

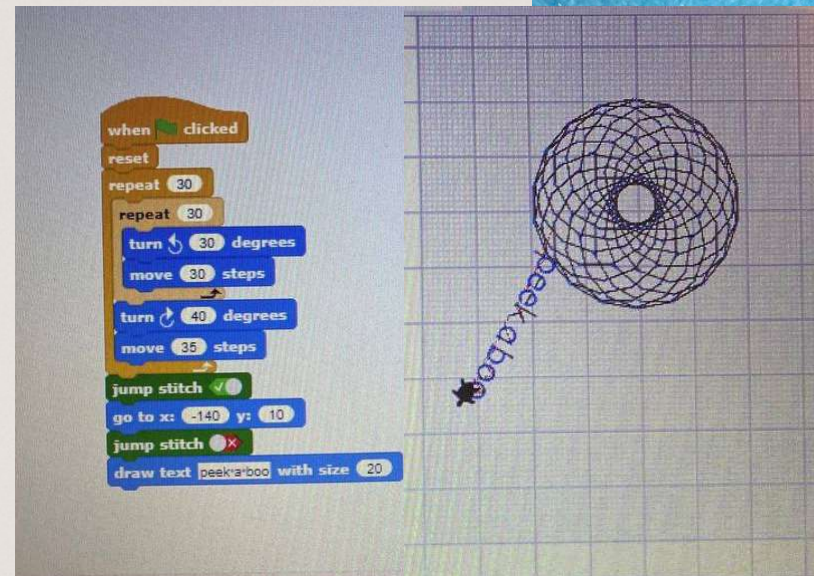
Mentoring through tinkering



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NEW LIFE
COMMUNITY SERVICES



Introductions



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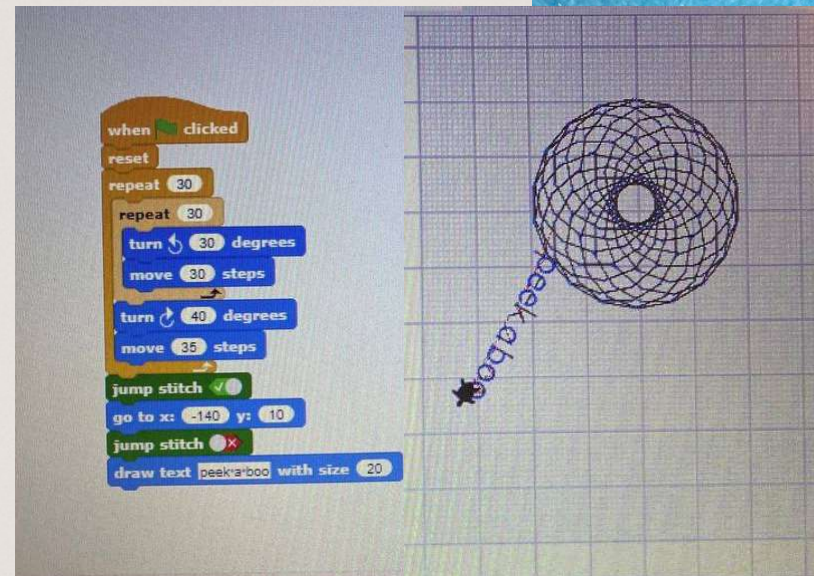
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Agenda

- Mentoring in New Life Community Services
- What is Tinkering?
- Mentoring through Tinkering
- Discussions - Brainstorming
- QnA



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Mentoring in New Life Community Services, Singapore

We mentor youth to master life's transitions and reach for their highest potential, so that they have hope and purpose, and go on to create positive impact in their community.

NEW LIFE
YOUTH



Informal Mentoring



Formal Mentoring

Mentoring in New Life Community Services, Singapore



NEW LIFE
YOUTH

What is Tinkering?

