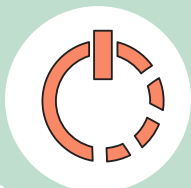NAME

CLASS

TEACHER

DATE

Designer's Workbook

Design thinking is about believing we can make a positive impact by coming up with creative ideas with and for others.

GETTING STARTED

To start, you'll identify your challenge and your goals.

DISCOVER

In the discover stage, you will explore what you know and what you need to learn.

INTERPRET

In the interpret stage, you will share what you've learned and explain what it means for your challenge.

IDEATE

In the ideate stage, you will brainstorm ways to address your challenge.

EXPERIMENT

In the experiment stage, you will try out some ideas and get feedback.

REFLECT

In the reflect stage, you will look back at all you've learned and draw conclusions.

Getting Started

WHAT IS YOUR CHALLENGE?

Write a short description of your challenge. Why is this a challenge?

WHAT ARE YOUR GOALS?

How will you know you've succeeded in your challenge? What do you hope to accomplish by the end of this process? Don't worry, you can adjust this later if needed.

WHO IS YOUR AUDIENCE?

Who is the final product going to be designed for? What do you know about your audience that you will need to keep in mind?

Discovery

WHAT DO YOU ALREADY KNOW?

Write all the information you already know that may help you understand and tackle your challenge.

WHAT DO YOU NEED TO LEARN?

What questions or topics do you need to know more about before you can address your challenge?

RESEARCH

Questions	Who, What, or Where can help you answer your question	Answers and Notes

Interpret

TELL STORIES

Jot down your ideas after your research and share with your team. Use additional post-its if needed.

What was the most memorable or surprising thing you learned?

What are you excited to talk more about?

What are points of confusion or frustration?

Learnings from my Team

MAKING MEANING

What are the headlines from your learning and sharing?

Sketch a Visual of Your Ideas so Far

Ideate

BRAINSTORM

Use this space or other paper, post its, white board, etc to brainstorm ways to address your challenge based on what you've learned. Be sure to review your challenge, audience, goals, and research findings. Draw, write, build your ideas as needed.

Experiment

PROTOTYPE

Create a prototype of your answer the challenge. This may be on paper, digitally or building something. Include a picture here. Next take your idea(s) to the audience and get some feedback. Is there anything you need to change? Are there parts the audience wants more of?

Make notes from audience feedback around your image.

Reflect

WHAT DID YOU LEARN?
Write a short explanation of your learning and growth during this design challenge.

WHAT DO YOU WANT TO LEARN?
What questions do you still have? What do you want to do next?

WHAT IS YOUR FINAL THOUGHT?
Conclude out your experience by writing a final thought (or two)!