

Design Thinking in the Classroom
Dr. J. Hammond

Assignment 4:

1. Reflect: What did you make of David Kelley's TED Talk. Can you think of moments in your own life when you decided how creative you were, or times when you were shut down? What has built your creative confidence or a sense of self-efficacy in the past for you? How might you teach help build creative confidence for your students?
2. Ideate: Brainstorm an answer to your "how might we" question. Use the method of your choosing, depending on your project - and take a photo, write, and use an audio clip to include all your ideas here.
3. Come up with 4 ideas that are completely opposing or divergent. What is an idea that completely wouldn't work?
4. What visual modes of brainstorming might work best for you project? Try one to see how it might work for your project and take a photo.
5. Take a moment to go through the ideas you are generating on your own or with your group of collaborators for your project for this class. As IDEO suggests, reconnect with your project and your "How might we" question. Set up criteria for success, and note your best ideas, detail them, and explain why you think they are good, based on your criteria. Reason it out with evidence. This is the key goal of the week, and will form the basis of your final project.
6. Sketch and describe the project details, audience, tasks, and roles. Take a photo, and send it with your assignment.