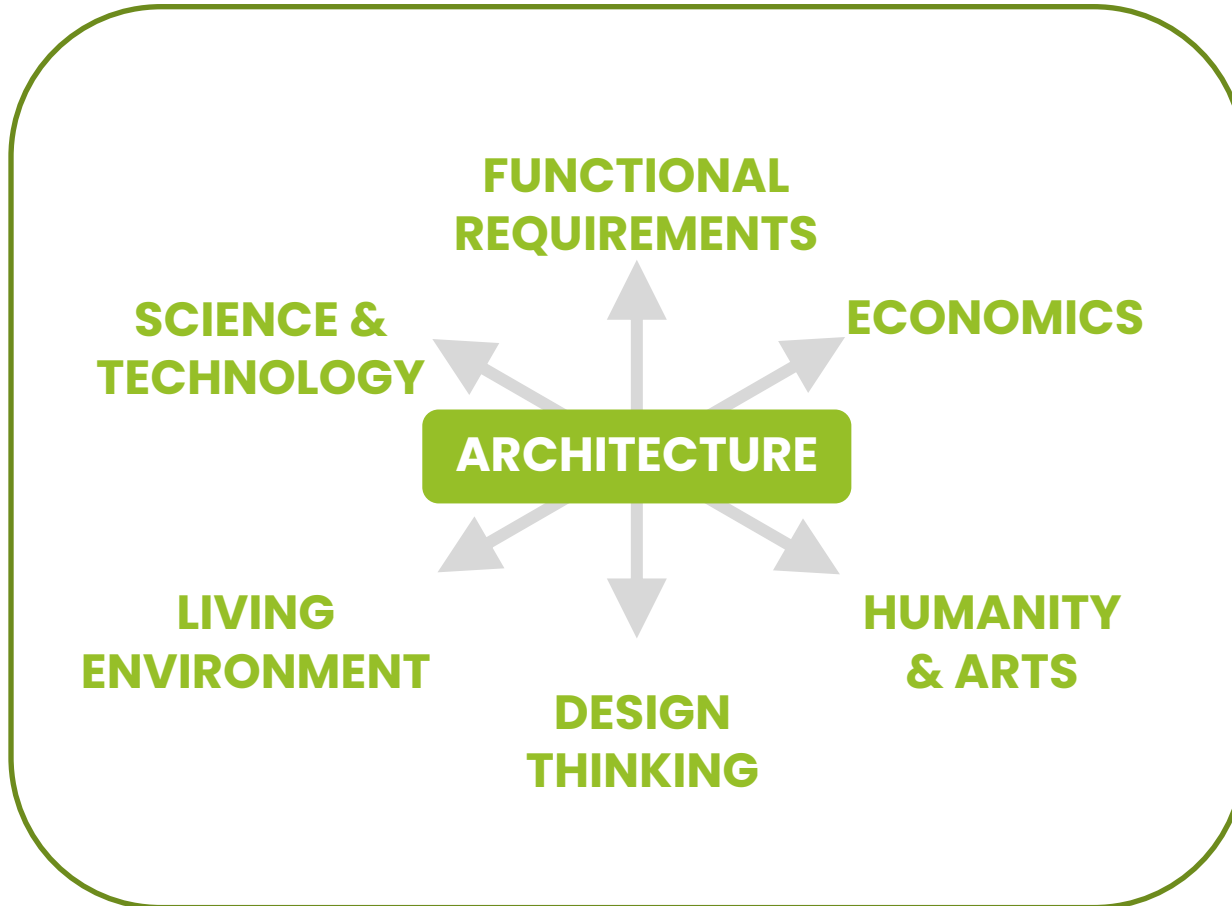
Teacher as
Facilitator

3D Learning

1:1 Learning

Learning by
Playing
- Productive Play

WHY ARCHITECTURE?



ARCHITECTURE:

Require intrinsically inter-disciplinary knowledge, aesthetics and empathetic understanding of other people's needs.

Is an exceptional theme for:

- Complex and intriguing projects, requiring the practice of design thinking and 21st century skills to complete,
- Inter-disciplinary STEAM* skills.

*STEAM: Science, Technology, Engineering, Arts + Humanities + Social Sciences and Mathematics.

