

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, then get to a good 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 Take a stand with a point-of-view



_____ partner's name/description

needs a way to

_____ user's need

because (or "but ..." or "surprisingly ...")

insight

3 min

NEW IDEAS!

Use your insights and POV statement to generate new ideas

5 Sketch at least **FIVE** different ideas

(Sketch at least five 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)

ITERATE, again!

Based on your partner's feedback, 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

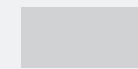
9 Share your solution and get feedback

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

WHAT'S WORKING



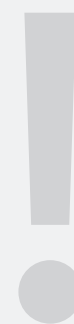
WHAT CAN BE IMPROVED?



NEW QUESTIONS



NEW IDEAS



8 min (4 min each)