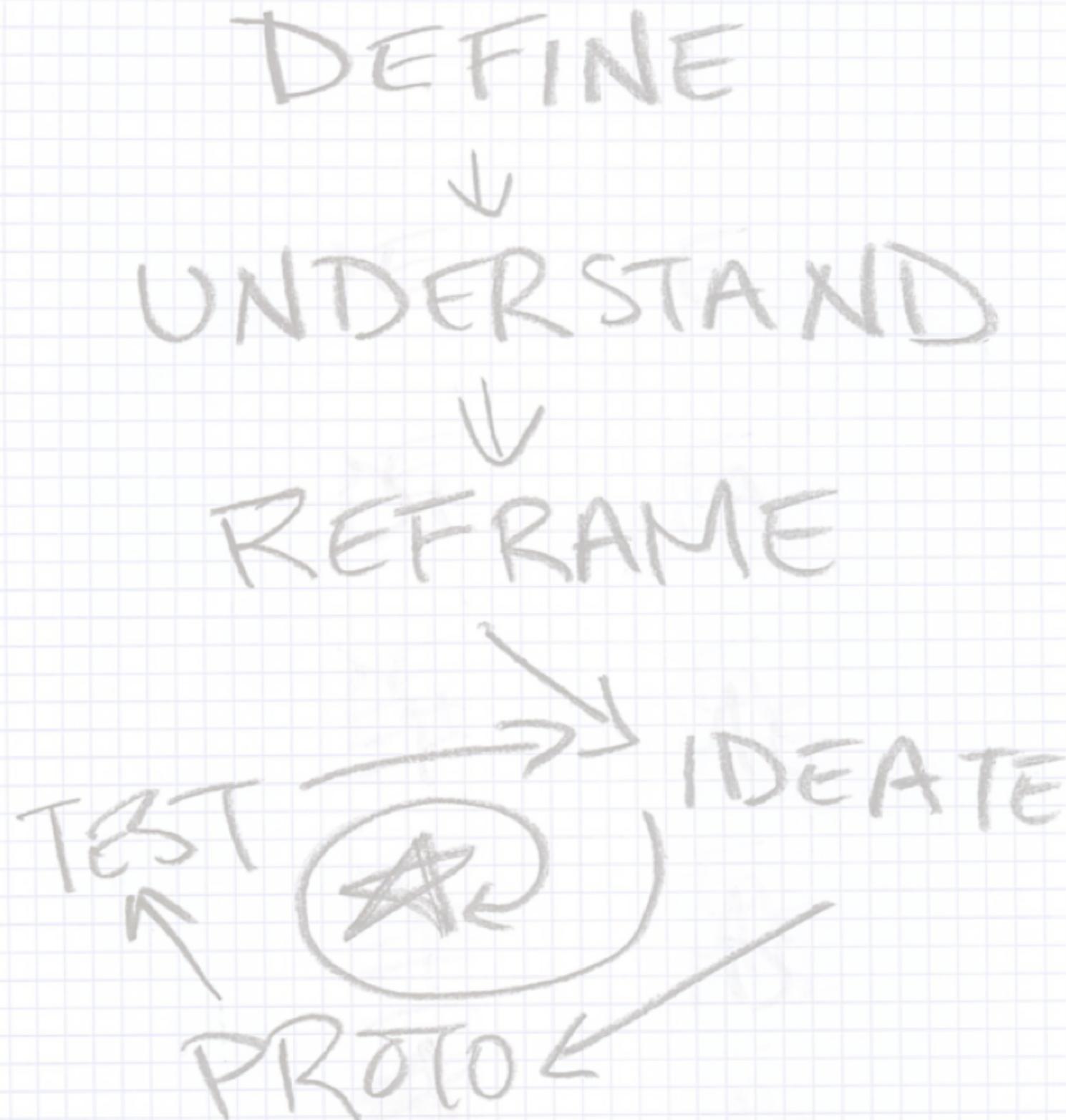


your name

Designing Fabbing/Making Curriculum

Design Do Discover
June 19-21, 2014

Based on
"Building Hands-on Curriculum: Quick Start Guide"
from Zombie Cat, Inc. and
"An Introduction to Design Thinking in One Hour"
from Stanford d.school



DEFINE a problem for yourself (2 min)

When I work with students on _____ *topic* _____,

I find it challenging to _____ *teaching goal* _____

because of _____ *student limitations & constraints* _____

and _____ *classroom/school limitations & constraints* _____.

