
Site: Edison High School Facilitator: Kyle Wiebe Class: AP Computer Science A Date: 10/10/18

1. DESIGN CHALLENGES STUDY GUIDE

In your opinion, what is creativity or innovation?

Creativity and innovation is thinking outside the box to develop something new.

In your opinion, what makes someone who is creative or innovative?

A creative or innovative person knows how to communicate their ideas, not just come up with them.

2. YOUR THOUGHTS STUDY GUIDE

Graphic designers create:

They use space, color, and images to communicate and solve problems.

Research designers do NOT_____.

- ☐ A) explore problems
- ☐ B) provide some form of explanation
- ☒ C) do not design or create things
- ☐ D) find information

(True or False) Computer engineers, electrical engineers, and mechanical engineers are not designers.

- ☒ True
- ☐ False

How are graphic designers, research designers, and engineers connected? In other words, what do they do that is similar?

They are design or create things, either with images, information, or hardware of some sort.

3. DESIGN THINKING STUDY GUIDE

Design thinking includes all of the following except?

- ☐ A) an action and process
- ☒ B) thinking that the world is permanent and never changes
- ☐ C) about creating things like solutions or ideas
- ☐ D) a step-by-step approach to creating
- ☐ E) about testing ideas that lead to better solutions

4. FIND STUDY GUIDE

In the design process, “finding” does not include...

- ☒ A) already knowing the answers to a problem
- ☐ B) finding the right solution
- ☐ C) asking questions
- ☐ D) exploration and being curious

As designers, why would we want to simply learn things and experience a situation first, rather than trying to start off (at the very beginning) with building solutions?

You cannot jump into something without knowing where you're headed. As a designer, you have to understand what is going on before you can work towards solving the problem.

5. FOCUS ON TOPIC & FLARE IDEAS STUDY GUIDE

1. In the design cycle, “focus” is about reviewing _____ and _____.

- ☐ A) your notes, creating solutions
- ☐ B) your solutions, focus on what works
- ☒ C) your notes, organizing them
- ☐ D) your solutions, organizing them

In the design cycle, “flaring” is about choosing _____ and _____ ideas out of it.

- ☐ A) one area of focus, creating
- ☐ B) one area of focus, eliminating
- ☒ C) many areas of focus, creating more
- ☐ D) your favorite area of focus, create

In the design process (or cycle), you begin with finding information. How does focus and flare connect to this? In other words, how does “focus” and “flare” utilize the information that is found?

First, I think they messed up question 2. Focusing allows you to analyze what you have collected. Flaring allows you to draw conclusions based on your analysis and move forward down the path you want.

6. FORGE SOLUTIONS STUDY GUIDE

Put the Aronsonic process of designing a solution for classroom bullying in order.

- A. Organized and focused notes 2
- B. Found information about classroom bullying habits 1
- C. Began flaring new ideas for possible solutions 3
- D. Forged an initial solution to test out 4