High Ceiling

Explore varying levels of sophisticated solutions

Wide Walls

Achieve goals via multiple pathways

Social Scaffolding

Construct and learn with peers

Engagement

Initiative and intentionality

Collaboration

Social Scaffolding

Development of understanding

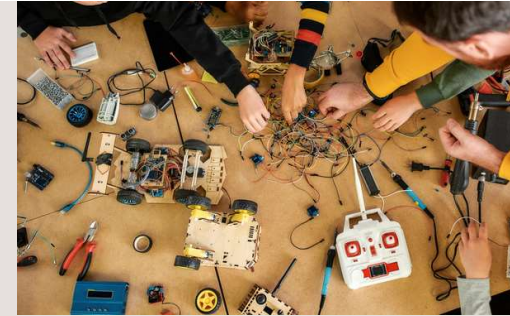
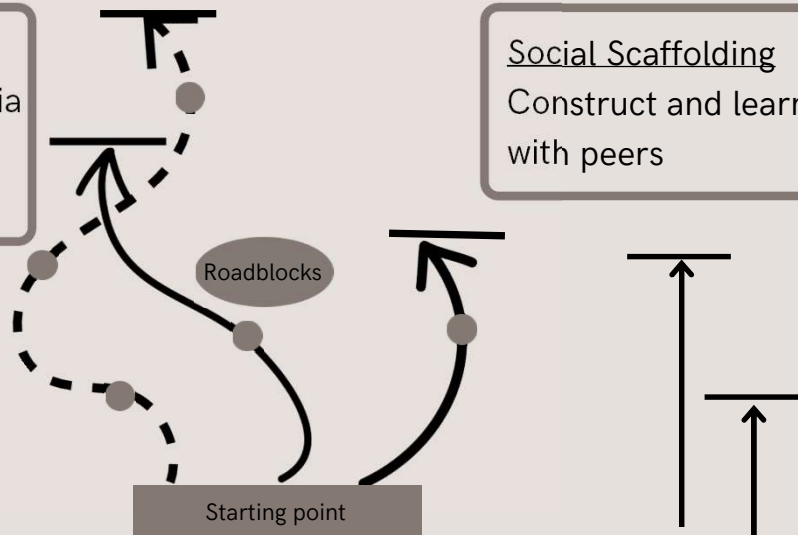
Mentee Outcomes

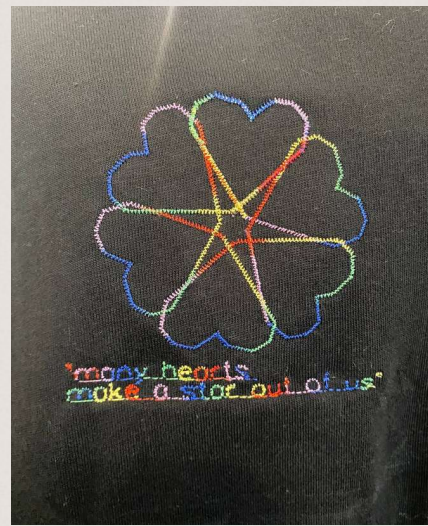
Low Walls

Easy starting points to set off on their own

Opportunities to iterate

Learn through cycles of trying





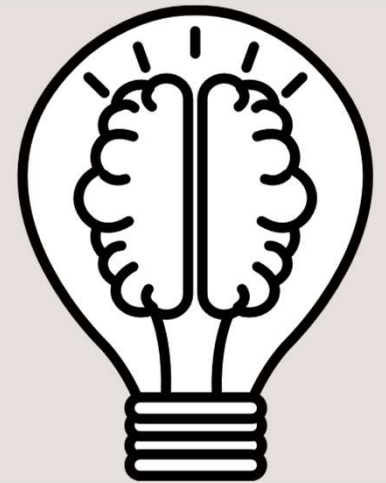
Turtlestitch coding and T-shirt design



Cardboard Automata building

Discussions

What are some other possible tinkering Activities?



