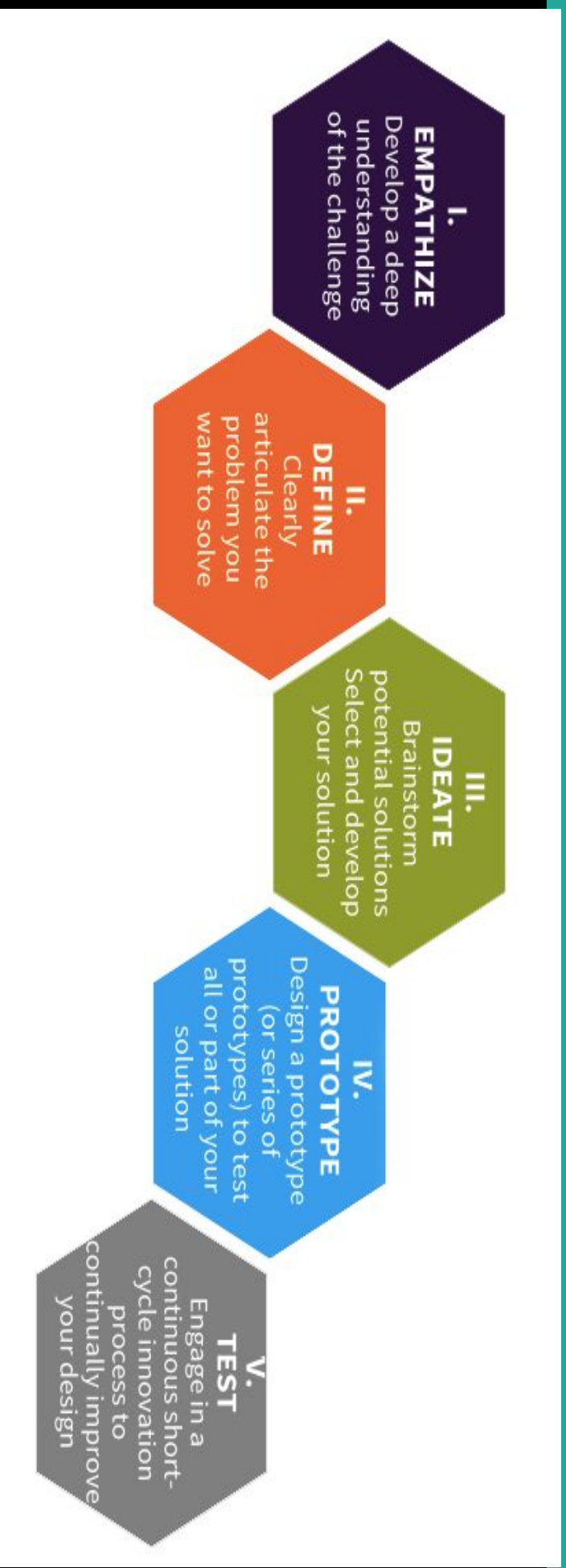


DESIGN THINKING



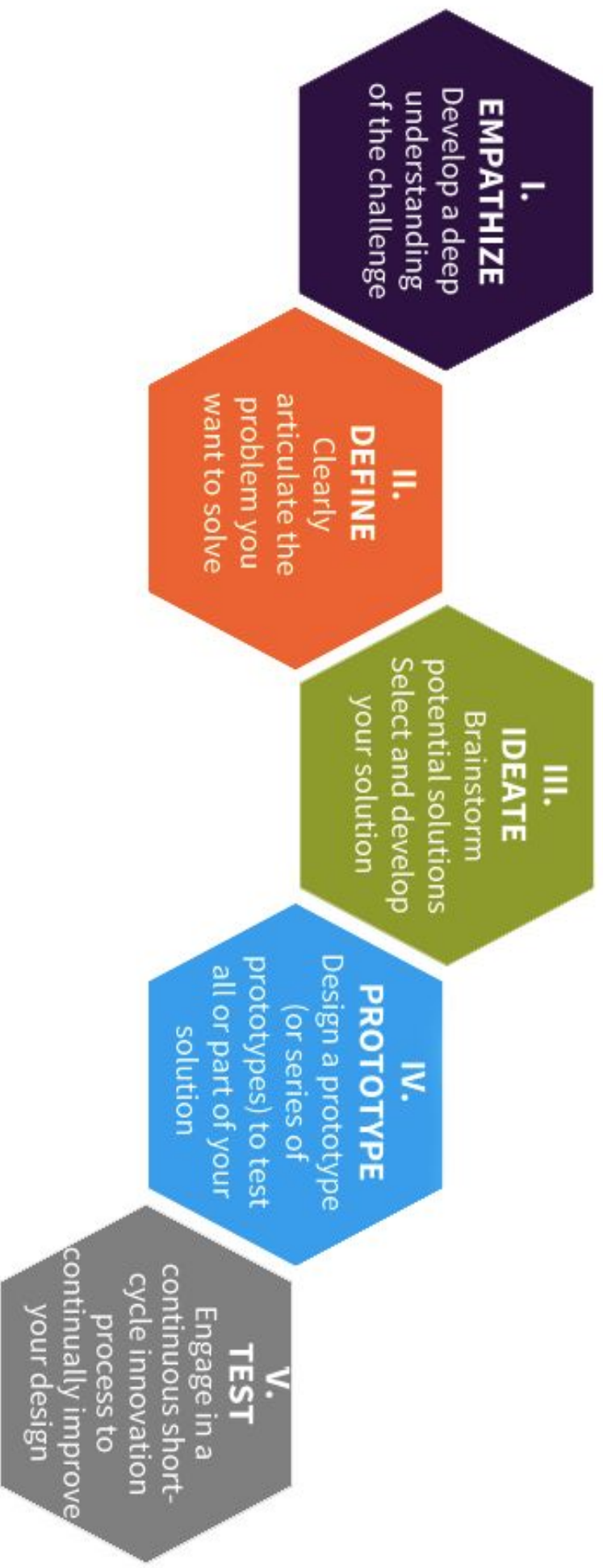
As a leader what issues/problems would you like to explore today?

Add your ideas below

Go to www.tinyurl.com/hc98z7k or scan the QR code



What is design thinking?



Design Thinking



Why use design thinking?

As leaders/teachers we design all the time but do we think about our design? Do we truly empathise with those we are designing for? How creative have we been?

