**Design Thinking**
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In short, Design Thinking is a process of critical thinking used to develop solutions to problems through collaboration, innovation and design. Design Thinking helps prepare students for a world where skills such as teamwork, problem solving, communication, analysis, creativity, and the ability to influence others is becoming increasingly important in the workforce. Design Thinking Units offer a hands-on, exciting way to integrate art, persuasion, creativity and teamwork into areas of study.

**Video Resources:**
IDEO Shopping Cart: ideo.com
Stanford Design School: dschool.stanford.edu

Books related to creativity and innovation in the classroom:

Creative Confidence
The Third Teacher
Make Space: How to Set the Stage for Creative Collaboration
Design Thinking Unit Planning Sheet

1) Develop a question. (For example, what does an ideal learning space look like?)

2) What are features of this product/space/idea? (Brainstorm without judgment.)

3) What are pros and cons of each feature? (Use this list to generate ideas for improvement.)

4) Interview. (Develop questions to find out what other people want in this product. What do they like or dislike?)

5) Make sketches (5-20 quick, labeled sketches.)

6) Decide on one sketch as a group to develop into a prototype.

7) Develop the prototype. (Decide if you want to develop your prototype to scale.)

8) Persuade. (Make a commercial, write a persuasive letter on a blog, write/draw a magazine advertisement, etc.)
Design: Drawing with Lables:

Group Name: Imprvovements:
Working with Others - Rubric
Rate yourself on a scale of 1 – 4.

1) I contributed to my group  
2) I showed my group that I was listening  
3) I stayed on task  
4) I had an open mind about others’ ideas  

5) When disagreeing I used phrases like:
I hear what you’re saying, but did you think about...
That’s an interesting idea, but I think...
Name

I observed the

I like

I wonder

I suggest
Design Project Rubric

Built Product: Rate yourself on a scale of 1 – 4.

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<th>1</th>
<th>2</th>
<th>3</th>
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<tbody>
<tr>
<td>1) My product matches my drawing</td>
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Why?

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<td>2) My product looks neat and shows effort</td>
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Why?

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<td>3) I’m proud of my product</td>
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Why?
Project Reflection

1. What was your favorite part of the Design Thinking project?

2. What would you like to change about the project?

3. Is there something about the project that was confusing?

4. What is something you learned from doing this project?