First Day Jitters
Design Thinking Challenge
The Design Process

- DEFINE
  - Constraints
  - Guiding Principles
- IDEATE & Brainstorm
- MODEL & prototype
- TEST & Evaluate
- PUBLISH & PRODUCE
- Empathize
- Research
An Engineering, Literacy, and Design Thinking Experience
Step 1: Read and Empathize

1) Read the book.  
As you are reading/listening, think about the problems that are happening in the story.

2) Empathize with the characters in the book.  
Think about the feelings, emotions, actions, and behaviors of the characters.
Step 2: Define the Problems

1) Discuss the problem(s) from the story.
2) Create a Problem Statement:

__________ needs a way to ____________
because______________.

Sarah needs a way to calm herself down to get out
of bed and go to her first day of school because her
students want to meet her!
Step 3: Ideate Possible Solutions

As a group, brainstorm ideas that would solve the problem you identified. What might you engineer or design to help Sarah solve her problem?

The more ideas, the better!
Don’t judge ideas!
Sketch or write... you choose!
Step 4: Prototype

Decide on one idea to prototype and begin building!

Prototype Parameters:

- You will have a limited amount of time to build.
- You will only be allowed the materials that are provided on the table.
- Your prototype must be something that every member of your group can speak to.
- Collaborate, use teamwork, and have fun!
Step 5: Test and Feedback

- Partner up with another group to share your design.
- Test your design by accepting feedback.
- Make changes.
- Repeat.
Step 6: Group Present

Be prepared to present to the group. Decide who will speak about each number. Practice presenting to each other before speaking to the whole class.

1) Tell us about your prototype.
2) What was the most challenging part of the process?
3) How well did your group work together?
4) What would your group do differently next time?
Step 7: Time to Reflect Personally

Let’s think about the thinking we used in this process. Have a discussion around the following questions:

1) What went well during the process?
2) What did you learn along the way?
3) What surprised you about this experience?
4) How would you alter your learning experience for next time?
Ideas for Feedback

I really like the way your prototype ______________________________

The most successful part of your design was ____________________

I noticed_____________________________________________________

Your design made me think of __________________________________

Have you thought about adding ________________________________
because

Have you thought about taking away __________________________
because