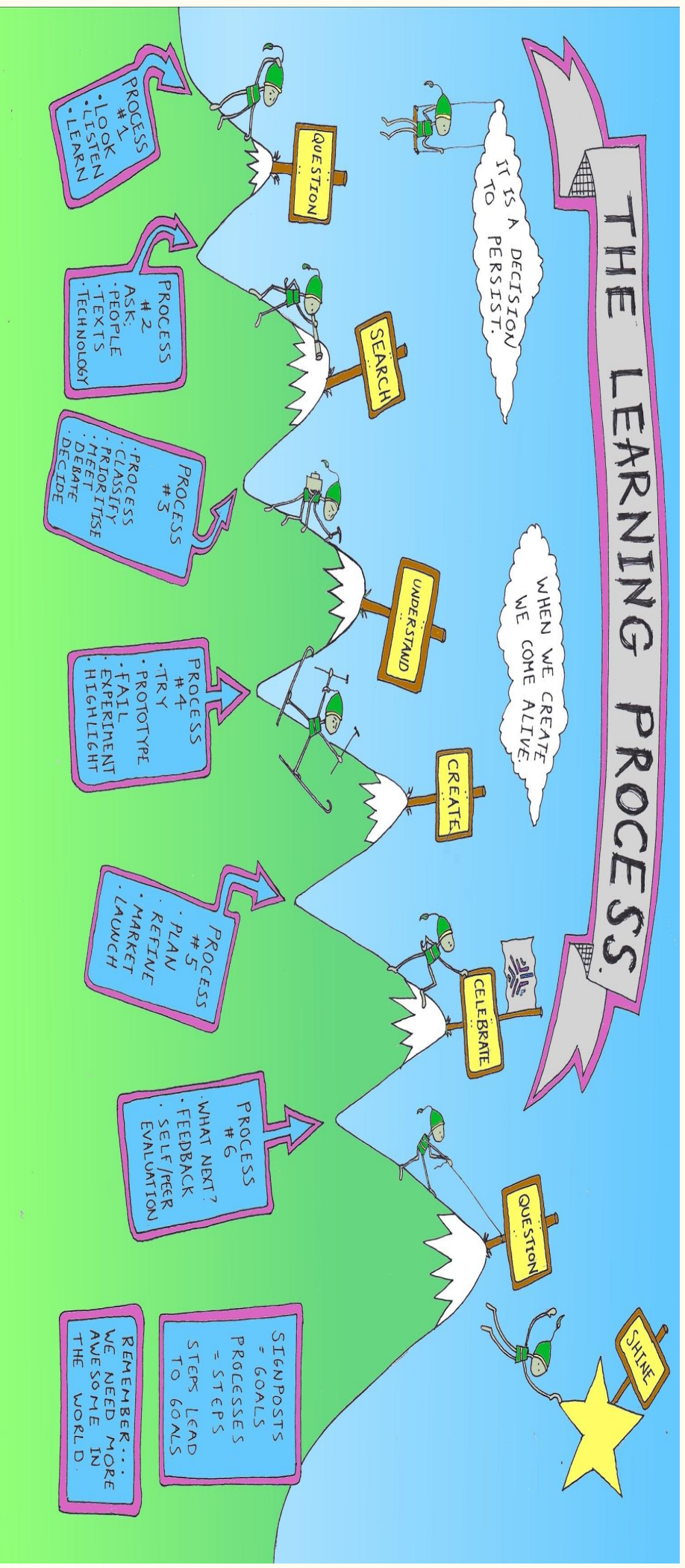
Design thinking

Human centered design - Gaining empathy for the person or people you are designing for and getting feedback from users

Experimentation and prototyping - We build to think and learn

A bias towards action - Making things actually happen

Design thinking and the learning process



How do we frame the problem we are trying to solve?

We use the **How Might We** format because it suggests that a solution is possible and because they offer you the chance to answer them in a variety of ways. A properly framed **How** **Might We** doesn't suggest a particular solution, but gives you the perfect frame for innovative thinking. The **we** puts an emphasis on working with others.

How have I used design thinking as leader?

- To guide teachers through change
- To enable student leaders to take more ownership at school
- To help create a new student leadership structure
