

imagination is a career.



design thinking!

This 50 minute activity is a fun way to expose students to design thinking. The key to making this exercise a success is to encourage students to be creative and exploratory in their ideas.

set up:

- Paper cut into roughly 1" x 4" pieces, enough for each student to have 2 pieces
- Paper for students to ideate & sketch on
- Coloring materials of your choice: markers, pencils, paint, etc.

Give each student two 1" x 4" pieces of paper.
One piece for each of the two following prompts:

who

Pick someone. It could be anyone: a celebrity, a historical figure, a character from a comic book, etc. This should be someone or something most students are familiar with. If you'd like to push your class, try having them design for a real-world group, for instance an underserved community.

new

Choose an emerging technology to incorporate in your design, this is your **new**. Examples could include mixed reality, autonomy, alternative power sources, and artificial intelligence. Any option your students come up with will unlock its own unique design opportunities.

activity:

- 01** Allow three minutes for students to write their ideas for **who** and **new**: one **who** and one **new** per student.
- 02** Take a couple minutes to collect prompt papers (keeping **who** & **new** papers separate) and then draw one **who** and one **new** at random. Each student will be designing transportation for this **who**, incorporating this **new** tech.
- 03** Spend a few minutes discussing your **who** & **new** as a class. Collect key points about them.

For your **who**, try to have the discussion focus on what their life is like: what are their daily needs? How will the transportation be used? What kinds of things do they enjoy? What are their annoyances?

For your **new**, collect some basic information to make sure that everyone in the class has an equal opportunity to apply the technology in a meaningful way: how it works on a fundamental level, current applications, projected applications, etc.

After your discussion, split the students into two groups. One group will focus on features for the interior of the vehicle, and the other group will focus on the exterior of the vehicle.
- 04** Give the students about 30 minutes to sketch their ideas. Circulate through the room and use prompts (on reverse) to keep them inspired & sketching as many ideas as possible.

Provide students with tools for coloring during final 10 minutes of drawing so that they can consider color & material choices for their vehicles / features.
- 05** Take ten minutes at the end to allow students to share their sketches and ideas with each other.

+ **OPTION 1:** If you'd like to extend this activity, try breaking students into groups and having them collaborate to build a model of their design. Each student can introduce their best ideas to the group and then work together to build an even better mobility solution.

big question: how can we improve mobility & transportation for all people?

emphasize

Generating many ideas is better than a single very detailed idea.

Perfectionism is the enemy of ideation.

Don't get bogged down by what is possible today, instead consider what **MAY** be possible tomorrow.

Some students will be better at drawing than others and that is OKAY. The key to this exercise is the design thinking, drawing is primarily a way to express those thoughts. Anyone can improve their sketching skills, it just takes lots of practice.

contact

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