

Change Makers Designing for Change Makers

by Blythe Bulkin

Students will be designing...

a tool or service to solve a problem or challenge faced by a CHANGE MAKER they researched in small groups. Prior to this lesson, the class the design thinking process with a J.K. Rowling. Most students have some background info on J.K. Rowling. I will have provided the students with a short written bio for the practice challenge for J.K.

Through engaging in this challenge, students will learn...

- Synthesize and analyze information gathered across multiple texts to create a short written bio.
- Make inferences from text
- Brainstorm Solutions
- Create Prototypes
- Test Prototypes

CCSS.ELA-Literacy.RL.3.7: Explain how specific aspects of a text's illustrations contribute to what is conveyed by the words in a story (e.g., create mood, emphasize aspects of a character or setting)

CCSS.ELA-LITERACY.RL.3.9: Compare and contrast the themes, settings, and plots of stories written by the same author about the same or similar characters (e.g., in books from a series)

CCSS.ELA-LITERACY.RL.3.1: Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.

CCSS.ELA-LITERACY.RL.3.2: Recount stories, including fables, folktales, and myths from diverse cultures; determine the central message, lesson, or moral and explain how it is conveyed through key details in the text.

MS-ETS1-1. Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution, taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions.

MS-ETS1-2. Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem.

Lesson 1

In this first lesson, the students will go through the beginning of the design process for a pre-selected change maker, J.K Rowling. This lesson offers various opportunities for sharing after each activity. The teacher will provide the students with a short written bio of J.K. Rowling. They will make inferences, use an empathy map to put themselves in J.K. Rowling's shoes, use needfinding skills by creating a needs chart, and then come up with a POV statement.

Lesson 2

In this lesson, the students will take the next step in the demo design lesson. They will use their POV statement to brainstorm solutions and design a prototype.

Lesson 3

In this lesson, the students will be in groups of three and have already selected and researched a change maker of their choosing. They will create a short written bio and poster for their change maker.

Lesson 4

In this lesson, the students will build empathy with the change maker that they researched by creating an empathy map, needs chart, POV and ultimately brainstorm solutions and prototype.