Programme design

Programme Overview (4 X 3 Hr sessions)

Session 1	Teaching of basic topics, safety	Resilience
Session 2	Boundaries of Tinkering, Advanced topics	Asking for help
Session 3	Open Tinkering	
Session 4	Open Tinkering, Display of product	

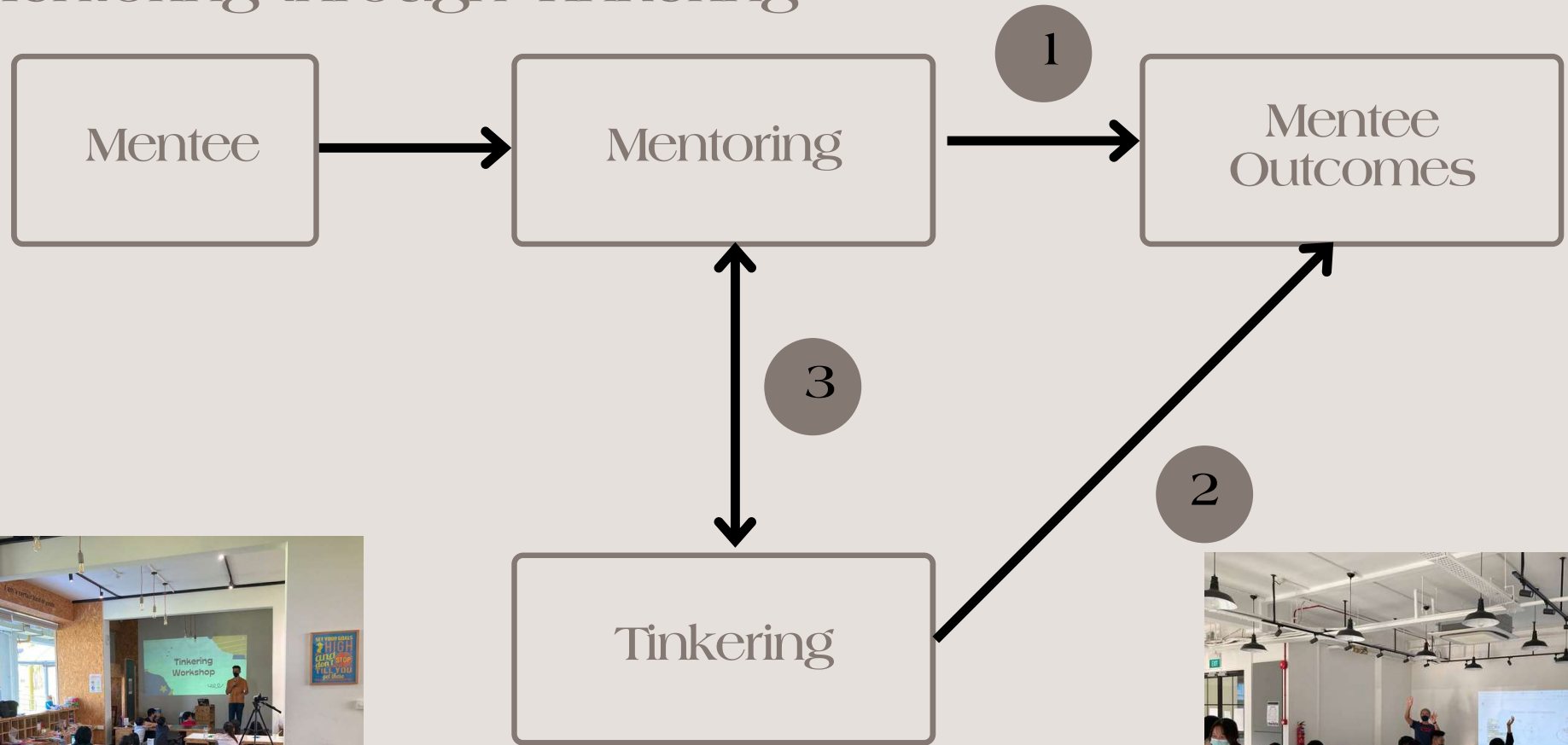
Role of mentors:

