

NAME

DATE

Designer's Workbook

Design thinking is a way to solve problems.



ASK

WHAT IS THE PROBLEM?



IMAGINE
AND
PLAN

DRAW YOUR IDEAS

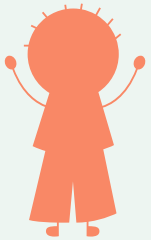
NAME

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CREATE

TRY OUT YOUR IDEAS



IDEA
FROM
OTHERS

WRITE 1
IDEA FROM A
CLASSMATE



IMPROVE

WRITE 1 THING YOU
WOULD CHANGE NEXT
TIME

