

Event Agenda

Group 1: Teams 1-5	Group 2: Teams 6-10
<ul style="list-style-type: none"> Facilitators: Primary Location: 	<ul style="list-style-type: none"> Facilitators: Primary Location:

Day 1

Date:

Location:

Time	Activity	Locations
8:00 - 8:30 AM	Check-in & Breakfast <ul style="list-style-type: none"> Attendees check in at the welcome table and grab breakfast 	Whole Group: [location]
8:30 - 10:00 AM	Opening Session <ul style="list-style-type: none"> Welcome & Logistics: Hackathon overview, housekeeping Blue Sky Icebreaker Keynote 	Whole Group: [location]
10:00 - 10:15 AM	Break & Transition	Transition the whole group into two groups.
10:15 - 12:00 PM (1 hour, 45 mins)	UNDERSTAND PHASE 1. Orient the Challenge (30 mins) <ul style="list-style-type: none"> Framing: Before we jump into solutions, we need to deeply understand the problem and, critically, who it impacts. What are their unique experiences, challenges, and needs? How might factors like equity, access, or user context shape the problem? Goal: Develop a shared understanding of the challenge based on the statement, sourced data, and the diverse experiences each team member brings to the table. Activity: Team Discussion <ul style="list-style-type: none"> Review the challenge statement together and share insights from the data sourced by team members. Discuss: <ul style="list-style-type: none"> What opportunities or gaps do we see? What data or information is missing? What assumptions might we be making? Where do we feel clarity vs. confusion? 	Group 1: Group 2:

	<ul style="list-style-type: none"> ■ Who are the users impacted? What are their unique circumstances, needs, and challenges? <p>2. Root Cause Analysis: 5 Whys (30 mins individual + 45 group)</p> <ul style="list-style-type: none"> ● Framing: Surface-level problems lead to surface-level solutions. Using the “5 Whys” technique helps us dig deeper to find the root causes behind the challenge, setting us up for meaningful and lasting innovation. ● Goal: Use the 5 Whys method to identify one underlying root cause for the team’s challenge statement to guide later solutioning. ● Activity: <ul style="list-style-type: none"> ○ Overview & Example (10 min) <ul style="list-style-type: none"> ■ Facilitators provide a quick walk-through and example of the 5 Whys method. ○ Individual Work (20 mins) <ul style="list-style-type: none"> ■ Participants individually complete a 5 Whys analysis on their team's challenge (using provided worksheets). ○ Group Synthesis (45 mins) <ul style="list-style-type: none"> ■ Each team member shares their root cause (one sticky per person). ■ Teams cluster similar root causes into thematic groups. ■ Teams identify and discuss emerging patterns. 	
12:00 - 1:00 PM	Lunch	
1:00 - 2:00 PM (1 hour) 10 mins buffer time	<p>IDEATE PHASE (Part 1)</p> <p>3. Craft HMW Statements (40 mins)</p> <ul style="list-style-type: none"> ● Framing: Turning challenges into "How Might We" questions invites creative problem-solving and re-frames obstacles as opportunities. ● Goal: Craft focused, actionable HMW statements that set the stage for rapid idea generation. ● Activity: <ul style="list-style-type: none"> ○ Overview (10 mins) <ul style="list-style-type: none"> ■ Facilitators explain what makes a strong HMW statement (simple, user-centered, broad enough to allow creativity, but focused enough to guide ideation). ○ Team Work Time (30 mins) <ul style="list-style-type: none"> ■ Teams collaboratively draft 2-3 HMW statements based on their root cause synthesis. <p>4. Rapid Solutioning: Crazy 6’s (10 mins)</p> <ul style="list-style-type: none"> ● Framing: Quantity fuels quality. By generating lots of ideas quickly, we spark creativity and momentum without overthinking. ● Goal: Each participant generates 6 ideas in 6 minutes. ● Activity: <ul style="list-style-type: none"> ○ Set Up (1-2 mins) 	Group 1: Group 2:

