

Think, Make, Try

Design Thinking in Action

THINK	Materials	Instructions
	Pens Graph paper Mockups cards (3)	<p>Form groups of 2-4 people. Pick three cards from the design thinking game, <i>Mockups</i>. A white card tells you the person you are designing for, a gray card tells you what to design, and a black card will give you a constraint for the design.</p> <p>Select one person to take on the role of your audience. Conduct research. Ask questions. Develop empathy.</p> <p>Openly brainstorm ideas, take notes, sketch plans, and discuss.</p>
MAKE	Materials	Instructions
	Computer paper Painters tape	<p>Using computer paper and painters tape, make many prototypes! Test out ideas, experiment with different variations, and discuss. Review with your group; brainstorm strengths and improvements.</p> <p>Pick one prototype to recreate with TRY materials.</p>
TRY	Materials	Instructions
	KEVA planks LEGO Wood Recycled materials Hot glue guns Wire Fabric String/yarn Nature objects	<p>Using materials, create a final prototype of your chosen design.</p> <p>Test it out!</p> <p>Discuss and revise until complete.</p>

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Design Thinking for Early Childhood Audiences

THINK think about the problem	MAKE make a prototype	TRY try and retry
RESEARCH observe, ask and listen, develop empathy	CONSTRUCT make many prototypes	TEST test out your prototypes
BRAINSTORM generate ideas, analyze and choose	REVIEW observe/notice, analyze strengths, brainstorm improvements	DISCUSS gather feedback, collaborate, conduct additional research

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