- Don't give mentees answers
- Encourage mentees to try different solutions and not give up
- Facilitate reflections and draw learning points to apply in real life

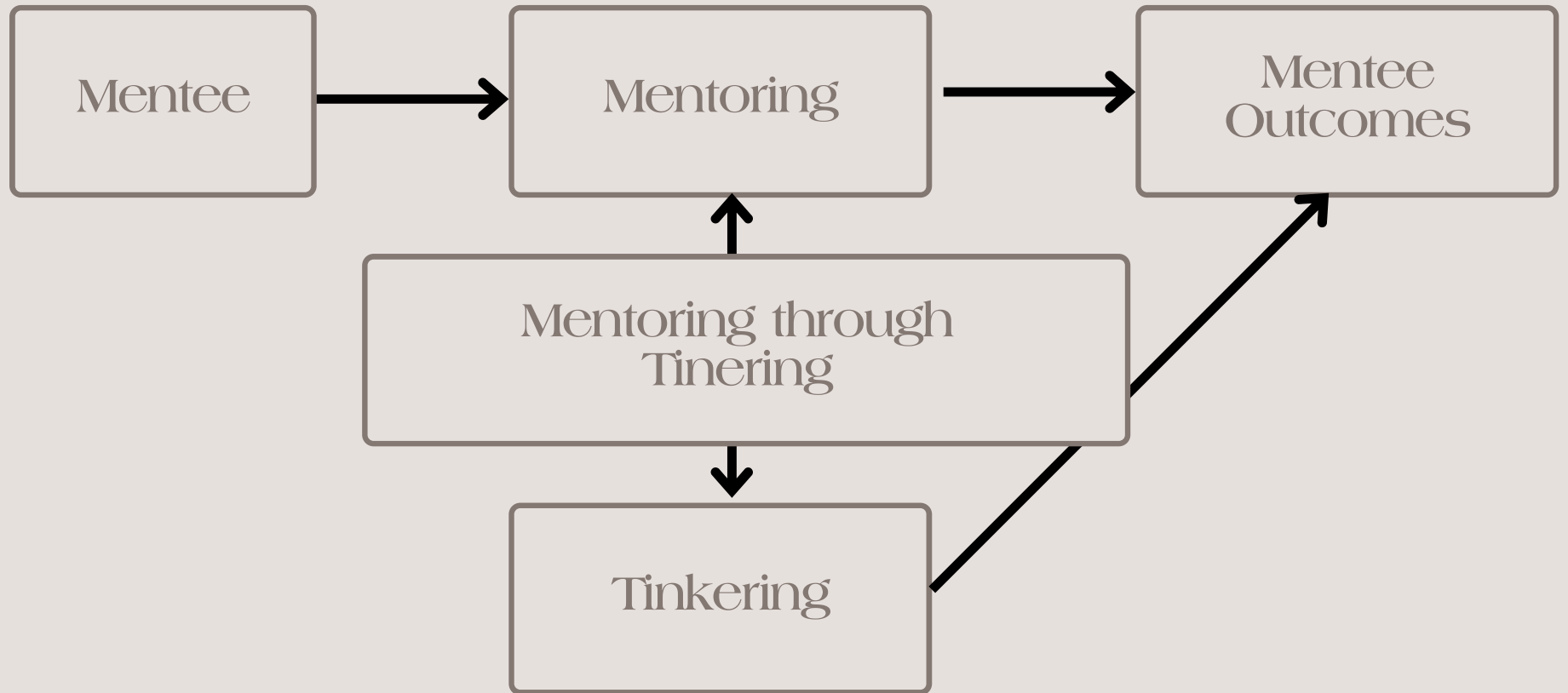
Example of a typical 3 hour session

Activity	Purpose
Icebreaker	Used to physically bring out the learning point
Explicit teaching of Values	Explain certain social-emotional concepts/values
Tinkering time	Allow mentees to tinker and create their products
Reflections	Reflect on tinkering experience and values

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Figuring things out
together

Giving and receiving
help between mentor
and mentee

Encouraging prosocial
behaviours

Mentee Outcomes

"I suddenly got an idea... But then that didn't work, so I didn't give up I just continue trying."

