



Challenge 1: Finding Cinderella

The clock struck midnight and Cinderella has fled the ball. You have one hour to help the Prince locate and find the woman who matches the glass slipper.

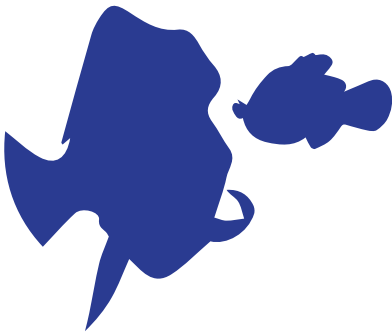
Twist: There is not enough time to go door to door trying them on. Brainstorm and Prototype another solution.



Challenge 2: Simba's Campaign

Much like Hamlet, Simba has fled after an evil uncle has murdered his father and taken the throne. You have one hour to organize your return to supplant Scar and retake the crown.

Twist: Unlike Hamlet, you cannot supplant Scar with force - instead craft a way to convince The Pride to select you as their leader and overthrow Scar! Brainstorm and Prototype your solution.



Challenge 3: Remembering Dory

Nemo is found and Marlin has found peace with his fear. If only Dory could stop driving everyone crazy with her absentmindedness. You have one hour to devise a way to help Dory to remember.

Twist: Whatever you create - Dory can't know about it. Brainstorm and Prototype your solution.

Think | Make | Learn

The Maker Movement Meets Design Thinking

Design Thinking and Making can be applied to any curriculum or subject. In this exercise we explore the power of literature as a vehicle for collaboration, creative thinking, and problem solving.

Using one of the challenges identified above, work with your group to brainstorm and prototype a solution.

One Workplace Learning Environments

Design Thinking Lesson Plan



Subject: THINK | MAKE | LEARN

Summary: Engage students in the design thinking and making process. Guide students through the process of gaining empathy, generating ideas, and prototyping solutions.

Standards: California Department of Education

English Language Arts 6-12

1.0 Cite Textual Evidence to Support Analysis

2.0 Determine a Theme or Central Idea of a Text

3.0 Analyze How Particular Elements of Story/Plot/Dialogue Unfold

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5.0 Problem Solving & Critical Thinking

5.1 Identify and ask significant questions

5.2 Use Inductive and deductive reasoning to solve work-related problems

5.3 Use systems thinking to analyze how complex components react

5.4 Interpret information, draw conclusions, & make informed decisions

9.0 Leadership & Teamwork

9.1 Define leadership, identify responsibilities

9.2 Identify characteristics of successful teams

9.3 Understand characteristics of teamwork, leadership, citizenship

9.7 Participate in an interactive team to solve real design challenges

Objectives: Design Thinking is a human-centered approach to problem solving. Students will utilize this methodology to foster teamwork and collaboration, think creatively, and utilize making to prototype solutions. This exercise will showcase how Making and Design Thinking can be applied to any subject. By presenting literature as a vehicle to engage in critical thinking and problems solving we can create deeper understanding and more authentic learning.

1. Identify a problem
2. Understand who is affected | Gain empathy and understand context
3. Redefine the problem
4. Brainstorm ideas in groups
5. Prototype solutions
6. Get feedback on solutions
7. Refine solutions
8. Present to class

Materials:

Misc. craft supplies, paper plates, cubs, straws, pipe cleaners etc....

Resources: Display/projector, workspace with tables, 1 instructor and 2 facilitators

Lesson: "THINK|MAKE|LEARN" **Time:** 1.5 Hours

Assignment Activities/Agenda:	Time:	[h]mm:ss
Introductions:		
Quick Intro's		0:02:30
Presentation:		
The Maker Movement Meets Design Thinking		0:05:00
Activities:		
Improv Game		0:05:00
Introduce the Challenge:		0:02:30
Brainstorming		0:25:00
Selection Criteria		0:05:00
Prototyping		0:30:00
Presentations		0:15:00
		1:30:00

References:

California State Board of Education | Content Standards

<http://www.cde.ca.gov/be/st/ss/>

California CTE Model Curriculum Standards

<http://www.cde.ca.gov/ci/ct/sf/ctemcstandards.asp>



Assignment Activities Guide

Introductions:

Quick Introduction of all facilitators and instructional staff. Pass out nametags. Ask students to introduce themselves in a fun way - with a dance move, silly rhyme or interesting fact.

The Maker Movement Meets Design Thinking

Human Centric, Non-Linear, Divergent, Defers Judgement, Empathy, Collaborative
Three Forms of Collaboration / Blooms Taxonomy

Improv Game

Yes...And "Birthday" party planning game. In pairs as students to plan a party. Each student takes turns offering a suggestion. In round 1 - each idea is received with a resounding "NO" and an alternative is offered. In round 2, each idea is confirmed with "YES AND" and is built upon - making it even stronger and more interesting

Introduce the Challenge

Share with students the power of design thinking and making when applied to any subject or curriculum. The key is to position these activities as a way to showcase critical thinking and problem solving in the context of the course material. This workshop will explore classic literature paired with a making activity.

Classic Disney Challenges - Modern Twist

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Brainstorming

With students in three groups conduct YES...AND brainstorming exercise to generate ideas for how we will solve for the above problems.

Selection Criteria

Students vote for the ideas that are "Most Ground Breaking" and "Most Likely to Delight"

Begin Prototype

In groups - allow students to build a prototype that solves their challenge.

Get Feedback

Give each group 3 minutes to present their solutions to the group and get 2 min feedback for improvements / changes.

Complete Prototype

Students revise prototype to finalize ideas.

Presentations

Students present final solutions to group. (5 Min each)

Closing / Assessment

Thank all participants:
Give students assessment cards with three questions:

I Like: What I liked about this workshop

I Wish: What I wish about this workshop - areas for improvement

I learned: What I learned