

COURSE OUTLINE

DESIGN THINKING

Age : 2-5, 6-9 years old

Introduction

Design thinking is a "solution-based" technique to solve a problem. It's a creative process that engages a person in opportunities to empathise and understand user needs, identify/re-define problems, brainstorm ideas and finally test these ideas using prototypes to learn and iterate towards the best solution. It is a methodology to solve problems in innovative and creative ways that can be applied anywhere. Importantly, design thinking is just as concerned with 'problem finding' as it is with 'problem-solving'. Designing is a process that is important to a student's learning process and can be applied to solve everyday problems. Nowadays students will learn the five-step design thinking process through activities such as Lego Education and craft activities. In addition to each topic, students will receive Projects that work together as a team to enhance teamwork skills.

Seq	Lesson	Objective
1	Your Circle	Provide students with a piece of paper that has blank circles on it. Ask students to create as many things as they can think of with the blank circles! For a little more fun, use various colored construction paper to see how color changes the central idea.
2	Future Design Challenge	Unleash students' creativity by having them re-design something that exists today, for the future. Cars, grocery stores, classrooms, your name it! Let them go wild and then give them the tools to build a small model. Give them an opportunity to share and explain why they made certain design choices.
3	Super Lunch box	In this lesson, the kids will develop in the process of finding problems encountered in the lunch menu. and get it to be an idea in a dream lunch box model. Then present it to the class.

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4	Symmetric Paint	Students will do the symmetric paint. And put an idea and story to their work.
5	Your Café	In this lesson, students will experiment with creating new ideas for a cafe in their own way. They will create a mock cafe by Lego brick, they will put ideas for the shop and the menus.
6	Dream school	Students will be able to create their work under the dream school problem using the equipment and materials set by the teacher. and present work and thought processes in the classroom
7	Role play prob	This lesson will foster imagination and spark new ideas as students will take on the roles of story, and they will create props.
8	I am a storyteller I	Through LEGO bricks and LEGO applications, students will be able to tell everyday stories and 6 create creations.
9	I am a storyteller II	Through LEGO bricks and LEGO applications, students will be able to tell everyday stories and 6 create creations.
10	Performing Art	In this lesson, children will learn about different forms of art, and they will create and role-play a show.
11	The Future Robot	Students will complete an idea panel on future robotics. Create ideas for solving everyday problems with robotic technology.
12	Idea expresses	This activity will allow the children to explore the action bricks and different bricks in the coding express set.

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13	Rapunzel Towel	Students work on team projects where teachers build towers based on teacher problems from the tools and materials provided to spark ideas on a given boundary.
14	Paper core Challenge	Students will compete for creative ideas. They will create animal models from tissue paper core Ready to present the work in class.
15	Tennis ball Challenge	This design thinking challenge introduces a design constraint by limiting the prototyping materials to just a tennis ball. The student needs to work to understand their user and design a solution for a problem they face using only a tennis ball.
16	Empathy mapping	Building empathy makes us better designers. Give your students short empathy experiments to try so they can practice the skills of walking a mile in someone else's experience.
17	Halloween Pumpkin	Students will try their hand at carving fake pumpkins in a unique way. In the Halloween season and present it in the class.
18	Halloween Symmetrical Card	For Halloween Students will create a Halloween card from the art of symmetrical painting. and tell about the concept and connection with the festival