**Design Thinking Project Overview**

The Design Thinking project is meant to teach students how to empathize, define a real world problem, and come up with a responsible and sustainable solution. Ideally, the project will be split up into two segments, with the first introducing students to the idea of empathizing by having them interview community members during the weeks they are working on coding projects in class. After completing the coding projects and interviewing, the students will focus on the Design Thinking project and complete the remaining steps.

An overview of the project for students is available here: [Design Thinking Project](https://docs.google.com/document/d/1BAGmlwmeC44dR9xNKZa1_i5IfGwH97N2Ij1ks1GRpV4/edit). Students will complete the following steps:

1. **Empathize** - Students will go out and interview members of the community, with an emphasis on understanding them. Their chosen community can be anything like one of their sports teams, a recreation center or their school. Stress the importance of eliminating preconceived notions and going into interviews with an open mind. They should not go into the project with a problem already in mind. Encourage them to instead choose their community by who they wish to help and then let their issue of focus arise naturally from what they observe during the interviews. Students may also practice interviewing each other before actual community interviews. These interviews should be carried out during the weeks students are working on their coding projects. Students can interview peers/parents/teachers, as well as members of a student group or sports team.
   * Introduce students to this step with the [Empathy PowerPoint](https://docs.google.com/presentation/d/19581Khi2X4q8SW_-MWDV4pKscZKmZ9LJrmXGTNJyn-c/edit#slide=id.g22a7a98bc0_0_29)
   * Students can complete an accompanying [Empathy Handout](https://docs.google.com/document/d/1TL6C0Y7N0u4fBK1fsYLvjUaiVa87S7ndzA_9Hbzs6Nw/edit)
   * If students are unsure about who to interview and how to do it, they should be directed to the [Interview Suggestions](https://docs.google.com/document/d/1M8tNPUc4ByNc3zqBivOsUZz8nv72MBI3DbIKx3_5aOk/edit) document
   * When students interview community members, have them take notes on the [Interview Handout](https://docs.google.com/document/d/10Q2m0vxeQfgjAolrFf14wyXIF_hmCDFhTu7GSl8rNUo/edit)
   * For more information on how to teach the empathy workshop refer to the [Empathy Teacher Notes](https://docs.google.com/document/d/1V7WgteVdf--zadMtcDGpx635Aec29Q52h-tWnZzayK4/edit)
2. **Define**- Students will use information gathered from their interviews to identify and define a problem they wish to address. This step should take approximately 1 day, but can take longer if you choose to incorporate more activities.
   * To introduce students to this step, use this powerpoint: [Define PowerPoint](https://docs.google.com/presentation/d/1eCCGJthWmFh-AdN2Q20JSzRZZewinoKRILrHNBrh4NE/edit?usp=sharing)
   * The following optional handout for students goes along with the PowerPoint and has optional brainstorming activities for students: [Optional Define Worksheet](https://docs.google.com/document/d/1mczSRBU2KYD0LNBSIhnjRgFXyTt7p1exxwGhVs4vuQM/edit)
3. **Ideate** - After defining the problem they wish to address, students will then come up with many possible solutions to that problem. This can be done through competitions for the most ideas, post it notes, etc. After ideating, students will narrow down their solutions to one. This step should take approximately 1 day, but can take longer if you choose to incorporate more activities.
   * To introduce students to this step, use this powerpoint: [Ideate PowerPoint](https://docs.google.com/presentation/d/1AoA5dUYyDiWEAMCGowh1yS4rtJKdIBelzqZJBqnQECA/edit?usp=sharing)
   * The following optional handout for students goes along with the PowerPoint and has optional brainstorming activities for students: [Optional Ideate Handout](https://docs.google.com/document/d/1O3eXDjGwZZfoQAOROT9-L4tQo7Hl0H4yJ28XBniB16o/edit?usp=sharing)
4. **Prototype & Test** - If you would like to focus on design thinking and/or have a longer time period, you can continue the design thinking project into the prototype & test phase. Students can take the solution they decided on in part 2, develop a prototype, and test it within the communities they interviewed in part 1.