

# REDESIGNING THE CLASSROOM EXPERIENCE



An Introduction to **Design Thinking**

# HEAR A GOOD STORY

*Ask your partner for powerful classroom stories from his/her life.  
Try to understand what the classroom means to them*

## 1 Interview your partner

*(Start from the classroom, but then get to a story)*

YOUR NOTES/SKETCHES

**8 min** (4 min each)

## 2 Dig deeper into one story

*(Why? Why not?)*

YOUR NOTES/SKETCHES

**6 min** (3 min each)

# WHAT DOES IT MEAN?

*Gain insights by thinking of what might be the deeper meaning behind what you heard. Have fun with it.*

## 3 Imagine the meaning

*(notice something, then infer what the meaning might be)*

It is interesting/surprising/telling that he/she...

I wonder if this means...

4 min

## 4 Create questions

*(restate your inferences as opportunities)*

How might we...

How might we...

How might we...

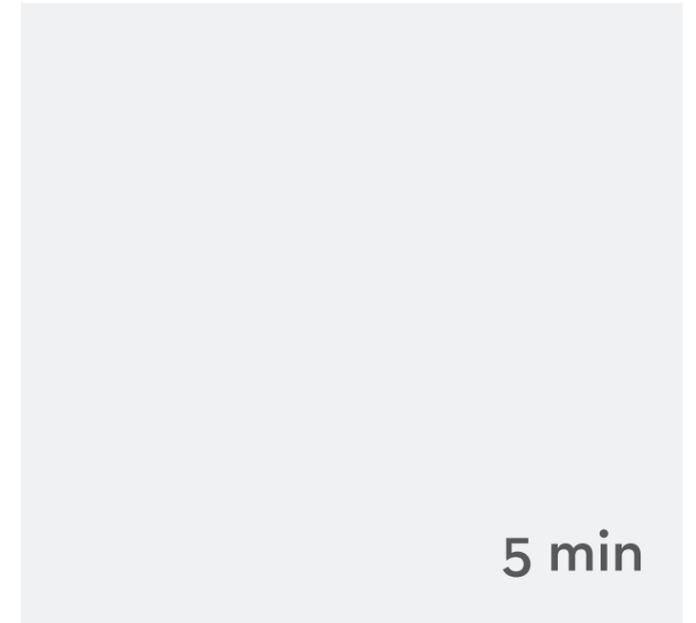
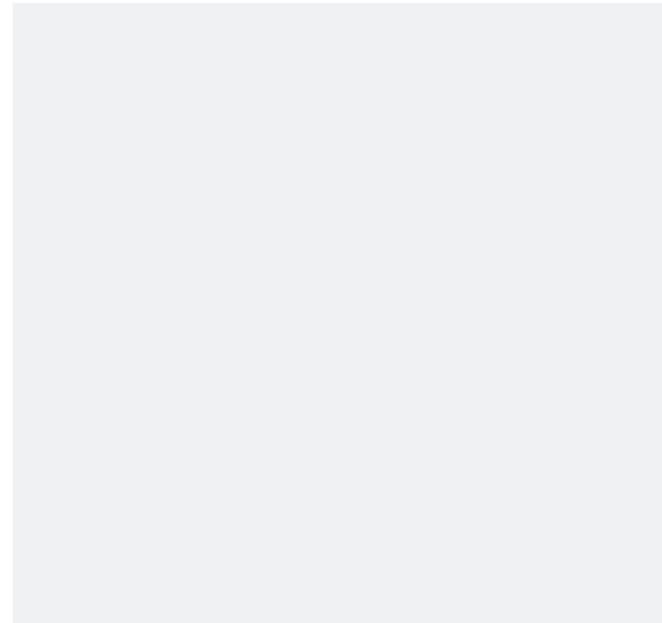
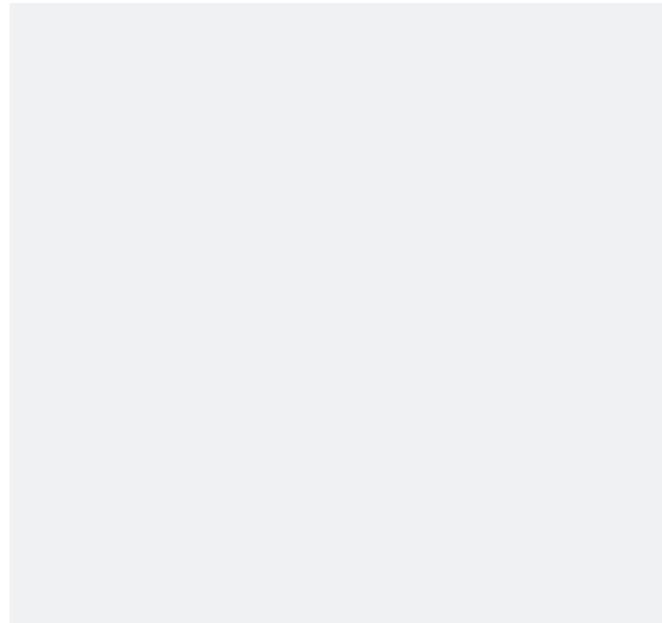
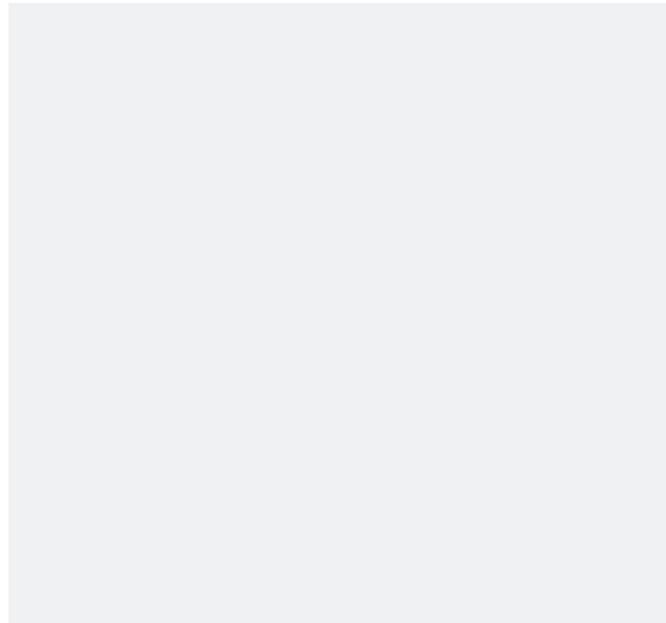
3 min