"[I was] a bit [more confident during the tinkering programme]... [I feel that I am] a bit [better at dealing with the stress after the programme], ... because after I completed it then you will feel some sort of accomplishment feeling and it is good... [It makes me more confident.]"

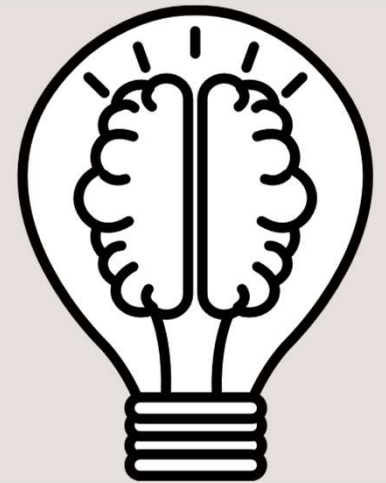


"I feel more confident to try [the activity]... Previously I wasn't confident in trying new activities in the youth hub, but this time round I manage to step out of my box and give it a try."

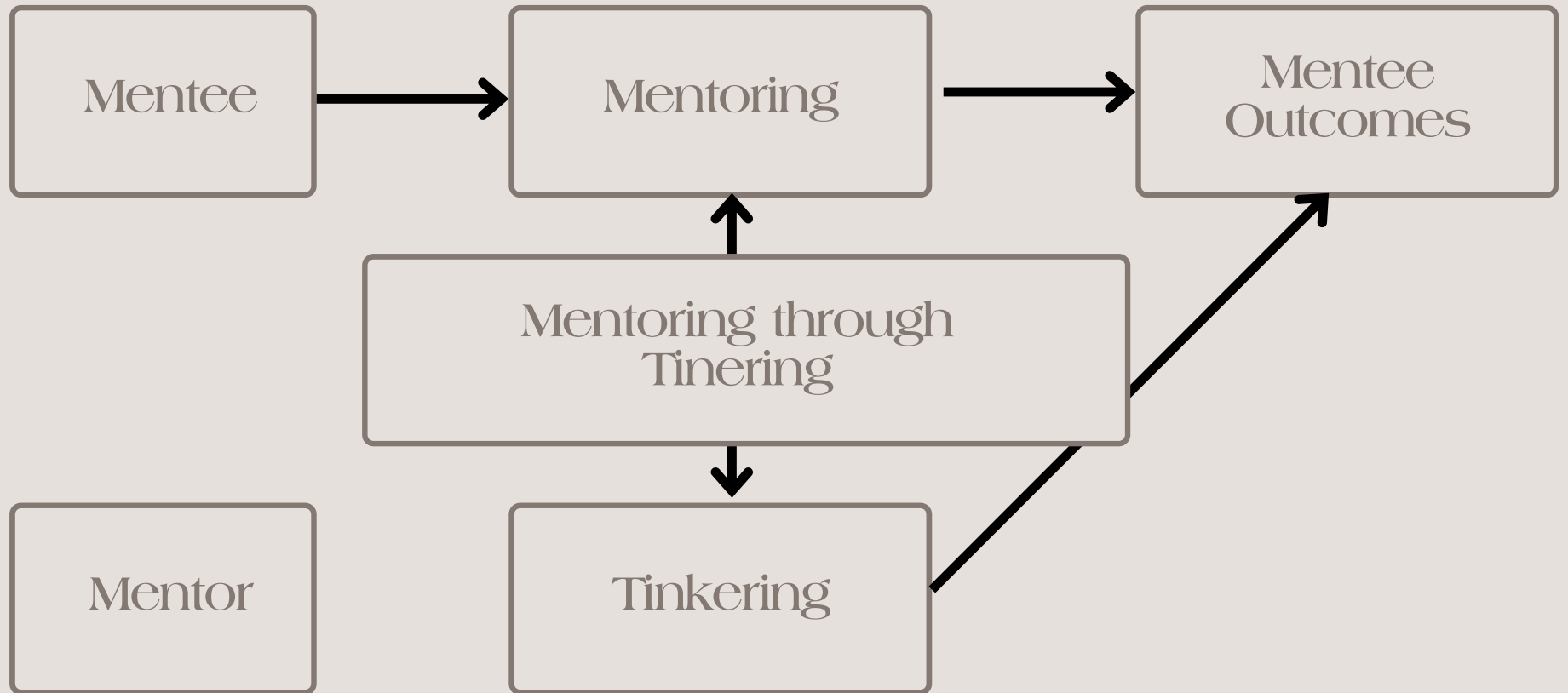
"I was never so determined and persistent before so I was just surprised that I did it."

