



Hintta School – old school with a modern heart



OULU

Laura Ritola, school principal
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Program for the day

9.00-9.45	Welcome to Hintta (Lauri and Laura)
9.45-11.45	3D Design and printing (Lauri) Lunch
11.45-12.15	STEAM Challenge (Lauri and Laura)
12.15-12.45	Break, coffee and tea
12.45-13.45	STEAM and Design Education as pedagogical approach @ Hintta (Laura) Discussion
13.45	Transfer to Hintta Early Childhood Education unit

Hintta Primary School



- Grades 1-6
- Emphasis for Design Education for all the students
- Special classes for Art Education,
- 2 integrated groups for students with special needs
- Pupils: 314
- Staff members: 35
- Classroom teachers, teachers for handicrafts (hard and soft materials), English teacher, special education teachers

Values and Vision of Hintta School

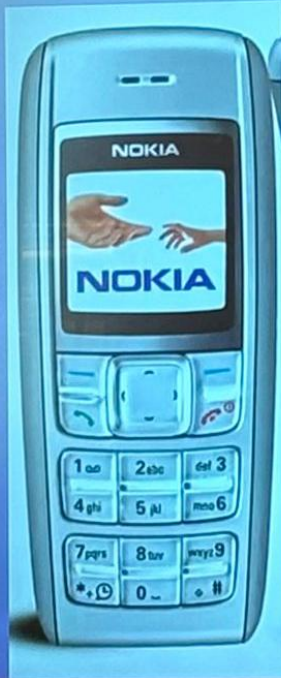
- Security
- Inspirational
- Experimenting

- Hintta for everyone – together, we do more
- From the culture of working alone to the culture of working together

What's wrong with Education?



Today's school and the future



2025: Starts in 1. grade

2045: Finished education, first job

2100: 81 years old, retirement

← 2005 vs 2025 →
2045?

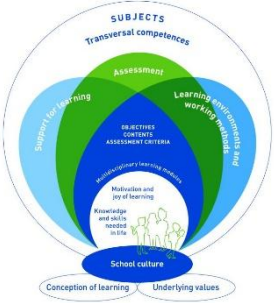


Design Thinking at Hintta School

LEARNING ENVIRONMENT

CURRICULUM

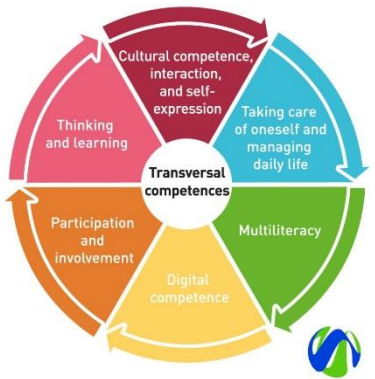
PEDAGOGY



HINTTA



design



Hintta School has got 3rd level national STEAM certificate



STEAM process





Hintta School design circle



MAKERSPACE

K O K L A M O



- Our makerspace “Koklaamo”
- Each class level has got “Koklaamo Day”
- This is the space to innovate, collaborate and experiment
- Materials are at hand all the time
- Technological facilities:
 - lasercutter
 - 3d-printer
 - different kind of robots
 - MicroBit-codingpads
 - vinylcutter
 - some small handicraft machines



Story behind Koklaamo

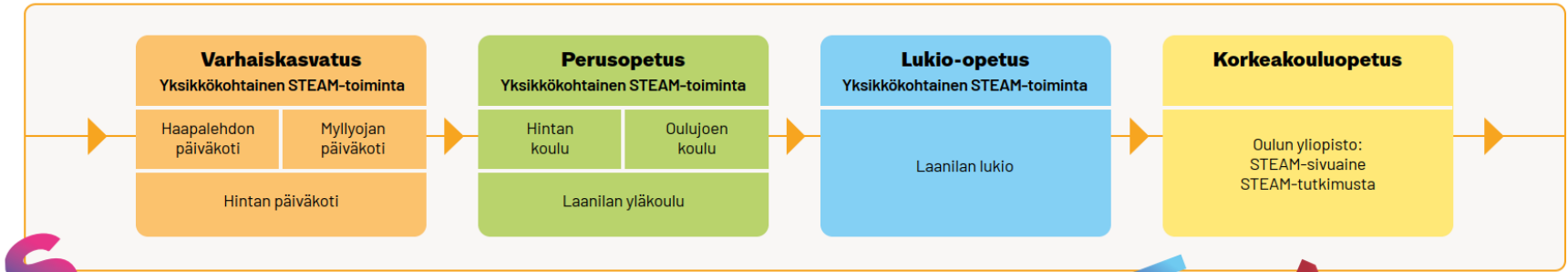
- School library
- Computer classroom
- Initiative from the students resulted in planning competition for students
- Business collaboration with Lekolar through Educational and Cultural Services
- Student participation in planning, doing and collecting money