Now, please swap packets with your design partner.

UNDERSTAND your partner's problem.

Dig deep. Gain EMPATHY. (5 min each x 2 = 10 min)

Interview your partner.

Jot down notes from your interview. Ask about their experiences.
Get them to tell you stories and anecdotes.

Now, switch roles and repeat...

SYNTHESIZE and REFLECT. (3 min)

Construct an empathy map for your partner.

<i>OBSERVE...</i>	<i>INFER...</i>
What did s/he SAY?	What do you think s/he THINKS?
What did s/he DO?	What do you think s/he FEELS?

Identify key themes and insights from your interview.

REFRAME the problem from the student perspective. (2 min)

name _____'s students need a way to _____ *restated need*

when they are learning _____ *focus concept* _____.

(Optional) And the real, fixed constraints are: _____ *limitations & constraints*

Now give this packet back to your design partner.

You should end up with the packet with your name on it.

ENGAGE in radical collaboration. (12 min)

Find and form your project team.

Give each team member 1-2 minutes to share his/her reframed problem & associated constraints.

As a team, select a problem (at most, two) your team wants to tackle for D³.

We want to tackle...

IDEATE. Aim for quantity, not quality. (5 min)

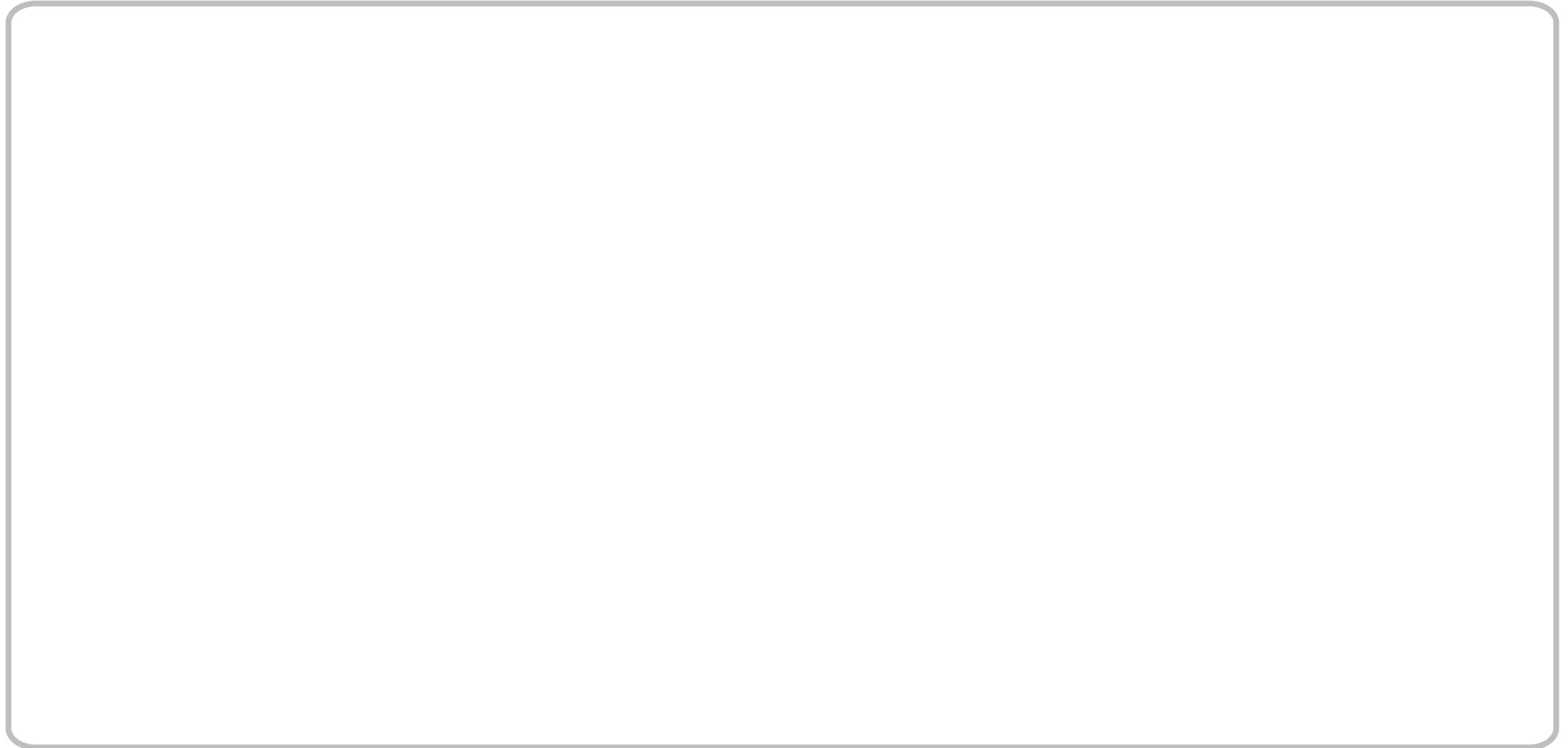


Got even more ideas? Use the back of this page!

DISCUSS and SELECT idea(s). (10 min)

Give each team member 1-2 minutes to share his/her ideas. Keep descriptions short and sweet.

As a team, select 1-2 ideas to continue to refine.

A large, empty rounded rectangular box with a thin gray border, intended for team discussion and idea selection.

PROTOTYPE. (15 min)

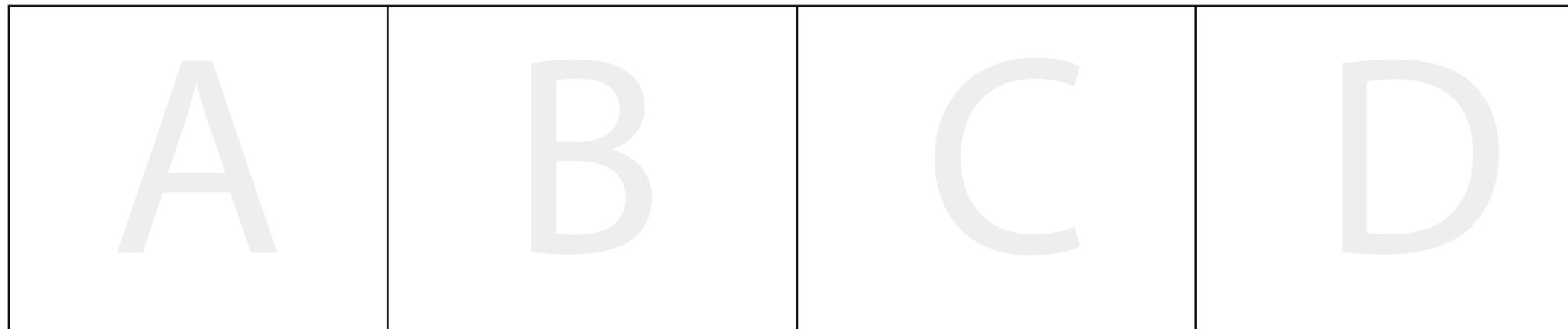
With your team, rapidly prototype your idea(s) using low-res materials: craft supplies, storyboards, skits, etc.

Aim for communicating a concept rather than building a quality product.

SHARE. Gather FEEDBACK. (20 min for all groups)

All teams will share their idea with the full group, using the rapid prototypes. Only 2 minutes per team - make it count!

Before lunch, strategize with your team about how you will refine your idea(s) during the hands-on breakout sessions and how to distribute yourselves amongst the sessions.



During lunch, consider informally asking colleagues for feedback.