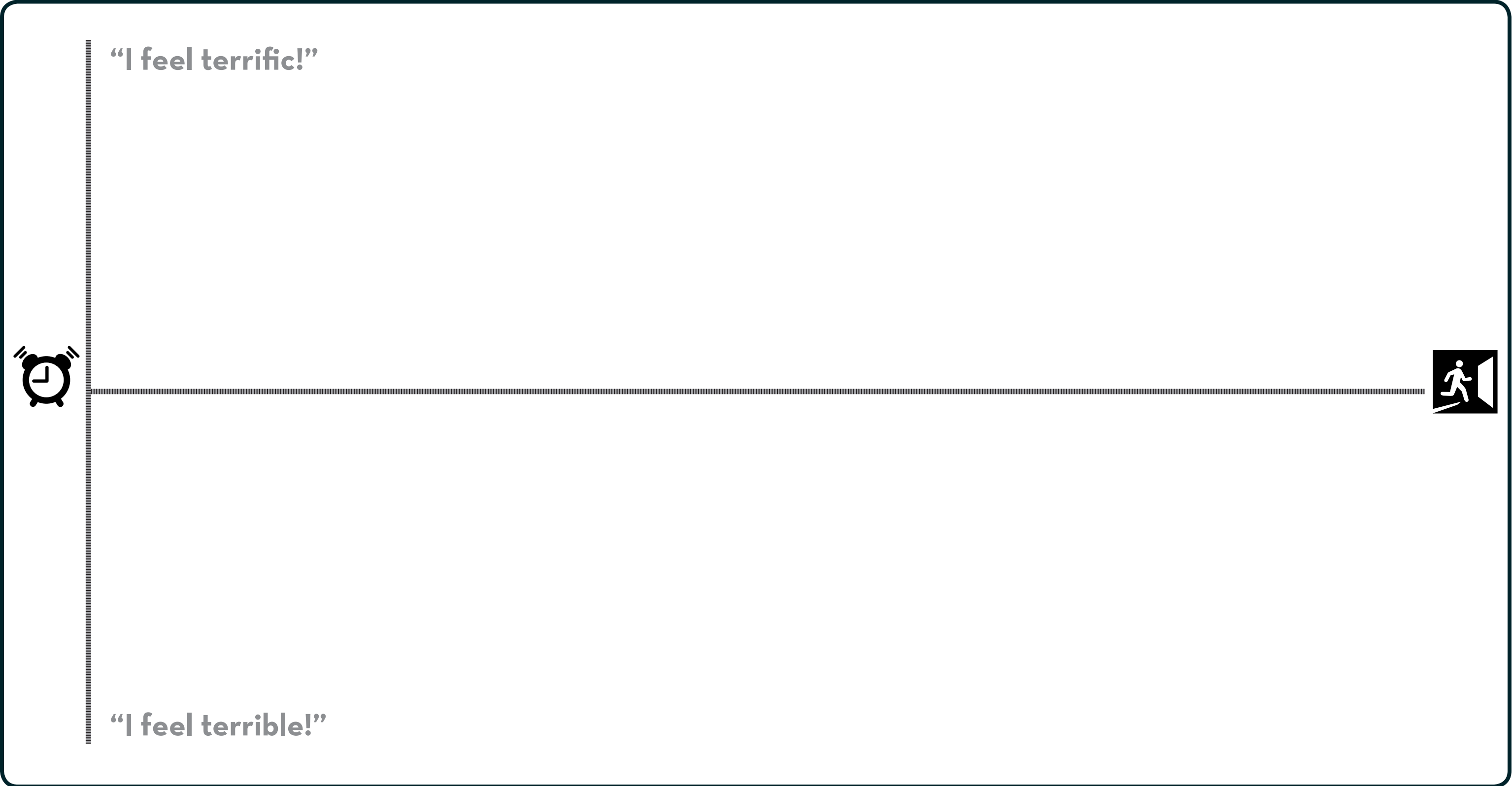


REDESIGNING THE CLASSROOM EXPERIENCE



An Introduction to **Design Thinking**

Before we start this design challenge, take a minute to reflect about your own experiences. Chart your typical school day below.



Your Mission: **Redesign your partner's classroom experience. Start by gaining empathy for your partner.**

1 Interview

8min (2 sessions x 4 minutes each)

Notes from your first interview

Switch roles & repeat Interview

2 Dig Deeper

6min (2 sessions x 3 minutes each)

Notes from your second interview

Switch roles & repeat Interview

Reframe the problem.

3 Capture findings 3min

Goals and Wishes: What does your partner need to have a productive day at school?

*use verbs

Insights: New learnings about your partner's feelings and motivations. What's something you see about your partner's experience that maybe s/he doesn't see?*

*make inferences from what you heard

4 Take a stand with a point-of-view 3min



_____ partner's name/description

needs a way to _____

user's need

because (or "but..." or "Surprisingly...")

[circle one]

_____ insight

Observe.


5 Explore the d.school.

12min

What do you notice about the space? How do the students interact with the space? What objects do you see?
Take notes or sketch below.

Ideate: generate alternatives to test.

6 Using your POV & your observations of the d.school, sketch at least 5 *radical* ways to meet your user's needs. 5min



write your POV statement above

7 Share your solutions & capture feedback. 10min (2 sessions x 5 minutes each)

Notes

Iterate based on feedback.

8 Reflect & generate a new solution. 3min

Sketch your big idea, note details if necessary!

Build and test.

9 Build your solution.

Make something your partner can interact with!

[not here]

7min

10 Share your solution and get feedback.

+ What worked...

- What could be improved...

? Questions...

! Ideas...

8min (2 sessions x 4 minutes each)

Reflect on your work.

11 **Headline TWO next steps** 2min

From Step 10 feedback, what are TWO aspects you would prototype next?

1)

2)

12 **Redefine your point-of-view** 3min

How does your interaction alter your POV? Craft a new POV informed by testing.