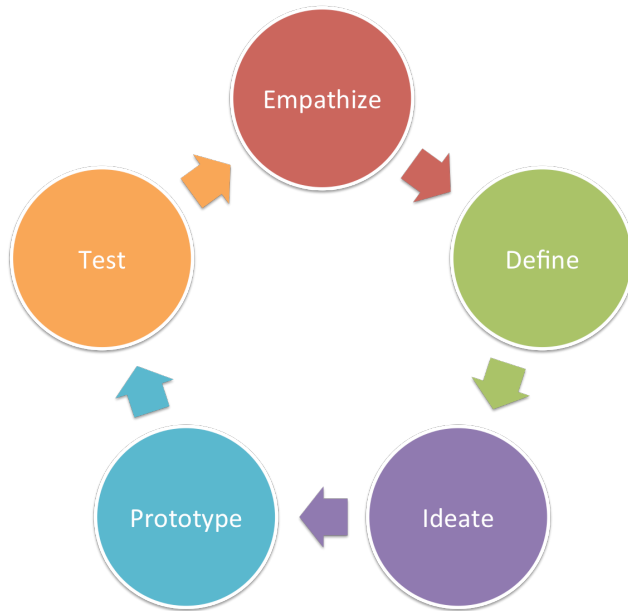


Design Thinking & Tinkering in Lower School
March 7, 2016

Workshop slides and other links available online:
<http://888designlab.weebly.com/design--tinkering-in-lower-school.html>

Design Thinking Cycle



Working With the Design Process in Lower School

1. Empathize: Students asking questions and being comfortable sharing their ideas. Discovery of how good ideas can have a wide range.
2. Start with a question or dilemma they can relate to.
3. Encourage wild ideas. Let's see how creative they can be.
4. Encourage students to make something personal.
5. Put constraints on the materials and keep the goals as wide open as possible.
6. Quick rounds of brainstorming and making/prototyping so they don't develop self doubt or lose interest.

BUT...

A generous amount of time to tinker and make keeps students concentrating on the work and not worrying about a deadline.

7. Encourage students to help each other with solutions (it's different than "copying").
8. Students that start slow can be encouraged to work with someone else.
9. Prototypes are like rough drafts (they are never finished, they aren't "pretty").
10. Give them time to make their prototypes better (iterate) and decorate them.
11. Suggestions and critiques are always focused on prototype, not the designer.