

NOTICE

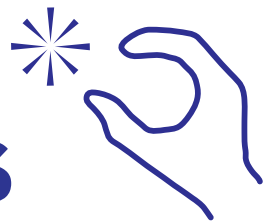


CARE



**WORK
TOGETHER**

**CREATE
PROTOTYPES**



REFLECT

SHARE

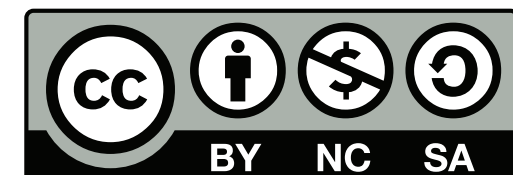


CHANGEMAKER CHALLENGE: Redesign the School Lunch Experience

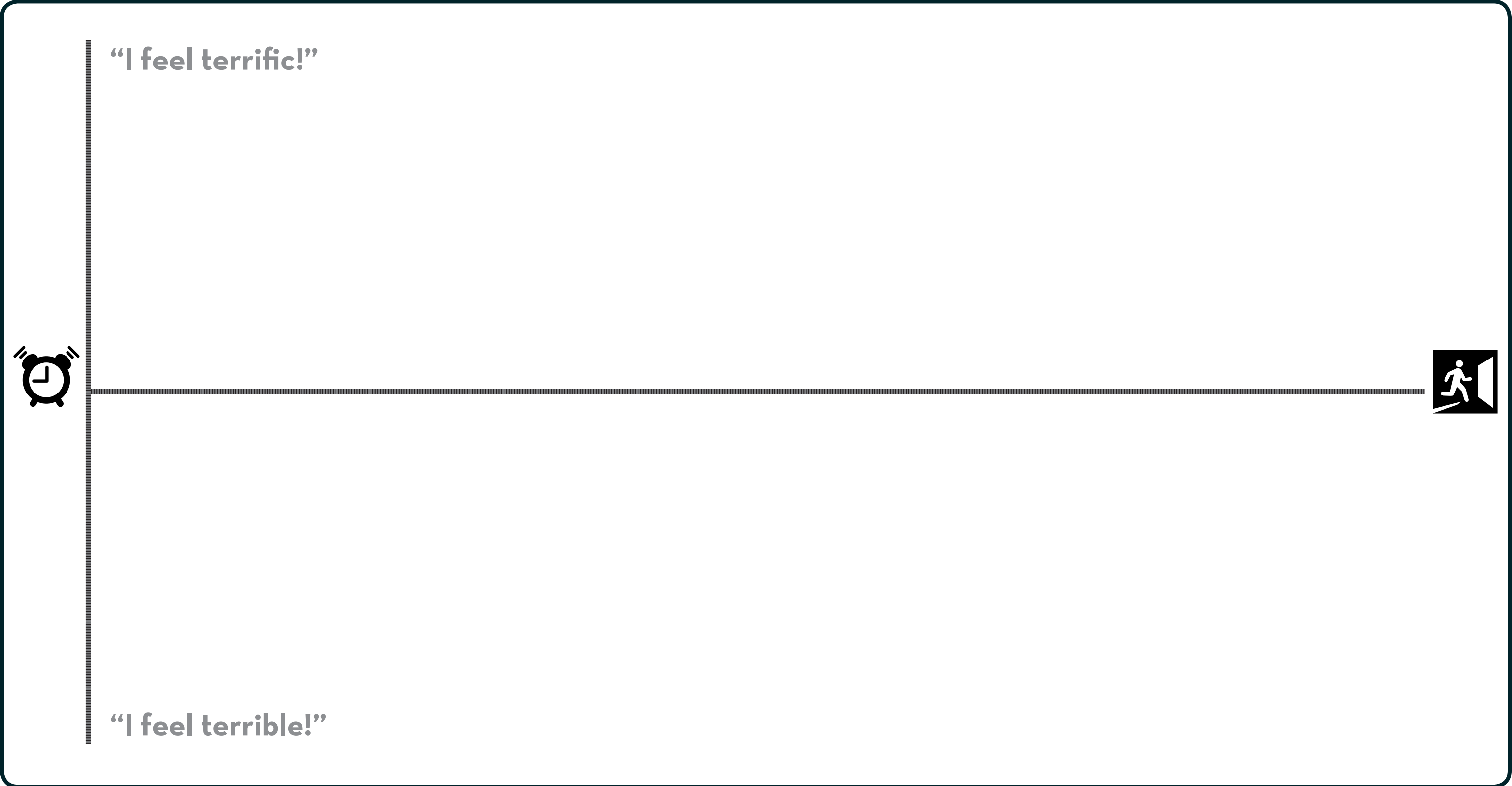


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d. **K12 LAB**
NETWORK



Before we start this design challenge, take a minute to notice your own feelings. Chart your school lunch experience.



Your Mission: **Redesign your partner's school lunch experience. Start by noticing your partner's school lunch experience.**

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

Care to identify user needs and reframe the problem.

3 Capture findings 3min

Goals and Wishes: What does your partner need to accomplish during lunch? Push past the obvious.

*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

*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

Ideate: **Generate** ideas to test.

5 Sketch at least 5 radical ways to meet your user's needs. 5min




write your problem statement above

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

Notes



Iterate based on feedback.

7 Reflect & generate a new solution. 3min

Sketch your big idea, note details if necessary!

Build and test.

8 Build your solution.

Make something your partner can interact with!

[not here]



7min

9 Share your solution and get feedback.

What worked...

What could be improved...

? Questions...

! Ideas...

8min (2 sessions x 4 minutes each)

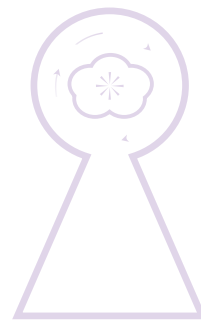
Reflect on your work.

10 **Headline TWO next steps** 2min

From Step 9 feedback, what are TWO aspects you would prototype next?

1)

2)



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

How does your interaction alter your P.O.V. from Step 4? Craft a new P.O.V. informed by testing.