# Design Thinking

HOW MIGHT WE BEST INTRODUCE TECHNOLOGY INTO THE CLASSROOM?



## I. Empathize

Gain Empathy by understanding the challenge from the perspective of teacher in the classroom

Take notes on the challenge primer provided  (4 min Individual)	Interview your partner about their view of the challenge from the perspective of a teacher or educator
1 1 1 1	(6 min.)   (2 Sessions, 3 min. each)
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## 2. Define

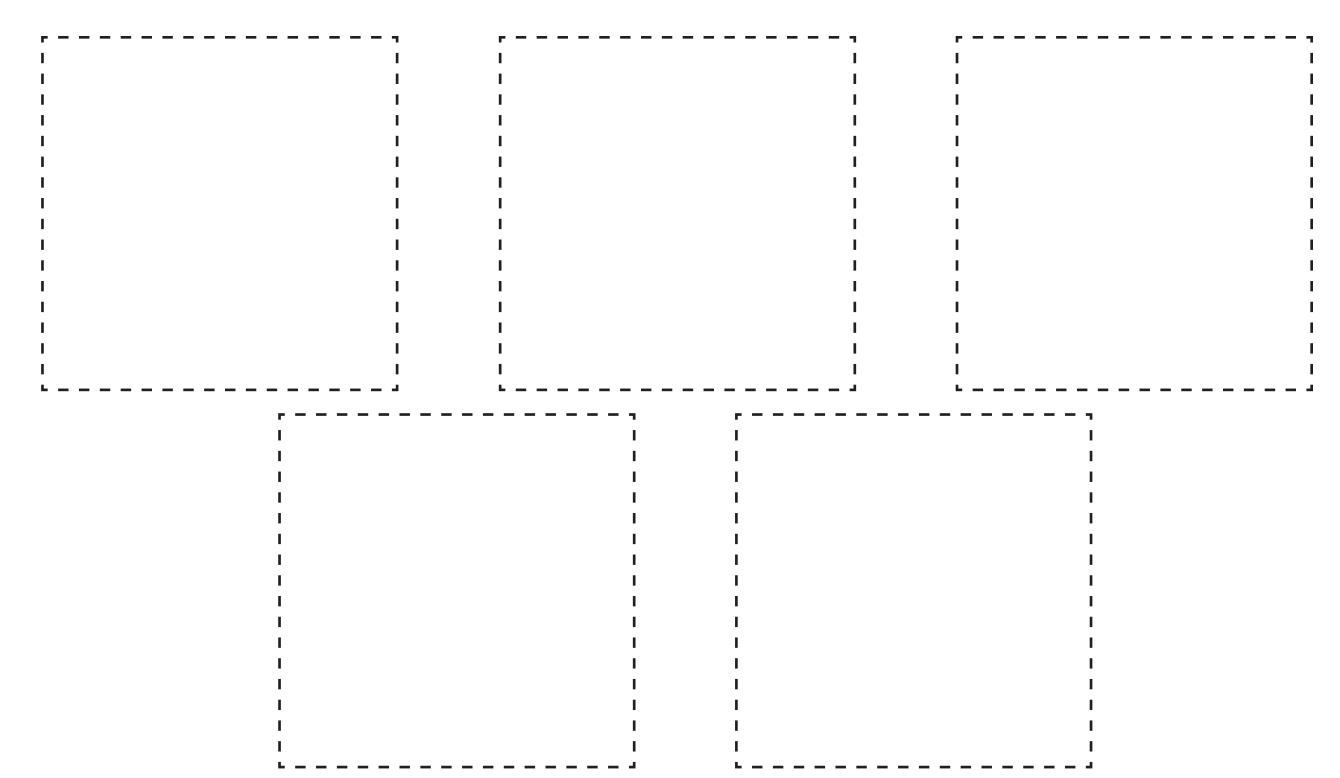
#### Reframe the problem

Capture findings as a group	Define problem statement as a group
(6 min.)	l   (6 min.)   (2 Sessions, 3 min. each)
Write down key words, needs, and insights onto post-its and place them onto the table or a large white sheet of paper	Teachers need a way to
Each person votes for the idea they like the most using sticky dots	in order to//surprisingly//but
	INSIGHT



### 3. Ideate

Individually sketch/generate 5 distinct solutions to the identified challenge on post its (4 min.)





#### 4. Share

### 5. Gather Feedback

Place post its on a giant piece of paper and share different solution ideas. Vote for your favorite two solution ideas using sticky dots (2 ideas) I Group (6 min.)

Team Leader presents their two ideas to the other group and then receives feedback from the other group

(12 min.) | (2 Sessions, 6 min. each)



#### 6. Iterate

#### Reflect & generate final solution (10 min.)

Pick one idea and incorporate feedback I Through group discussion come up with I methodology to determine the idea would be tested in the school

## 7. Testing Protocol

Present final idea and testing procedure to the other group (5 min. each)

