The Program comprises 6 modules, on Leadership, Futurology, Decision Making, Creativity Innovation and Ethics. Each module is nominally of 10 hours duration and is designed to be a very effective introduction to the subject. The Program is design to be a Motivational, Inspirational and Transformational experience that 'opens the minds' of the participants.

The 10 hours in each module are structured into 3 components as follows:

A: This is a one hour Preparatory and Induction Session, pursued in a self-learning mode. It consists of background material, inspiring quotes and some links to web 2.0 based resources including YouTube videos.

B: This part is of nominally 6 hours duration mainly in a didactic format with some interactivity. This may be pursued as e-learning remotely or in classrooms, in groups or one on one.

C: This is a 3 hour post course work/mini-project to apply the learning to one's context or areas of interest. The activities to be done would cover : posting on a wiki, writing a blog, creating a series of tweets, making and uploading a video on YouTube, PowerPoint slides on SlideShare, an essay on Scribd etc. Learners would be encouraged to experience a variety of means of expression, preferably a

Prof. M.M. Pant (www.mmpant.net) is an internationally renowned expert specialising in pedagogy, technology and the development of tools and curricula for 21st century education.

He has been known for developing, working models that enhance the pedagogy using latest available technologies. He is especially noted for his efforts in leveraging social media for improving learning and bringing the mobile into the classroom where it has been traditionally banned.

Prof. Pant's current work and interests revolve around the development, delivery and promotion of educational products, processes and services that cater for the needs and interests of future learners, a framework that is named "**Learning 221™: Learning for the 2nd Decade of the 21st Century**".

Prof. M.M. Pant

His past roles include being the Former Pro-Vice Chancellor, Indira Gandhi National Open University (IGNOU) and being on the faculty of IIT, Kanpur (the premier engineering institution in India), MLNR Engineering College and Faculty as well as Visiting Professor, University of Western Ontario, Canada. He has been a visiting scientist at European research centres in Italy, England, Germany and Sweden.

Prof. Pant is the founder of the LMP Education Trust, an organisation that supports underprivileged learners.

For any further Information, Contact:

Prof. M.M. Pant
E-mail: mmpant@mmpant.org
Cell: +91 - 98100 73724
Web: www.mmpant.net

Address
101, Greenwood Plaza, Greenwood City
Sector - 45, Gurgaon - 122 001 (HARYANA)

The Hexagon of

SUCCESS

Leadership 101

Decision Making 101

Creativity 101

The Hexagon of SUCCESS

Futurology 101

Innovation 101

Ethics 101

Webagogy

An e-mail a day
An SMS or two
Some Conversations on Cellphone
And Your Learning Improves

Visit the learning node
And meet your mentor
In face to face mode
And your learning gets better

Make good use of the web 2.0 and the Internet resources
Discussion Forums and instant messaging features
Heed the feedback and join the discourses
To find your learning become richer

They say, slow and steady wins the race
Choose your blend as well as the pace
Soon you'll find that your learning is whole
No matter what, you'll reach your goal !!!!!!!

www.mmpant-net

A Program for Flourishing and Thriving in the 21st Century

A This is a one hour Preparatory and Induction Session, pursued in a self-learning mode. It consists of background material, inspiring quotes and some links to web 2.0 based resources including YouTube videos.

B This part is of nominally 6 hours duration mainly in a didactic format with some interactivity. This may be pursued as e-learning remotely or in classrooms, in groups or one on one.

Leadership 101	Futurology 101	Decision Making 101	Creativity 101	Innovation 101	Ethics 101
1. What is Leadership?	1. What is Futurology? Its importance	1. Formulating a Decision Making Problem	1. The criticality of Creativity for Success in a Learning Society	1. The importance of Innovation	1. The Importance of Ethics
2. Theories of Leadership	2. Drivers of Change: Technology and Humans	2. Decision Making under Constraints	2. Can creativity be taught?	2. Examples of Great Innovation	2. Legal but not ethical
3. Assessing Your Leadership Style and Potential	3. Anticipating the Future: Scenario Building	3. Attributes of a Good Decision	3. Barriers to Creativity and overcoming them.	3. The process of Innovation	3. Philosophical Considerations
4. The Future of Leadership	4. Malthus: Limits to Growth and Thereafter	4. Approaches to Decision making	4. Exercises to enhance Creativity	4. Intellectual Property and Innovation	4. Business Ethics
5. Developing Your Leadership Plan	5. Ray Kurzweil and the singularity	5. Improving Your Decision making Skills	5. Measures of Creativity	5. Creative, Innovative and Design Thinking: Distinguishing between them	5. Social Ethics
6. Executing the Plan	6. Planning and Executing for Flourishing and Thriving in the Future	6. Data Driven Decision Making: Mathematics for Decision Making	6. Making Creativity a Habit	6. National Innovation Index Project of the UK	6. Future Ethical Dilemmas: clones, artificial life, etc.

C This is a 3 hour post course work/mini-project to apply the learning to one's context or areas of interest. The activities to be done would cover :

- Posting on a Wiki
- Writing a Blog
- Creating a series of tweets
- Making and uploading a video on YouTube
- PowerPoint slides on SlideShare
- An essay on Scribd, etc.

Learners would be encouraged to experience a variety of means of expression, preferably a different for each project.

More important than where we are, is the direction in which we are moving