Design Thinking

HOW MIGHT WE BEST INTRODUCE TECHNOLOGY INTO THE CLASSROOM?

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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

(6 min.) | (2 Sessions, 3 min. each)

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2. Define

Reframe the problem

Capture findings as a group

(6 min.)

Write down key words, needs, and insights onto post-its and place them onto the table or a large white sheet of paper

Each person votes for the idea they like the most using sticky dots

Define problem statement as a group

(6 min.) | (2 Sessions, 3 min. each)

Teachers need a way to

_____

NEED

in order to//surprisingly//but

_____

INSIGHT

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3. Ideate

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

4. Share

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)

Group (6 min.)

5. Gather Feedback

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

Through group discussion come up with 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)

+ WHAT WORKED

- WHAT COULD BE IMPROVED

? QUESTIONS

! IDEAS

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