Design Thinking for Schools

No problem is too big when you think like a designer!
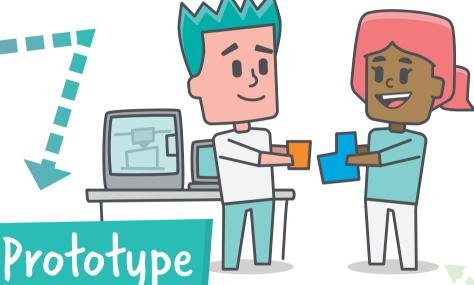
Empathize
Learn about your audience: the people you want to help!

Define
Decide how you can best help your audience. Where can you make the biggest difference?

Ideate
Be creative and think of as many solutions as you can. 'Crazy' ideas are welcome!

Prototype
Make something that explains your best ideas to other people. Rough is okay!

Test
Show your prototypes to your audience to see if they work, or if you can make them better!

Repeat?
Your first idea probably won't be perfect. That's okay - keep trying!

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