Discussions

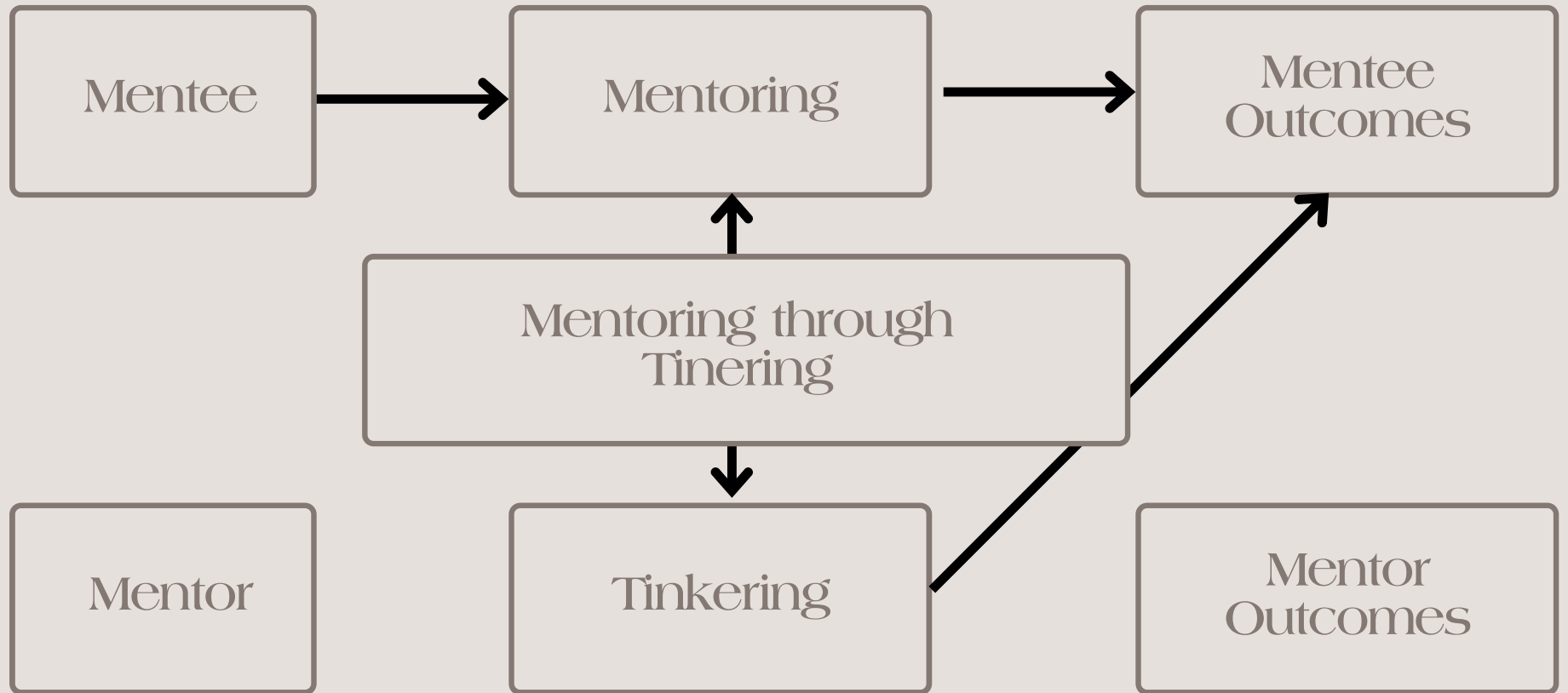
What are some desired mentee outcomes you hope to see in your programmes?