- To give other teachers a tool to unleash more creativity within learning
- To gain greater empathy about how school is for learners

How have I used design thinking as a teacher?

- Giving a structure to allow learners to create games/solve problems
- Framing many different learning situations
- As a model for inquiry learning to enable social action
- As a model for my own inquiry

Practical applications

- Things that Bug me list to help create positive change
- Wonderings wall
- Leading and empowering staff by letting them be part of creating new initiatives

Keen to know more about Design thinking?

Tedtalks from David Kelly or Tim Brown

d.school Stanford University

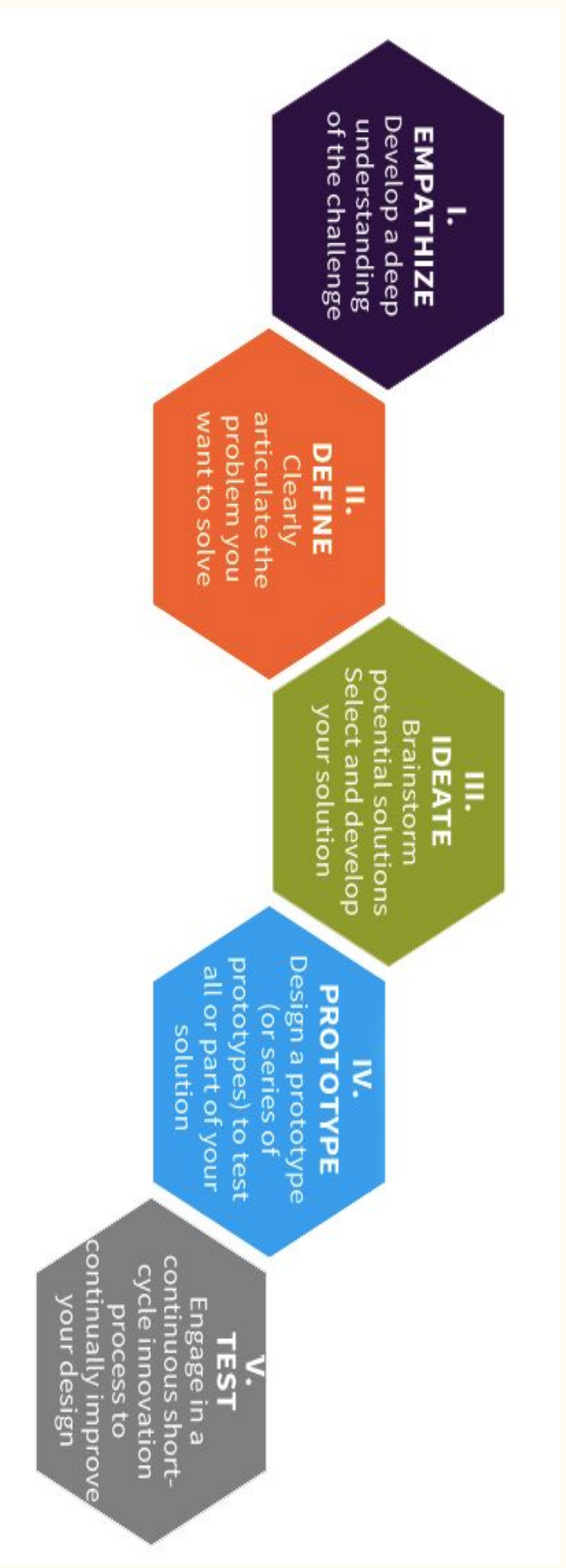
Ideo - www.designthinkingforeducators.com

NoTosh.com

stevemouldyey.wordpress.com/tag/design-thinking

eodysseyblog.wordpress.com/category/design-thinking

Let's get started with design thinking!



