

DESIGN THINKING PROCESS ACTIVITIES

DISCOVER

- Knows/Needs /Next Steps
- Student driven research based on...
- Use of outside resources to help inform our answer to the problem/question
- Research preliminary before they define their problem
- Students curiosity questions, based on discussions-- even if it takes us down a slightly different path**(questions that lead to curiosity)
- Read and annotate primary and secondary sources

- Site visit/Field trip to experience the problem in real life
- Current events
- Using examples to form rules/norms for the language
- Basic skills stations -- baselines**(stations of basic information that will help them learn introductory information that can help them with later stages of work. For example, stations on summaries of the major beliefs of the worlds major religions)
- Inquiry activities
- Current events - if it relates to later unit topics/focus

DEFINE

- Graphic organizer for persuasive essay
- Annotating rubrics
- Creating a shared rubric
- Needs to know requirement for project
- Group roles in project
- Posters/gallery walk

- Looking at essential questions to define the look fors of the unit
- Peer editing to identify common challenges
- Writing the problem statement
- Direct lesson, notes, instruction
- Writing Interview Questions? (No specifics)

<h1>DESIGN</h1>	<ul style="list-style-type: none"> • Storyboards • Gathering evidence • Outline • Flowcharts -Site Maps • Online Discussion 	<ul style="list-style-type: none"> • Project proposal - Prototype • Creating a checklist • Drafts
<h1>DEVELOP</h1>	<ul style="list-style-type: none"> • Peer feedback on rubric • Revise your work • Brainstorm boxes • 	
<h1>DELIVER</h1>	<ul style="list-style-type: none"> • Presentation • Gallery walk • Closeout • Lesson Learned Session to Identify Success and Failure • Creating Key Milestones 	