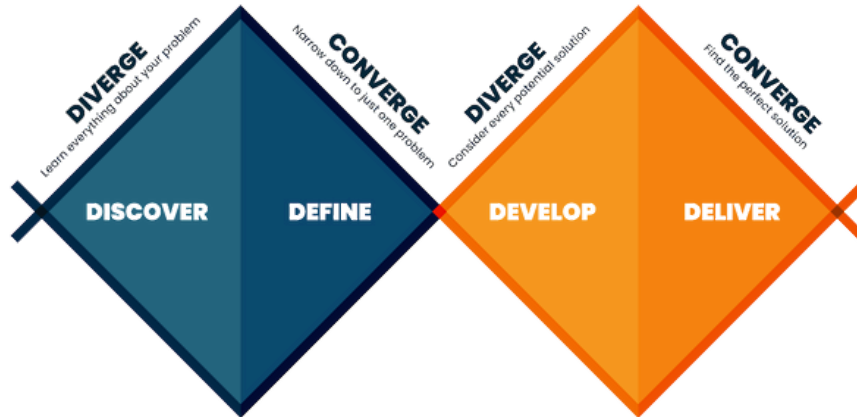


The Design Thinking Process

name: _____



Today's Design Challenge:

DISCOVER:

Learn **everything** you can about your topic. Who will be impacted by your invention? What matters to that person? What do they need? What do they like / not like? Conduct online research if needed.

These will be your **design criteria** as we continue the project.

DEFINE:

What **problems** exist within your topic? **Narrow down** your focus to just *one* problem.

DEVELOP:

Brainstorm and come up with **as many** creative solutions as possible. There are no bad ideas at this stage! Write down or draw everything you think of. You'll test the ideas later on to see if they make sense.

You might have come up with several great ideas to solve your problem. Consider your **design criteria** to select an idea to present to the class. You can always change this idea later on!

DELIVER:

Build a prototype of one of your ideas. Which details do you want to show off and get feedback about? How will you test that other people like your idea as much as you do?