Collaboration and networks

- Learning and working together
 - Time dedicated in learning together
 - Collaboration with tutor teachers and STEAM network
 - Hintta Design Days
- Our business partners are Lekolar (Nordic company that sells school supplies), CoolTool, Festo, Microsoft, Junnikkala sawmill, ACON, Nikama -design
- Oulu University
- STEAM schools
- Fab Lab community



STEAM-CAMPUS LAANILAN TOIMINNAN KUVAUS



S
T



- Oulun kaupunginkirjasto
- Museo- ja tiedekeskus Luuppi
- Yritysyhteistyö
- Oppilasagenttitoiminta
- Muotoiluprosessi
- Mentoriyhteistyö
- Makerspace-tilat
- Yhteisiä projekteja
- Yrittäjyyskasvatus ja kestävä tulevaisuus

VASU

OPS

LOPS

Special classes for Art Education

- Grades 3-6
- Students are selected through entrance examination
- More Art Education in the curriculum
- Focus on different techniques and design education
- Multidisciplinary projects using the design circle as a method for learning



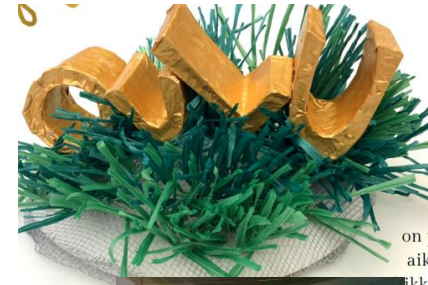


STEAM CHALLENGE

- Your task is to make a route for a marble that will last exactly 15 seconds. There has to be a start and a finish.
- You can use any materials you can see.
- You are allowed to test the route as much as you can.
- You will work in groups of five.
- You have 15 minutes to prepare.

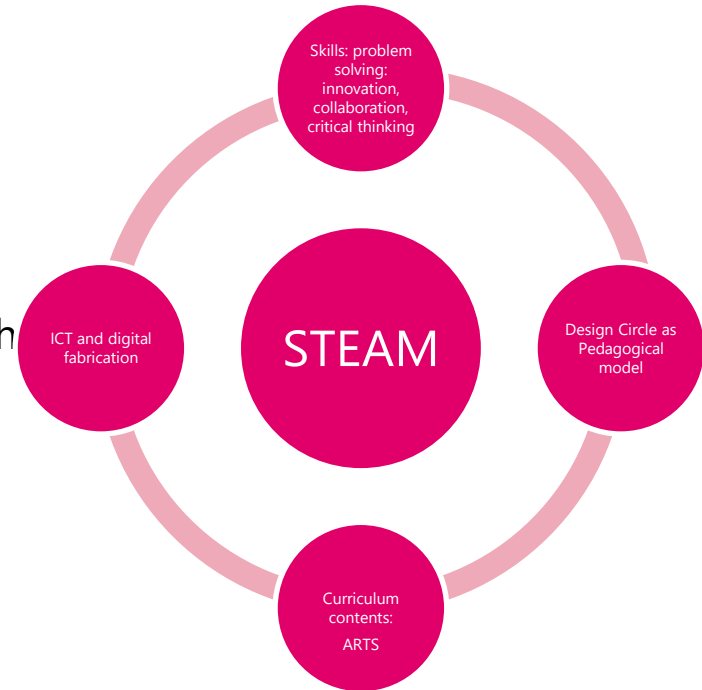
How is this implemented in everyday school life?

- Emphasis on design education for all:
 - Cross-curricular projects at class levels
 - Cross-curricular projects for the whole school
 - Optional studies for students
- Design Circle is the method for the projects
- Hintta Design
- Theme days
- Collaboration with events
 - [Lumo Light festival](#)
 - Tool Camp by Steam in Oulu
 - Amazing North
- Participation in competitions
- Laanila STEAM Campus collaboration with surrounding schools and kindergardens



Hintta Design 2.0

- Hintta Design 2.0 is the design education plan for Hintta School
- The plan integrates
 - the curriculum content
 - ICT-skills and digital fabrication
 - transversial competenciesinto multidisciplinary projects on each year level
- Our design circle is the pedagogical model for each Multidisciplinary project
- Arts and design are on a special focus, hence the school's special areas





Example: THE BUG PROJECT

1-2 GRADERS

Project plan

T1 Thinking and learning to learn

(T=transversal competence eli laaja-alaiset):

- collaborative work
- long-term commitment through the process
- Problem solving skill

T2 Cultural competence, interaction and self-expression:

