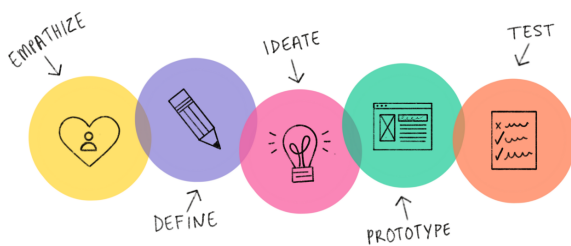


DESIGN THINKING: CRASH COURSE



Here are five simple strategies you can use to get started with design thinking in your school. Identify a challenge you'd like to address and then split participants into teams of 4 to 6. Pass out some post-it notes, pens and chart paper and you're good to go.

1. Empathise:

Interview others groups about their "[Dreams and Gripes](#)" to garner their opinions about the current issue.

2. Define:

Uncover new possibilities and solutions by developing [How Might We?](#) Questions and then ask them to members of your community.

3. Ideate

Synthesise all the ideas gathered from the HMW questions with an [Affinity Diagram](#).

4. Prototype

Utilise the [STAR method](#) to assist participants with generating a comprehensive approach to achieving their idea. Ask participants to pitch their idea in less than 2 minutes.

5. Test

Use a [Futures Wheels](#) to predict the potential impact of an initiative if it is implemented.