# NEW IDEAS!

*Pick one question and generate a diverse set of ideas in response to it*

## 5 Sketch at least four *different* ideas

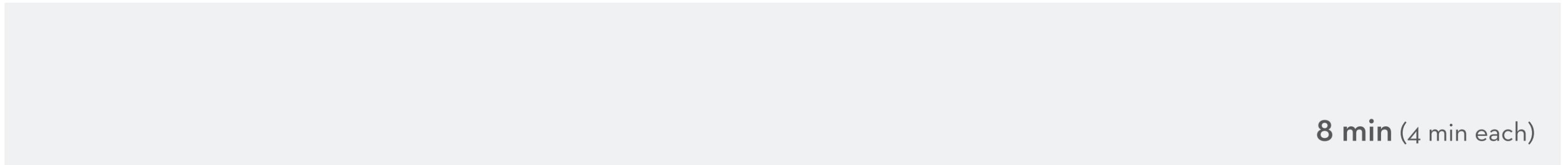
*(Sketch at least four different ideas that can improve the classroom experience for your partner)*



5 min

## 6 Share solutions and capture feedback

*(Instead of telling them what you sketched, let them figure out what you made.)*



8 min (4 min each)

# PICK ONE AND ITERATE

*Reflect and generate a new solution*

## 7 Sketch your big idea and flesh it out

*(What is it? How does one use it? Annotate details if necessary)*

3 min

# BUILD AND SHARE

*Make something your partner can interact with*

## 8 Build your solution

*(Get physical!)*

[NOT HERE!]

7 min

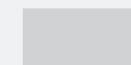
## 9 Share your solution and get feedback

*(Let it go! Watch how they interact with what you made)*

What's working



What can be improved?



New questions



New ideas



8 min (4 min each)

# REFLECT

*Think about what you made and how you got there*

## 10 Reflect on your solution

*(What just happened?)*

How did the conversation with your partner affect your solution?

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How did making something physical change your understanding?

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What would happen if you did another iteration?

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How was this exercise different from a traditional project approach?

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**3 min**

## 11 Sketch your process

*(Draw a map of how you got to your solution.)*



A



B

What's your A? What's your B?

**2 min**