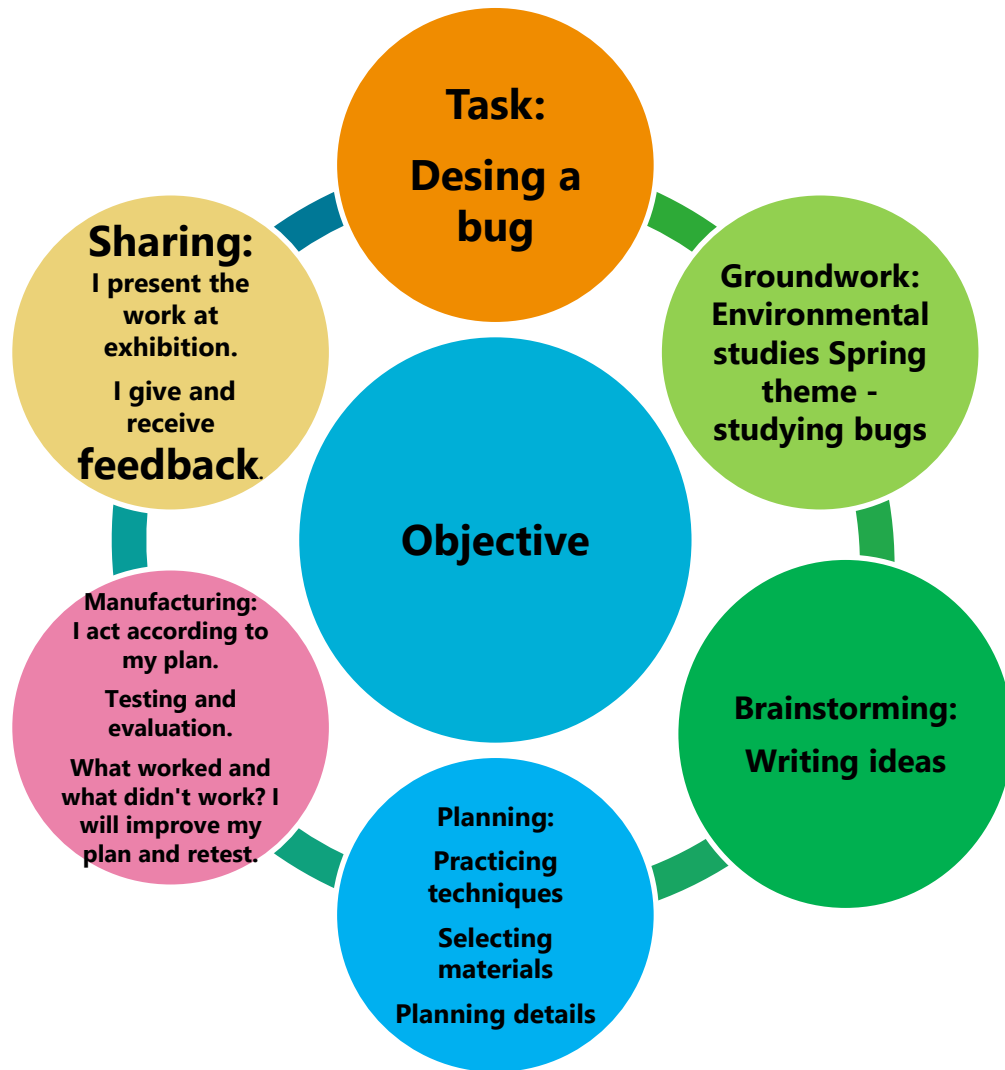
- Creativity, expression, developing manual skills
- Presentation of your own work

T7 Participation, involvement and building a sustainable future:

- Use of recycled materials

Subjects:

- Environmental studies
- Crafts
- Visual arts
- Mother tongue and literature
- Mathematics (Bee-Bot ja Scratch jr.)

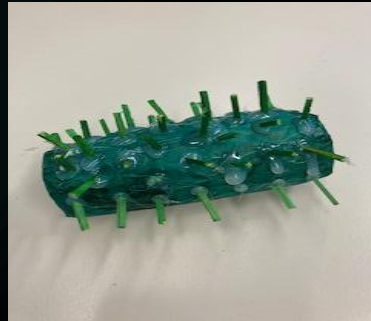




A few pictures of the project:

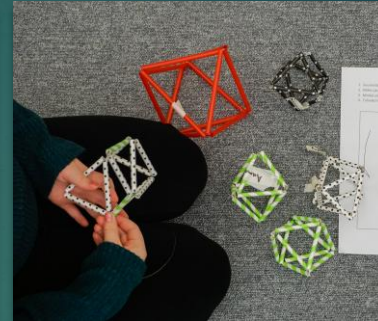
- ▶ Brainstorming
- ▶ Planning
- ▶ Manufacturing

Finished bugs and coding:



Pictures from other STEAM- projects

A type of hanging, mobile decoration made of straw or other similar material. These were made by first and second graders. "Himmeli"



Pictures from other STEAM- projects

MOTHER'S DAY GIFTS
MADE BY FIRST AND
SECOND GRADERS.



