



Design Thinking for Expanded Learning Educators

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Ideate: Frame Your Design Challenge

What is the Problem you're trying to solve?

- 1. Take a stab at framing it as a design question (How might we...)**
- 2. Now state the ultimate impact you're trying to have.**
- 3. What are some possible solutions to your problem?**
- 4. What are some of the constraints you are facing?**
- 5. Does your original question need to be changed? Try it again, if necessary.**

Investigate: Interview Guide

Open General

What are some broad questions you can ask to open the conversation and warm people up?

Then Go Deep

What are some questions that can help you start to understand this person's hopes, fears, and ambitions?

Iterate: Create “How Might We” Questions

Turn your insights into “How Might We” Questions

Insight:

How might we...

Insight:

How might we...

Insight:

How might we...

Iterate: “How Might We” Cheat Sheet

Our goal in this step is to translate problems into questions that stimulate our innate curiosity.

A “good” question is one that unleashes the imagination of a diverse team. We are looking for questions that activate the unique ideas, so we can collectively generate better ideas and better solutions.

Another feature of a good question is that it helps move us from a fuzzy or ill-defined sense of the problems we face to possibilities for active exploration.

Types of “how might we” or “what if…” questions:

Knowledge and Understanding

- How might we learn about X or understand Y?
- What if we better understood/knew how to Z?

Action

- How might we change X?
- What if we did Y?

Scale

- How might we increase or reduce X?
- What if we increased or reduced Y by tenfold?

Perspective

- How might we look at this from X’s point of view?
- What if I were doing Y myself— what would I want or need?

Reconfiguration

- How might we break this challenge down into pieces?
- What if we put X and Y concepts/approaches together?

Iterate: Building a Prototype

This activity will help you see your ideas come to life in order to receive feedback as you iterate.

Activity:

- Take top ideas from your investigation.
- Review the list of prototypes below but feel free to think outside the box.
- Create and build prototypes. Be creative and have fun!

Helpful Hints:

- Document the process with photos, videos, and notes of successes and challenges.
- Consider materials that are low cost or easily accessible to your team.

Types of Prototypes:

- Model
 - Use paper, cardboard, pipe cleaners, or other materials to make a 3D representation of your idea.
- Mock-up
 - Sketch visuals of tools, websites, or pages that may appear on a computer or phone screen.
- Role Play
 - Act out the experience of your idea. Consider who is involved and ask questions they may ask.
- Diagram
 - Map out the journey or process of your idea to someone new.
- Story
 - Tell the story of your idea or experience from the future (like a newspaper article).
- Handout
 - Create an advertisement or flyer that promotes the best parts of your idea.

Iterate: Create a Pitch

Succinctly, what is your project?

What do you need to pitch?

What format(s) will your pitch take?

What's your short pitch? As you write it, think about how you'll expand it into a larger one.