



HACK DESIGN: A SKETCH

YOUR NAME: _____

Name your hack.

Something short and playful.

Sketch it.

One scene, or a comic-book-style storyboard.

Describe it.

What do you hope to learn?

What behaviors do you hope to change?



HACK PLANNING: WHO, WHEN, WHERE

YOUR NAME: _____

Block out time.

At a very high level, what activities might happen when?

WEEK

1

HACKING

*Don't get stuck in planning!
Bias to action.*

WEEK

2

REFLECTING + ITERATING

*Things didn't go as expected?
Learn from it and try again.*

Who

Who will be key in making this hack happen?
(A small tight team is best, to start.)

Where

Where could your hack take place?
(Specific classrooms, common spaces,
outside the school walls...)

Support

What do we need to get hacking?

Tomorrow, I will...

This is your commitment to yourself—to start small and jump right in!