# DESIGN THINKING ACTIVITY PLAN TEMPLATE

### PHASE 2: Define & Ideate

#### Duration:

|  |  |
| --- | --- |
| DESCRIPTION:  *Students think of possible solutions based on the information gathered in phase 1 aiming to define (narrow down / converge) certain features of the artifact they will create (for example, define the main gaming idea and the basic game elements in ChoiCo and SorBET, or define the material and type of their 3D model in MaLT2). When you design the activity think about how you are going to support your students:*   1. ***Define*** *the problem to be solved:*  * *How can I define the problem based on what people said?*  1. ***Ideate****:*  * *What are some possible solutions to the problem?*   You may use the following phrases to describe:  *In this phase students will use [technology/material]*  *By the end of this phase each group [refer to learning outcome/digital or physical construction]*  *Students are expected to [students interactions]*  *The teacher [role of the teacher]*  COMPLEMENTARY ACTIVITIES/ALTERNATIVE PATHS:  *Provide alternative paths for your students to ensure everyone’s.*  *What will students who finish earlier do?*  *What are alternative paths your students can follow in case they have special difficulties or preferences?* | Do your students use the conclusions from the data they gathered during the previous phase in developing their project’s criteria? Discuss with them how the criteria they set for their project relate to the data gathered during the previous phase. |