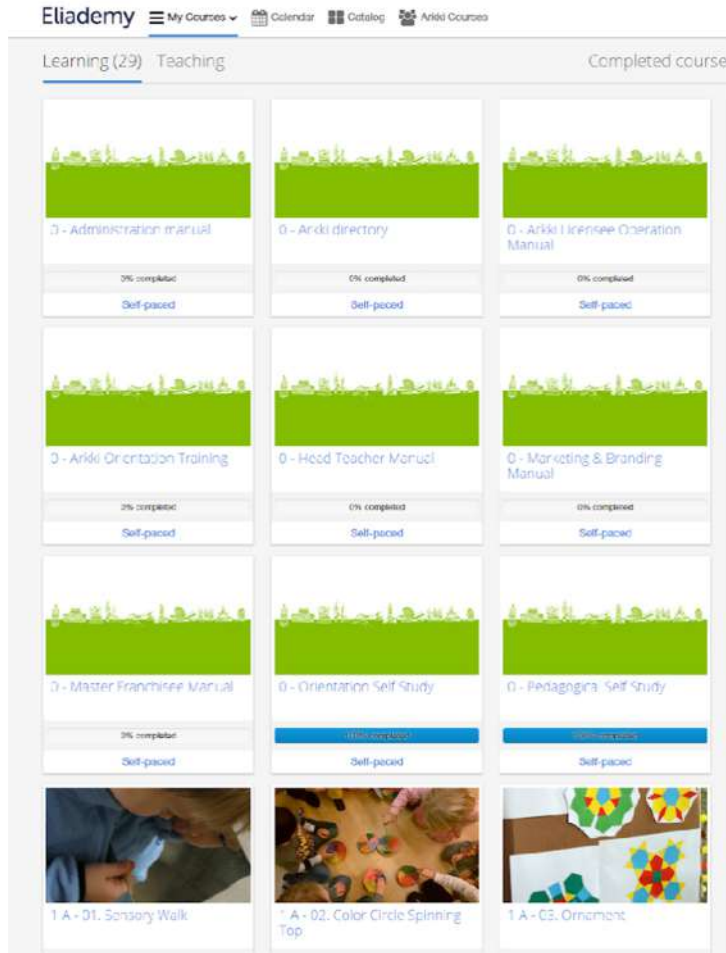
ARKKI PROGRAMS

PROGRAM	TARGET	DURATION
Long-term Module-based Course	Children: 4 – 19 y.o.	01 session/week, 90 min/session 30 module, 15 – 20 session/module, including 01 fieldtrip + 01 exhibition
Theme Course/ Summer Camp	Children: 8 – 19 y.o.	5 days, 8 hours/ day
Workshop & Mega-Workshop	Children: 4 – 19 y.o.	3 hours, 8 hours, and customizable
	Family	3 hours, 8 hours, and customizable
Innovation/ Recreation/ Team Building Training & Workshop	Corporate	3 hours, 8 hours, and customizable

REVENUE STREAMS

- » Sub-franchising
- » Corporate-owned Centers
- » Revenue-sharing with existing schools & skills Centers
- » E-learning
- » Edu toys
- » Corporate Innovation Training & Team-building

E-ARKKI



E-Arkki is the online platform that provides trainings/ manuals/ guidelines /ready-to-use templates for all Arkki activities:

- » Master-Franchise Partner Guidelines,
- » Curriculum & Pedagogy,
- » Teacher Management & Development,
- » Educational Content & Teaching Materials,
- » Brand and Marketing,
- » Operation & Administration.

E-ARKKI

1 A - 05. Tower

Arkki Architecture School for Children and Youth
Instructor

Confidential

in | Add to profile

Content | Webinars | Discussions

0%

Overview

PROJECT DESCRIPTION:

The Tower project introduces the concept of diagonal brace in engineering, and the significance of the diagonal beam used to brace a rectangular structure to withstand forces called compression and tension forces affecting structures. In the project the pupils learn by experimentation how the diagonal supports the structure from moving. The stiffness and durability of the structure will be physically tested as work proceeds, and observation and analyzing will guide the pupils to further develop their understanding.

Arkki - Torniprojekti

Watch later | Share

1 A - 01. Sensory Walk

0% completed

Self-paced

1 A - 02. Color Circle Spinning Top

0% completed

Self-paced

1 A - 03. Ornament

0% completed

Self-paced

1 A - 04. The Temple Parade

0% completed

Self-paced

1 A - 05. Tower

0% completed

Self-paced

1 A - 06. City Silhouette Painting

0% completed

Self-paced

1 A - 07. Block City

0% completed

Self-paced

1 A - 08. Self Portrait - Proportions of the Human Body

0% completed

Self-paced

1 A - 09. Shadow Theater and Storytelling

0% completed

Self-paced

1 A - 10. Snow Castle

0% completed

Self-paced

R - 01. Nest

0% completed

Self-paced

R - 02. Form Detective

0% completed

Self-paced



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