**Assignment:** Design Thinking Self-Assessment

**Candidate:** [Name] **Class:**

NOTE: There are no wrong answers. We are only looking for your honest reflections. We will not use the average score below but you’ll be graded on your ability to self-reflect. This assessment helps you to determine your baseline for Design Thinking so that you can measure your progress along the way as you develop your Design Thinking ability.

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| CATEGORY | ASSESSMENT RUBRIC | | | | | |
|  | **5**  **Excellent** | **4**  **Very good** | **3**  **Satisfactory** | **2**  **Fair** | **1**  **Poor** | **Substantiate your rating with relevant examples (keep it brief – max 20 words each)** |
| *Eg. Level of effort* |  |  |  |  |  | I contributed and participated in each part of the DT process |
| **a) Ability to generate ideas** |  |  |  |  |  |  |
| **b) Freedom to generate wild/crazy/out-of-box ideas** |  |  |  |  |  |  |
| **c) Ability to generate lots of ideas** |  |  |  |  |  |  |
| **d) Level of creativity**  [the use of imagination and original ideas to create something] |  |  |  |  |  |  |
| **e) Confidence to express individuality**  [the qualities and opinion that distinguishes you from others] |  |  |  |  |  |  |
| **f) Ability to empathise**  [metaphorically speaking…to walk in the user’s shoes and get into their heads] |  |  |  |  |  |  |
| **g) Ability to defer judgement**  [to be but-less] |  |  |  |  |  |  |
| **h) Ability to build on the ideas of others**  [Yes And!] |  |  |  |  |  |  |
| **i) Ability to prototype with simple materials** |  |  |  |  |  |  |
| **j) Freedom from fear of**  **failure**  [In design thinking, it is essential to learn to fail quickly and forward…] |  |  |  |  |  |  |
| **k) Openness to receive feedback from user**  [What if the user does not like your idea at first?] |  |  |  |  |  |  |
| AVERAGE SCORE OUT OF 5 | | | | | |  |
| **General Comments:** | | | | | | |