



Design Thinking Quick Start "I Will Survive!"

Redesigning the School Survival Kit

1) Design your **IDEAL PLAN** for a school survival kit. Include items you may need and what you want the kit to look like.

Sketch your idea here:

00:04

That was a
Problem Solving approach.

Now we are going to learn a new way:
a **Design Thinking** approach.

To begin, find your partner.

2) **YOUR JOB:** Design something **USEFUL & MEANINGFUL** for your partner.

Interview Your Partner. Use the questions below to begin.

NOTES/SKETCHES

00:05 per person

1. Tell me about your feelings about going to school.
2. What is your favorite part of the school day?
3. What is your least favorite part?
4. Describe a typical day at school.

What did you find out about your partners' experiences? What stood out to you? What are you curious about?

INSIGHTS

00:01 per person

Switch roles and **repeat Interview 1.**

3) Build EMPATHY:
Think About Your Partner's **NEEDS.**

NAME

What does he/she like about the school experience?

What problems does he/she face?

What does he/she dislike about the school experience?

What does he/she need to make the school experience better?

00:03

4) DEFINE your partner's need by writing a NEEDS STATEMENT.

NAME

NEEDS A WAY TO

user's need

because he or she

insight

00:03

EXAMPLES OF NEEDS STATEMENTS:

- Kristin needs a way to avoid her teacher's attention because she is afraid of being called on in class.
- Daron needs a way to eat healthy lunches because he is really tired when he gets home from basketball practice and is afraid he'll eat junk food and not be in shape for the season.

IDEATION

5) Brainstorm 25 or more ideas for different ways to meet your user's needs. No idea is too wild! Sketch or write them in the space below.

00:05

RAPID PROTOTYPING & FEEDBACK

6) **BUILD** your solution.

Make something your partner can interact with. Use the prototyping materials.

00:08

7) **SHARE** your solution with your partner and **CAPTURE** feedback.

+ What worked?

-What could be improved?

+ What worked?

-What could be improved?

00:05 per person

Switch roles and **repeat sharing**.

BE MINDFUL of your DESIGN THINKING PROCESS.

8) Reflect.

1. Was your initial design the same or different than your final design?

2. Where did you get stuck?

3. When did you get your best idea? Describe the moment.

4. How well did you capture your partner's needs?