KORISTEET

SUODATA EHDOLLA

LAJITTELE:

Kaikki



Eniten mydyt

**Puukukka - Kiemura**

Alkaen €7

**Puukukka - Röyhelöinen**

Alkaen €7

**Puukukka - Tähtisilmä**

LOPPUUNMYTTY

**Puukukka - Roikku**

Alkaen €7

**Tähtitaivaan kruunu**

€11

Housing fair 2025 in Oulu



- Design competition for the students
- Task: to design multifunction outdoor furniture



And this evolved into..Golden Oulu Jewellery line



Luovaamo-laavu – our outdoor classroom



TAUSTATYÖ

HISTORIA

Ensimmäiset asumukset Suomessa olivat tilapäiseen tai siirrettävään majoittumiseen käytettyjä laavuja (katteena havut) tai kotia, joissa seinä ja katto ovat samaa rakennetta. Kodassa kiinnitettiin vitsaksella yhteen kolme riukua ja sitä tiivistettiin lisäriuilla. Katteena oli turve tai siirrettävässä kodassa kankaat tai koivuntuohesta kootut pressumaiset peitteet. Ylös jäi aukko, josta savu pääsi ulos.



? Mitä ominaisuuksia vanhoissa laavuissa piti olla, jotta ne olivat toimivia?

? Mitä ominaisuuksia koulun pihalle tulevassa nykyaikaisessa laavuissa tulisi olla, jotta se olisi toimiva?



Laavu on ikivanha maastossa käytetty katoksen kaltainen majoite.



IDEAKUVIA



A A I T O I A A V I I

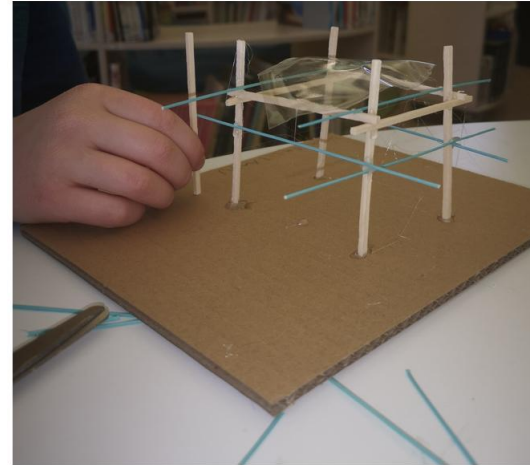
Luovaamo-laavu – our outdoor classroom

KUVAKULM



AALTO LAAVU

	3.
	4.

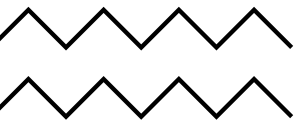




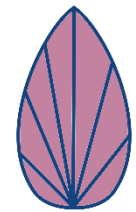


Where are we now?

- We have an outdoor learning space behind the school
- We have co-developed multidisciplinary learning projects together with an NGO
- The projects combine STEAM and design education



HINTTA



design



STUDENT
OWNED
WEBSTORE





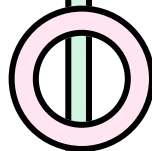
Hintta Design in a Nutshell

- Design projects are embedded into the school curriculum
 - One design project for each class level per year
- Optional studies and breaktime clubs
 - Printing
 - Manufacturing
 - Marketing
 - Packaging and posting
- Products are sold
 - Webstore (hinttadesign.fi)
 - Local Supermarket
 - Events
 - At school
- Close collaboration with different stakeholders in design and manufacturing
- Profit is used for student benefit

Every student feels
that they are part of
Hintta Design.

What are the skills
learnt?

**WE SELL
REAL
PRODUCTS
TO REAL
CUSTOMERS**



KORVAKORUT

SUODATA ERDOLLÄ LAJITTELE:

Kaikki Eniten myydyt



Onnen kristalli
€9



Nuoruuden taika
€9



Ikuinen ystävyys
€9



Tämä hetki
€9



Nappikorvikset
€7



Lovely daisies



Mimmi Maakotka



Suvi Sudenkorento



Jouluinen Mysteeri



Rieksa Riekkö



What are our strengths?

LEARNING COMMUNITY



STUDENT PARTICIPATION



COLLABORATION



Any final thoughts or questions?

Kiitos! Thank you!

hinttadesign.fi

[#hintan_koulu_steam_design](https://twitter.com/hintan_koulu_steam_design)

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**SIVISTYS- JA
KULTTUURIPALVELUT**

OULU

