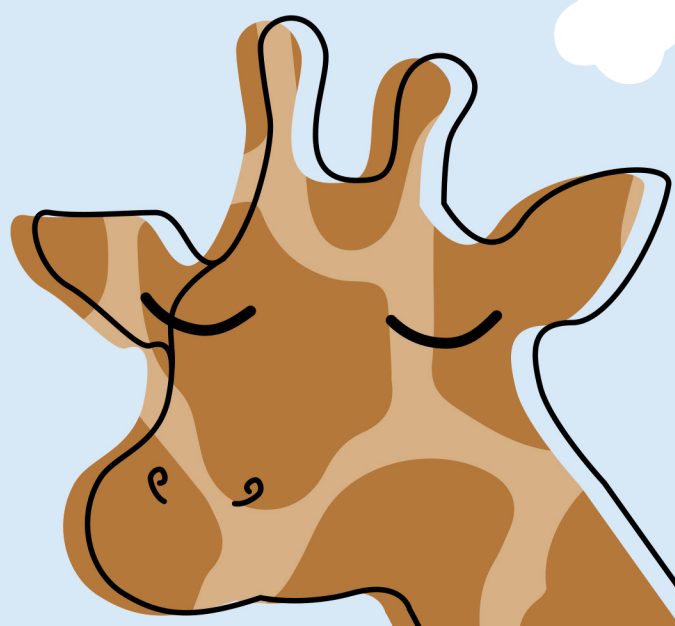




IMAGINATION IS A CAREER



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.

big question: how can we improve transportation for all creatures?

set up:

- Paper cut into roughly 1" x 4" pieces, enough for each student to have 2 pieces
 - Paper for students to draw on
 - Crayons, markers and/or colored pencils for students to color with
- 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, an animal, a historical figure, a character from a comic book, etc. This should be someone or something most students are familiar with.

where

Choose a destination for your **who**. Examples could include the gym, the park, the grocery store, the arcade, or even Mars. Each of these options unlocks its own unique design opportunities.

activity:

- 01** Allow three minutes for students to write their ideas for **who** and **where**, one **who** and one **where** per student.
- 02** Take a couple minutes to collect prompt papers (keeping **who** & **where** papers separate) and then draw one **who** and one **where** of random. As a class, use them to fill out the sentence:
_____ needs to get to _____

example:

RALPH needs to get to **NEW YORK CITY**.

03

Once you have written your sentence, spend a few minutes discussing your **who** as a class. Collect 5 - 10 key points about them. Try to have the discussion focus on what their life is like: likes? dislikes? family & friends? These key points will be spring boards to draw design ideas around.

04

Give the students 30 minutes to draw their ideas. Circulate through the room and use prompts (on reverse) to keep them inspired & drawing as many ideas as possible.

Provide students with coloring tools 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 drawings and ideas with each other.

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OPTIONAL: If you'd like to extend this activity, try breaking the kids into groups and having them collaborate to build a model of their design. Each student can introduce their best idea to the group and then work together to build an even better vehicle.

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 O.K.A.Y. 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.



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