Strategies for Implementing the DEEP Design Thinking Process

DISCOVER

EMPATHIZE

DEFINE

IDEATE

PROTOTYPE

EXPERIMENT

TEST STRATEGIES

*Provide guiding questions for feedback such as: What worked? Opportunities for Improvement? Questions? New ideas?
*Some students may need a mini-lesson on effective feedback as well as applying feedback to their designs.

DISCOVER STRATEGIES

*What are compelling issues in your environment?
*Immerse your students into situations for discovery opportunities & better understanding of problems.
*Utilize study topics, current events, environmental aspects of students everyday lives to discover problems to solve
*Research topics through various mediums, ie. text, novel study, video, podcast

IDEATE STRATEGIES

*Consider how you will capture ideas so that students can reference them later
*Generate multiple "How Might We..." (HMW) statements to launch brainstorms
*Leave time for kids to group ideas and make decisions about quality of ideas
*Candy & music help to break open "the box" of creativity
*Time limits can be helpful with brainstorming
*Brainstorming prompts, for example "for the next minute every idea must require magic," help kids to think creatively

PROTOTYPE STRATEGIES

*Time limits are important during the first prototyping iteration- ie. 8-10 minutes to create. This keeps kids from getting too attached to ideas
*It is important that students get proactive prototyping AND then get feedback. This rarely happens in school

EMPATHIZE STRATEGIES

*Getting kids to generate questions can be hard and needs emphasis
*Coach kids to take notes on: What is important to the user? What does the user like? What does the user need?
*Coach kids to seek out stories and emotion
*Challenge students to assume a "Beginner's Mind"

DEFINE STRATEGIES

*Use of the "mad libs" template can be helpful for this phase
*Using the word "insights" is helpful to guide students to identify important information
*POV statement needs to focus on a specific user

adapted via Coeylen Barry at KDT Consulting