

THE CHALLENGE GENERATOR



How might we...

Name your challenge

The mission is to invent, build and test ways to:

Name: _____

Part I: The Top-Line Prototype

GETTING STARTED

DEFINE YOUR CHALLENGE.

A good design challenge is open ended with no right answer. It sets the stage for student teams to explore characters and problems within a situation. It does not constrain them to one problem to solve nor leave it too broad that they have trouble finding tangible problems.

Does your challenge grab attention? Does it make sense why there is something to solve there? Is it easy to understand but difficult to master? Are there multiple users to design for? Does it open to a range of solutions?

DEFINE YOUR AUDIENCE.

Figure out how your designers will develop a POV.

CONSIDER YOUR CONSTRAINTS.

Examples: time available, school schedule, number of people involved, etc.

Consider what modes will work for your audience.

What do you want to call the modes for your age group or for your school?

Some names of modes that other schools have used:

Understand needs/discover directions/prototype/ test & iterate.

Research/focus/generate ideas/make informed decisions/prototype

Notice-care/work together/create/share/reflect

HINT: USE POST-ITS TO RECORD YOUR IDEAS IN THIS BOOK SO YOU CAN EASILY CHANGE AND MOVE IDEAS AS YOU THINK THROUGH YOUR CHALLENGE.



MODE
TEST

Timing:

Logistics/Planning:

Materials Needed:

Unknowns:



MODE
TEST

WHAT ACTIVITIES WILL HELP YOUR DESIGNERS TEST THEIR IDEAS?

Part I: The Top-Line Prototype

YOUR CHALLENGE (DESCRIBE IT HERE):

AUDIENCE/POV:

CONSTRAINTS:



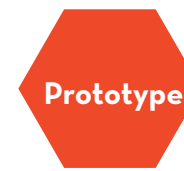
MODE
EMPATHIZE

What activities will your designers do in this mode?



MODE
DEFINE

What activities will your designers do in this mode?



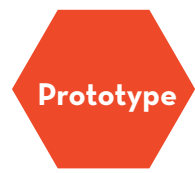
MODE
PROTOTYPE

Timing:

Logistics/Planning:

Materials Needed:

Unknowns:



MODE
PROTOTYPE

WHAT ACTIVITIES WILL HELP YOUR DESIGNERS BUILD THEIR IDEAS?



MODE
IDEATE

What activities will your designers do in this mode?



MODE
PROTOTYPE

What activities will your designers do in this mode?



MODE
TEST

What activities will your designers do in this mode?

Where are you running into obstacles? What questions/
uncertainties can others help you think through?



MODE
IDEATE

Timing:

Logistics/Planning:

Materials Needed:

Unknowns:




MODE
IDEATE

WHAT ACTIVITIES WILL LEAD DESIGNERS TO:

Generate Ideas

Select Ideas

Get some feedback!

+ likes	Δ changes
? questions	 new ideas

Part II: Your Design Challenge— Ready To Go

Now you have time to reshape your challenge and ideas based on feedback and discussion. This is also your opportunity to think through all the details you need to actually implement this challenge in your school.

Consider all the things you need to develop your lesson plans— including classroom logistics, instructional resources and materials and other advance planning.

**REMEMBER TO USE POST-ITS TO RECORD YOUR
IDEAS IN THIS BOOK.**



MODE

DEFINE

Timing:

Logistics/Planning:

Materials Needed:

Unknowns:



Define

MODE

DEFINE

WHAT ACTIVITIES WILL LEAD YOUR DESIGNERS TO:

Unpack

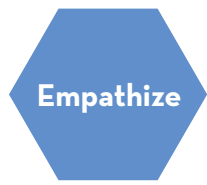
Synthesize

Problem Statement

The Post-It Parking Lot
(post any insights, ideas, or inspirations)

POV statement guide:

_____ needs _____ because _____
Your User *User's Need* *Insight*



MODE
EMPATHIZE

WHAT ACTIVITIES WILL LEAD DESIGNERS TO:

Observe

Engage

Immerse



MODE
EMPATHIZE

Timing:

Logistics/Planning:

Materials Needed:

Unknowns: