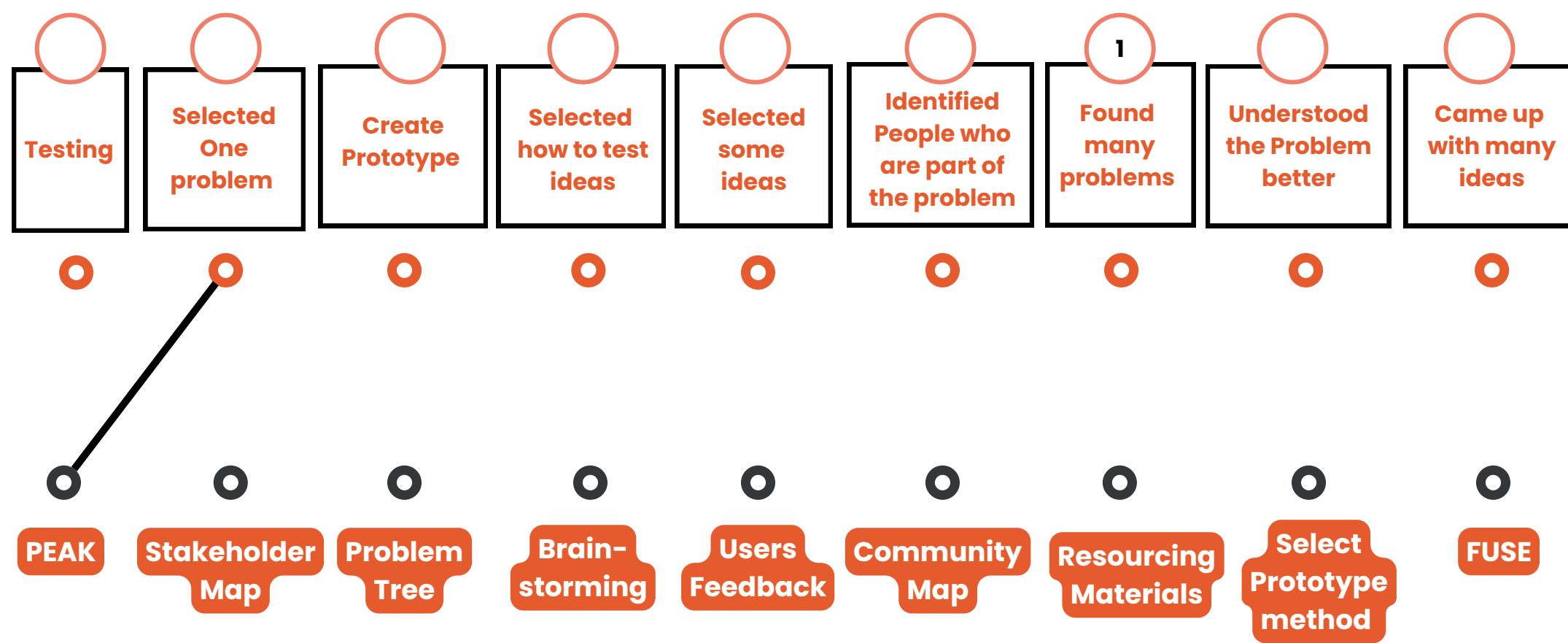


**Activity****JOURNEY OF PROBLEM SOLVING**

There are many stages to solving a problem!

1. Number the steps below in order according to your understanding of a problem solving journey.
2. Connect the different steps to the keywords below.



An idea goes through many stages before it becomes an effective solution to a problem!

**Activity****JOURNEY OF A SOLUTION**

Remember learning about Basheera! She made wheelchair that can increase in height and rotate. Now look at the pictures below and number them in order of her journey.



What Prototype methods were used by Bahseera?



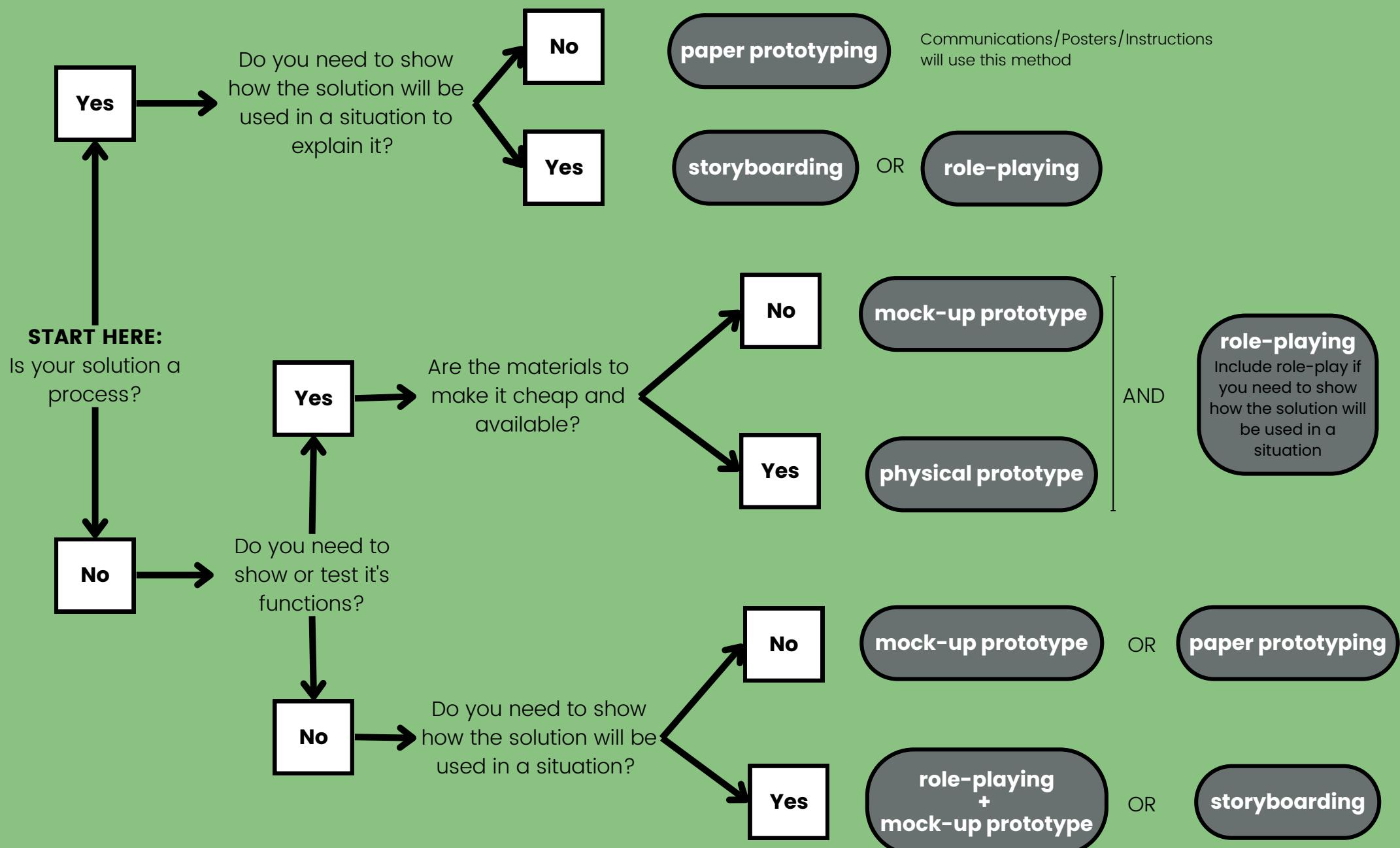
Do you think they selected the right prototype? Why?

A important part of solution is making a prototype and testing it.

By selecting the correct prototype method, you can make sure that your solution is tested and works well to solve the problem faced by the users!

## CHOOSING THE BEST PROTOTYPE METHOD

Use the following question map to find out the best prototype method for your solution.



**Activity****PROTOTYPING**

Now that you have learnt how to select the best prototype method for a solution, let us practice it for the few examples we have seen so far. Write down why you selected it as well.

**physical prototype**

**paper prototyping**

**role-playing**

**storyboarding**

**mock-up prototype**



Have shoe rack with numbers assigned to lab seats so that students have to keep shoes in rack to pick a seat.

**Why ?**



Assigning a student who makes sure that everyone leaves their shoes in order

**Why ?**



Sticking Instructions outside the lab allowing entry only after shoes are placed in order.

**Why ?**

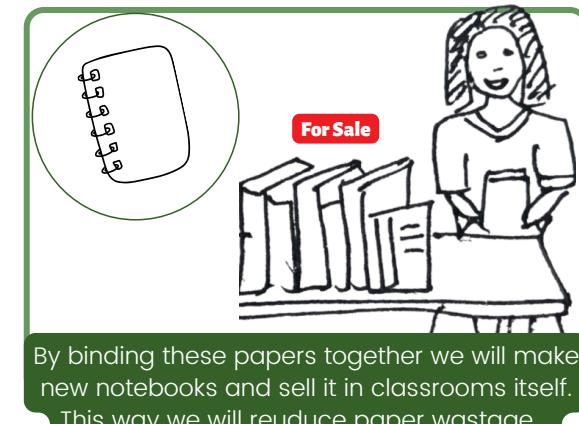
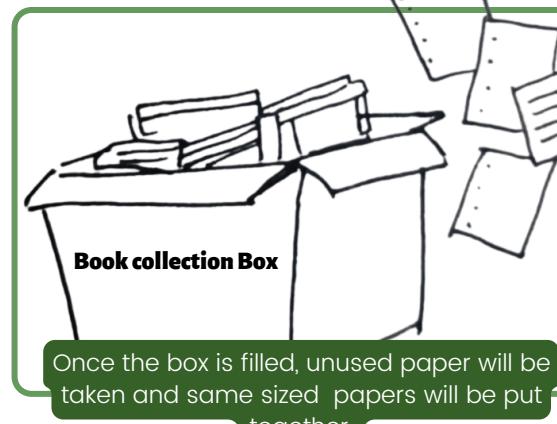
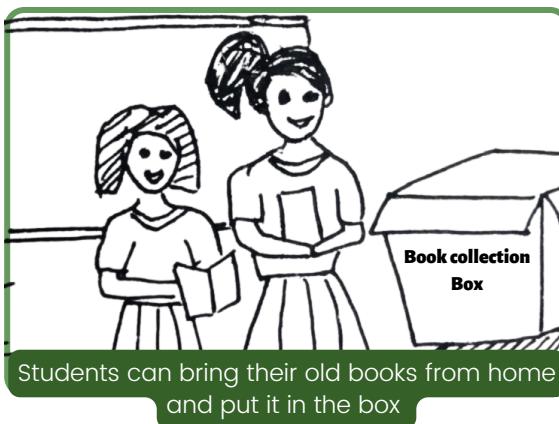
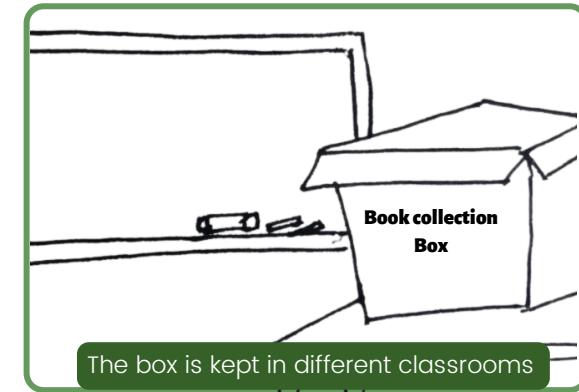
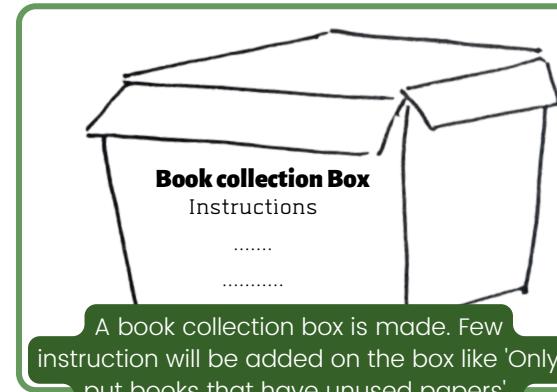


Making a shoe rack with old carton boxes and place it outside the lab.

**Why ?**

**Activity****STORYBOARD**

Try to guess the problem and solution shown in the storyboard given below



**Problem:**

**Solution:**

**Worksheet**

## RESOURCING

Decide on your Prototyping method for each solution and plan on how to make it.

Discuss and tick the **prototype method** you want to use to test your idea.

Idea:



physical prototype



paper prototyping



role-playing



storyboarding



mock-up prototype

Discuss and make a **list of materials or any support or permissions** you need to make the prototype.

Tools and Materials

People and Permissions

Other things to keep in mind

**Worksheet****RESOURCING**

Decide on your Prototyping method for each solution and plan on how to make it.

Discuss and tick the **prototype method** you want to use to test your idea.

Idea:



physical prototype



paper prototyping



role-playing



storyboarding



mock-up prototype

Discuss and make a **list of materials or any support or permissions** you need to make the prototype.

Tools and Materials

People and Permissions

Other things to keep in mind

**Worksheet****USER TESTING**

Write down the user you will be testing with.

After testing and feedback, tick the changes you want to make to each solutions

Idea:

			
<b>Who is using the solution?</b>	<b>What do they like?</b>	<b>What do they not like?</b>	<b>Other remarks and observations</b>

**Worksheet****USER TESTING**

Write down the user you will be testing with.

After testing and feedback, tick the changes you want to make to each solutions

Idea:

			
<b>Who is using the solution?</b>	<b>What do they like?</b>	<b>What do they not like?</b>	<b>Other remarks and observations</b>

**Worksheet****FINAL IDEA SUBMISSION**

Describe Problem Statement and your Final Idea

**Problem Statement :**

**Idea Description :**

**Worksheet****FINAL IDEA SUBMISSION**