

Day 1	Day 2	Day 3
Welcome!	Prototyping	Empathy and Test Activity Brainstorm
Intro Project	Testing and Iterating	Design Challenge Creation: Part I
Lunch and Empathy	Lunch	Lunch and Feedback on Part 1
Define	Storytelling and Demonstrations	Design Challenge Creation: Part II
Ideate	Reflection	Feedback on Part II
Wrap-Up	Panel of Doers	Refine and Share
	Wrap-Up	Debrief
		Closing Celebration

# WELCOME!



K-12 Teacher Workshop  
 July 13-15, 2011  
 Hasso Plattner Institute of Design  
 (d.school)



Your mission: **Make it easier for others in the room to take a break. Start by gaining empathy.**

## 1 Capture Interview Notes

tips:

**Speak to a number of people in the room.** Use this prompt as a way to meet each other.

**Sample questions you might ask:** “Have you been able to take a break this summer? How?” “Tell me about the last time you felt completely rejuvenated.” “Do you have passions you pursue outside of work? If so, then what are they and how do you pursue them?”

**Seek out feelings and stories.**

Capture your notes here

### Rules :: During Brainstorm

DEFER JUDGEMENT

**GO FOR VOLUME**

ONE CONVERSATION at a time

**BE VISUAL**

**HEADLINE**

**Build on the Ideas of Others**

**Stay on TOPIC**

**Encourage WILD IDEAS**

### Selection :: Post-Brainstorm

Maintain your innovation potential carry multiple ideas forward

Consider these selection criteria:

The Rational Choice

The Darling

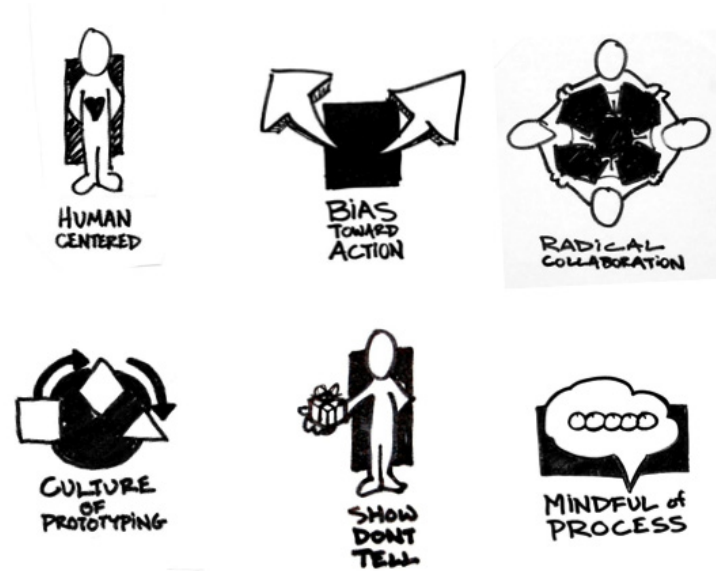
The Most Meaningful

The Long Shot

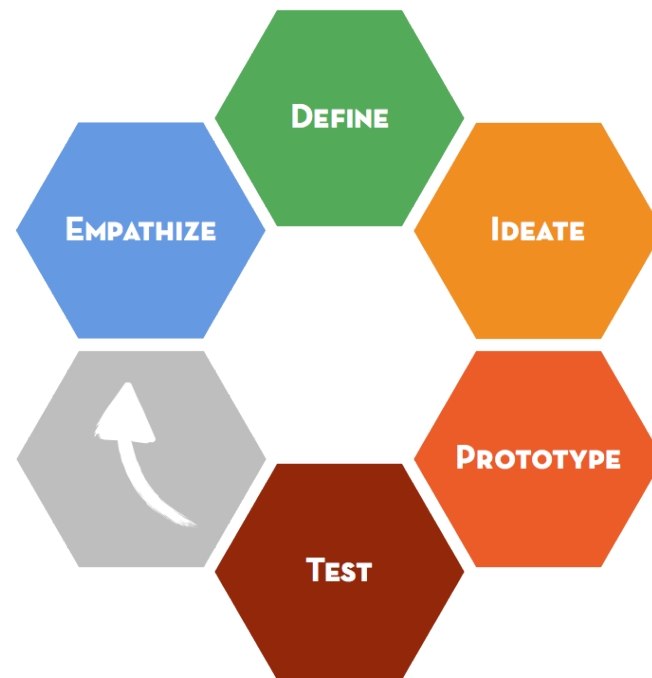


# DESIGN THINKING REMINDERS

## d.mindsets :: All the Time



## Process :: During Challenge



# Reframe the problem.

## 2 Collect findings 2min

**needs:** things they are trying to do\*

\*use verbs

**insights:** new learnings about feelings/experiences to consider in your design\*

\*make inferences from what you heard

# Iterate based on feedback.

## 6 Reflect & generate a version of a new solution. 3min

Sketch your big idea, note details if necessary!

## 5 Share your solutions & capture feedback.

6 min  
(2 sessions x  
4 minutes each)

+ What worked...	- What could be improved...
? Questions...	! Ideas...

## 3 Define problem statement 2min

\_\_\_\_\_ name

needs a way to \_\_\_\_\_ user's need .

**Unexpectedly, in his/her world,**

\_\_\_\_\_ insight

# Ideate: generate alternatives to test.

**4 Sketch 3-5 *wild and crazy* ways to meet your user's needs. 5min**



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write your problem statement above