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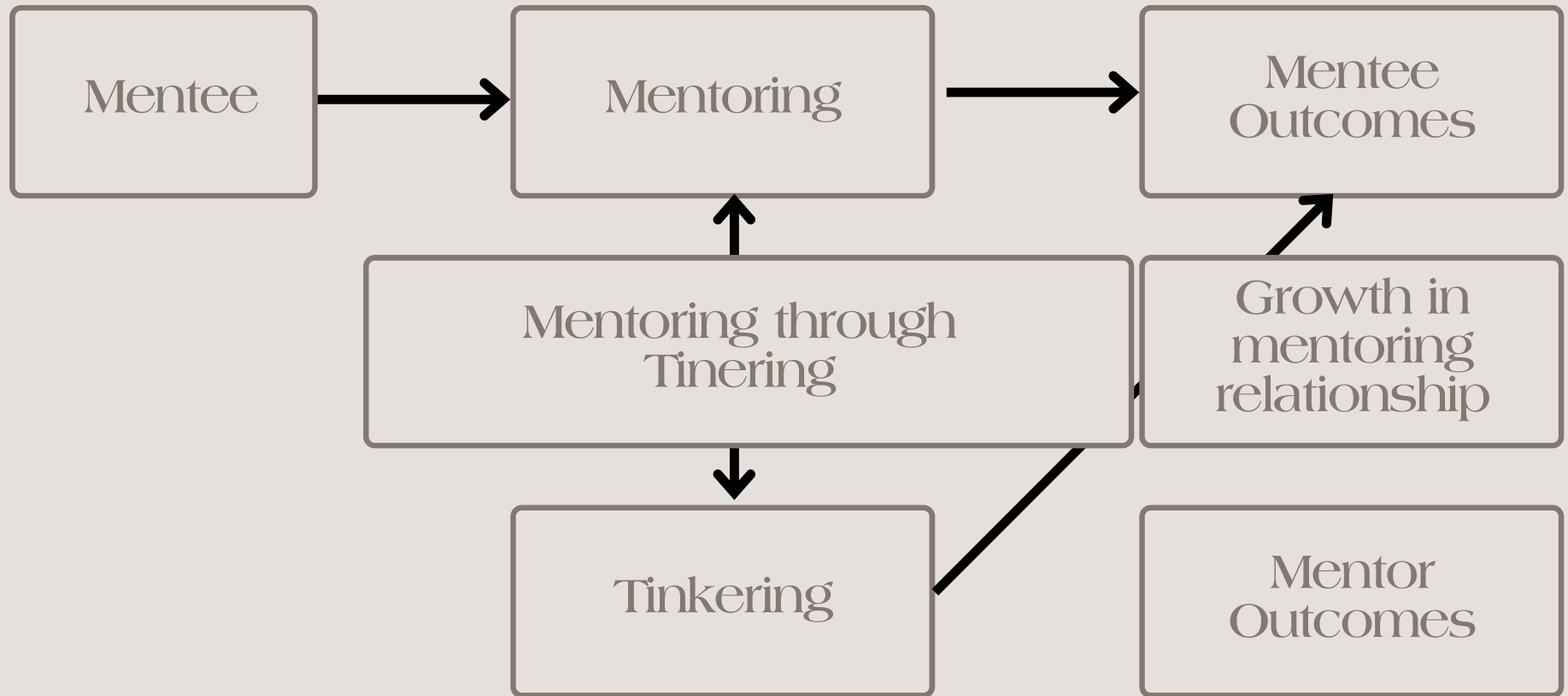
Mentor Outcomes

"[Recently, I am] more aware of my reactions to the youths, the things that they do and they say. Yeah, and also really just being intentional in just trying to understand them."