	<ul style="list-style-type: none"> ■ Speed > polish: Wild ideas, doodles, rough sketches — it's all welcome. ■ One idea per minute: Push yourself to think differently with each one. ■ No judgment: Crazy ideas often unlock the most creative breakthroughs. ○ Crazy 6's Exercise (6 mins) <ul style="list-style-type: none"> ■ Start the timer. ■ Every minute, prompt attendees to start on their next idea. ■ Participants can revisit earlier ideas but should avoid working ahead. ○ Wrap-Up (2 mins) <ul style="list-style-type: none"> ■ Celebrate the energy and creative hustle. Point out how many ideas the group collectively created in just 6 minutes. ■ Frame the next step: "After the break, we'll shift from broad idea generation to narrowing and shaping — working together to pick the concept you'll develop and prototype tomorrow." 	
2:00 - 2:15 pm	Break	
2:15 - 4:45 PM (2.5 hours)	<p>IDEATE PHASE (Part 2)</p> <p>5. Solution Development (60+ mins)</p> <ul style="list-style-type: none"> ● Framing: The goal now is to build toward one strong, collaborative concept that the team can develop further tomorrow. ● Goal: Share, combine, and build upon ideas to converge on a single concept. ● Activity: <ul style="list-style-type: none"> ○ Each participant picks one Crazy 6 idea to share. ○ Write each idea on a sticky note. ○ Share out ideas, clustering as you go. ○ Use "Yes, and..." improv mindset to build and combine ideas. ○ Teams can vote if needed (e.g., sticker dots or simple show of hands) to prioritize. ○ Consultants begin circulating at this stage to support and challenge teams' thinking. <p>6. Action Planning (60+ mins)</p> <ul style="list-style-type: none"> ● Framing: Thursday is for building, testing, and preparing final pitches. Strong planning today ensures teams maximize their time tomorrow. ● Goal: Teams leave with a clear, actionable plan for Thursday. ● Activity: <ul style="list-style-type: none"> ○ Encourage teams to break into functional groups: 	Group 1: Group 2:

	<ul style="list-style-type: none"> ■ Prototype / Build Team — Develop something tangible to demonstrate the solution. ■ Business Model Team — Frame the viability and sustainability. ■ Pitch Team — Craft a compelling final story. ○ Teams should: <ul style="list-style-type: none"> ■ Define tasks and deliverables & assign ownership. ■ Determine who is attending which workshops tomorrow. 	
3:30 - 4:00 PM	<p>Consultants and Ops Huddle (Internal)</p> <ul style="list-style-type: none"> ● Quick internal check-in among Consultants and Operations team members to: <ul style="list-style-type: none"> ○ Align on how teams are progressing. ○ Flag any challenges, blockers, or support needs. ○ Coordinate targeted support for the remainder of Wed/Thurs. ○ Debrief on early observations and share any critical insights across teams. 	
4:45 PM	<p>Closing: Looking Ahead</p> <ul style="list-style-type: none"> ● Recap progress and key milestones from today. ● Preview of Thursday's plan & logistics. ● End on a note of encouragement: stay flexible, stay creative! 	<p>Group 1: Group 2:</p>

Day 2

Date:

Location:

Time	Format	Activity	Locations
8:00 - 8:30 AM	Whole group	Breakfast	
8:30 - 9:00 AM	Whole Group	Welcome back & overview of day ahead <ul style="list-style-type: none"> - Recognize team captains 	
9:00 - 12:00 PM (3 hours)	Team	Team work time (rec: break into sub-groups)	Various locations
9:15 - 10:15 AM	Optional, small group	Workshop #1:	
10:30 - 10:50 AM	Optional, small group	Workshop #2:	
11:00 - 11:30 AM	Optional, small group	Workshop #3:	

11:00 - 12:00 PM	Optional, small group	Workshop #4:	
12:00 - 1:00 PM	Whole group	Lunch	
1:00 - 1:30 PM	Consultants & Operations team	Consultant & Ops Huddle	
1:00 - Teams call end time (no whole group reconvene)	Team	Team work time (rec: break into subgroups)	
1:30 - 3:00 PM (1.5 hours)	Office hours		
2:00 - 3:00 PM	Whole group, at their leisure	Snacks & coffee available	
3:00 - 3:30 PM	Captains	Standup <ul style="list-style-type: none"> - Check-in - Give out captain's swag - Draw #'s for pitch order 	
4:00 - 4:30 PM	Consultants & Operations team	Consultant & Operations Huddle	

Day 3

Date:

Location:

Time	Format	Activity	Locations
8:00 - 8:30 AM	Whole group	Breakfast available Luggage on 4th Floor	
8:30 - 9:30 AM	Teams	Pitch Prep	
9:30 AM	Judges	Judging panel arrives	
9:30 - 9:45 AM	Teams	Transition to the presentation room	
9:45 - 11:30 AM	Whole Group	Opening speech Team pitches <ul style="list-style-type: none"> - 5x7 mins x 9 teams 	

11:30 - 12:00 PM	Whole Group	Closeout & next steps	
12:00 PM	Whole Group	Grab & Go lunch	

Post Event Plan

- Judging & Awards
 - Winners announced via email early next week; awards distributed thereafter.
- Sharing Out
 - Slide template provided to help teams share projects internally and externally.
 - Encourage LinkedIn posts & provide mini “media kit”
- Feedback
 - Send survey to gather participant insights
- Stay Engaged
 - Follow organizational updates