

Learning Experience Design Reflection

Is the design challenge related to an observable human experience? If so, how? If not, why?

Is this design challenge age appropriate? If so, how? If not, why?

Does the design challenge open to multiple possible solutions? If so, how? If not, why?

Did students have the opportunity to reframe the question? If so, how? If not, why?

Are students engaging with other people to learn and get inspired? If so, how? If not, why?

Do the students have the opportunity to spend time in the relevant context of the design challenge? If so, how? If not, why?

Are students engaging with secondary materials to learn and get inspired? If so, how? If not, why?

Are students exploring multiple possible possible concepts before settling on one? If so, how? If not, why?