"Even when with the parents I also tell them to tinker, like I'll tell them [these are] the pros, [these are] the cons, do you like it? What do you think about it? Make the choice yourself. I think that was also a way that I brought tinkering in."

"I feel like I've learned to celebrate small victories as I mentor, and learn that some things are seasonal, and it is okay... I've learned to try and look things in a holistic perspective."

Mentoring through Tinkering



Mentee - Mentor relationship Quotes

Mentee 1

"She was the one who encouraged me not to give up.. She was helping me a lot during the activity. When I have a problem, she will tell me what I did wrong and she will guide me step by step."

Mentor 1

"So she started off trying, and I encouraged her by asking her to redo some parts [when she fails]. She did not really understand the concept of how the coding worked... But at the same time I could see her keep trying."

Mentor 2

"At the end of the program,... it did show me a bit more about her. It did show me that this aspect of her that I didn't know... she's quite goal-driven,.. Like if she wants something, it has to be like this exactly or it has to look like this exactly if not it's not good enough.... I think the program also showed that she has quite a lot of perseverance."

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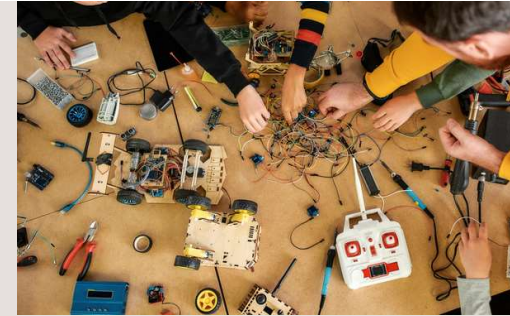
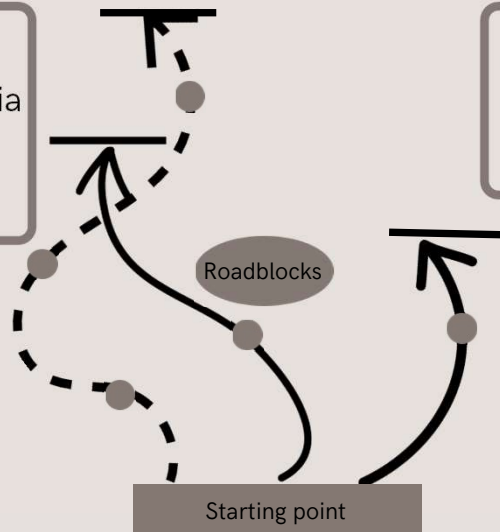
Mentee Outcomes

Low Walls

Easy starting points to set off on their own

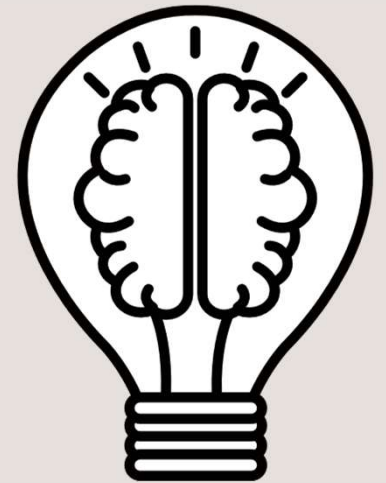
Opportunities to iterate

Learn through cycles of trying



Discussions

How can you apply this concept of Tinkering to your mentoring practice?



Takeaways

- Design challenging activities, allowing the mentees to fail, iterate and overcome together.
- Design activities that give mentees autonomy and opportunities to express their creativity freely. Mentors should also allow autonomy to take place.
- Design activities where it makes both mentor and mentee non-experts, where they can learn together to gain new knowledge, skills and competencies.
- Set up opportunities such that the mentee can ask for help and the mentor can provide help.