How might we ??????????

Empathy

Group discussion about your chosen problem (5mins)

In your group spend the next 5 mins talking about the problem. What personal experience have you had with the problem, try and understand the issue, why is it an issue, who is affected the most by this issue and why. Put yourself in the shoes of others when thinking and talking about your issue.

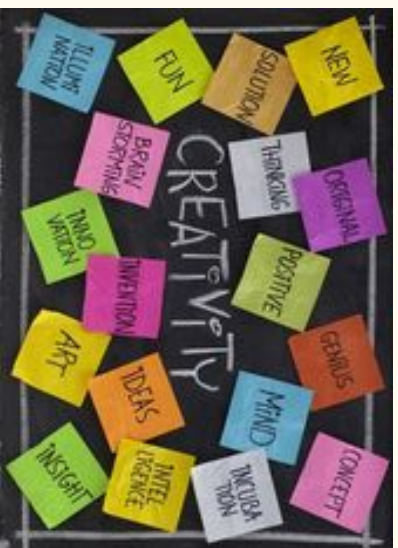
Just a discussion **do not try and solve the problem** just try and gain a greater understanding of problem/issue.

Ideation

Time to come up with ideas that could help us to solve the issue/problem

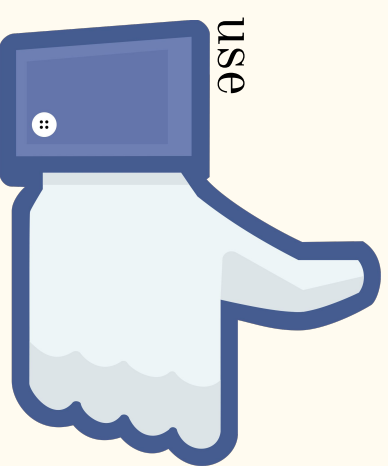
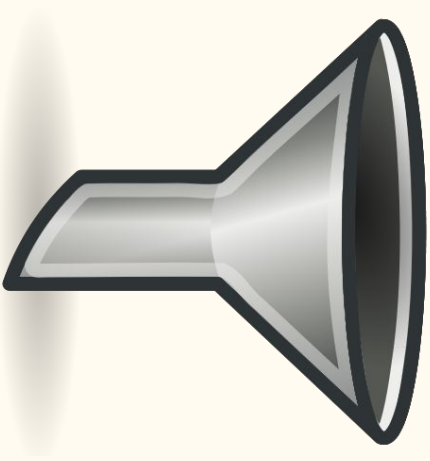
As many ideas in 10 mins

No idea too wacky/crazy, no limits on money or other resources, think outside the square.



Filter stage

- 5 mins to go over all the ideas that people have added
- You then have 5 likes each to allocate
- Then list the 10 ideas that get the most likes
- Then each person needs to allocate numbers 1 to 10 to the list
- 1 for the idea you like the most 10 the one you like the least
- The idea that adds up to the smallest number is the idea you will use



Prototype Stage

Using the idea that your group has come up with you now need to work together to come up with what your idea is going to look like.

Time for everyone to get more details down about how you are solving your issue or problem

Write down what you are actually going to do to solve your issue or problem. How will it meet the users needs? who is involved? what will need to be set up? what will it look like? sound like etc if it can be made or drawn do it! as it will help when you go to pitch!

Testing - Seeking Feedback

Groups get together with other groups, each group has a turn to present while the others listen. Then those listening give feedback on the idea that was just pitched. The presenters can not reply to feedback they just have to make a note of it. 2 ½ mins to present then swap over.

Feedback rules - I like or I wonder, I like how you..... I love that you have..... I'm concerned about how..... I worry that you might have



Testing - Using the feedback make changes to the idea

Using the feedback others gave to you about your idea discuss what was said and think about how you might need to change your presentation and get prepared to do the same thing again but this time with different groups listening and giving feedback.

Test again!

Put your prototype into action!