

DESIGN THINKING ACTIVITY



1. Who, what, where, when, why-

<p><i>When or How- Is this a new or old problem? How much time is available to work on it? How soon does a solution have to be arrived at?</i></p>	<p><i>What are other things that impact this situation? What things—people, places, structures—must you keep in mind?</i></p>	
<p><i>Why is this a problem or challenge? Have any other solutions been tried?</i></p>	<p><i>Who is in this plan? Sketch or write about them</i></p>	<p><i>Where does this situation take place? Would a different location make this problem easier, harder, or not different?</i></p>

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2. Define the question. State the problem or challenge simply and clearly (ie Karl is a 15 year old student who wants to study law, but also thinks he could be a successful musician.)

Goals and Wishes. What do they most want or need and why? What were the most important facts to come out of the initial brainstorming?

What do you notice? Do you have other questions that weren't answered in the first stage? Is there information still missing?

3. Create and Ideate- Remember, you are NOT offering solutions yet— you are brainstorming any and all ideas, no matter how whacky, crazy or un-doable they seem.

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Ideation Station. There are no bad ideas. Sometimes the whackiest ones are the ones that shine the brightest. Don't worry about detailing and perfecting your brainstorm ideas, the most important thing is to get as many ideas down as you can, in the time allowed.

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4. Prototype- Choose one, or combine a few, of your Ideations and start to create a solution. At the end of this round, you will share your solution with someone else.

4(a). DoOver!— Did the person or group you shared with make any suggestions you would like to add? Redraw or make notes on your new prototype here.

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5. Try, try again— Share your new prototype with someone else

6. Next Steps- What are the next steps to launching your idea? Were you surprised by the solution you landed on?