

Design Thinking in the Classroom
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PSU term guidelines: due October 4

Assignment 1:

1. Do the mapping exercise in lesson one to define a problem you'd like to solve. Then, take a picture and include it in this assignment.
2. Try to frame the problem as a good question that you can solve for. Write down the question or if you have a couple you can't decide between, write down both questions.
3. Have you tried to solve for these questions in the past? Are there blocks or limitations you can imagine to solving this question? Do you face any of the limitations Juliani and Spencer discuss in chapters 1 and 2 of Launch?
4. Why is this problem important to you?

Reading Response

1. What kind of a "creative" are you? You can use Spencer and Juliani's types found in Chapter 2. Or you can make up a type of your own? How might this affect your teaching approach or approach to your problem?
2. Tim Brown (in his TED Talk) suggests that designers have gotten small in their thinking, and that they used to apply themselves to bigger social problems than many do now. Do you think the same thing has happened in education? Why or why not?