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.