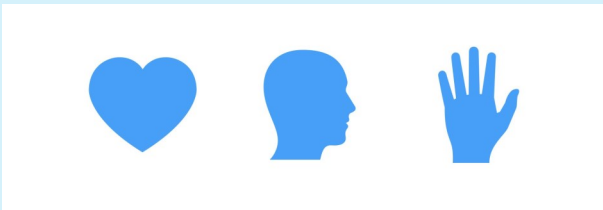# Pike County Schools
Design Thinking Process

Right click hyperlinks to open in a new tab.

Definition/Purpose

Design thinking is a 5-step methodology for creative problem solving. You can use it to inform your own teaching practice, or you can teach it to your students as a framework for real-world projects.

From: dschool.stanford.edu

Resources and Tools

- Empathy is our ability to step into another person's shoes, to understand their needs, their lives in order to solve problems from their perspective. 2:39 video here.

- Two Design Thinking Energizers (improv technique of saying "Yes, and"): The Fake Australian Vacation and the Parking Lot Circus

- Cool tools for the five steps of the Design Thinking Process

Examples

The d.school Foil Challenge is appropriate for elementary schools students.

Redesign the School Lunch Experience can be for middle and high school students.

Stanford d.school Design Thinking Process

EMPATHIZE
- Interviews
- Shadowing
- Seek to understand
- Non-judgmental

DEFINE
- Personas
- Role objectives
- Decisions
- Challenges
- Pain Points

IDEATE
- Share ideas
- All ideas worthy
- Diverge/Converge
- "Yes and" thinking
- Prioritize

PROTOYPE
- Mockups
- Storyboards
- Keep it simple
- Fail fast
- Iterate quickly

TEST
- Understand impediments
- What works?
- Role play
- Iterate quickly

https://dschool.stanford.edu