#MakerFun DAILY CHALLENGE

Join us every week day at 10am AST for a new Make-At-Home activity & 1pm AST for an Outdoor activity for a Digital Learning skill while schools are closed.

WHAT IS DESIGN THINKING & HOW DOES IT HELP KIDS

We've all done it. Have you ever sat down to consider what takes priority for a day's work? Rarely do we consider the steps that lead us to beginning and finishing a task or project.

Design Thinking is the name, or methodology, given to the steps we use everyday to plan and solve problems. While adults use these problem solving skills professionally, most kids and youth are still in the formative stages of this skill development.

The process of Design Thinking was brought to the mainstream by IDEO and Stanford's d.school (founded by David Kelley). It helps people think creatively to solve problems and be more imaginative for designing almost anything! We know kids are imaginative, but this process helps funnel that imagination to create a more fluid and concise product or outcome. This helps them be more efficient and the quality of their work (or thinking) improves.

The best part is this method has life long effects. The younger the child, the better! This Design Thinking method is their "thinking-toolkit". Kids can use it to solve almost any problem and is a fundamental piece of the learn by making or maker-centric pedagogy which is the foundation of Brilliant Labs teachings.

BUILD A POLLINATOR HOTEL
DESIGN THINKING PROCESS GUIDING QUESTIONS

CALL TO MAKE — We can't live without pollinators. They are essential to our ecological survival. How is this an urgent issue?

EMPATHIZE — What would happen if all pollinators were to disappear? Use your 5 sens and imagine a world without pollinators. What would you see, smell, hear, touch and taste?

DEFINE — What vital role do pollinators play in the ecosystem? What function will your habitat offer?A refuge for hibernation or a dry nesting place? How will you determine the size of your hotel? What type of pollinators do you want to attract?

IDEATE — How will you make sure all the materials stay together? How will you reduce the chances that the rain will cause a flood inside the habitat? How will you protect insects from predators? What materials will you use?What are your pollinators habitat needs?

PROTOTYPE — Research the kinds of places and materials insects and birds need for building hotels and spending down time. Does your prototype include these aspects?

TEST — Where will you place your hotel? How does your hotel work as a bug shelter? What type of pollinators did you attract?

CALL TO MAKE · EMPATHIZE · DEFINE · IDEATE · PROTOTYPE · TEST
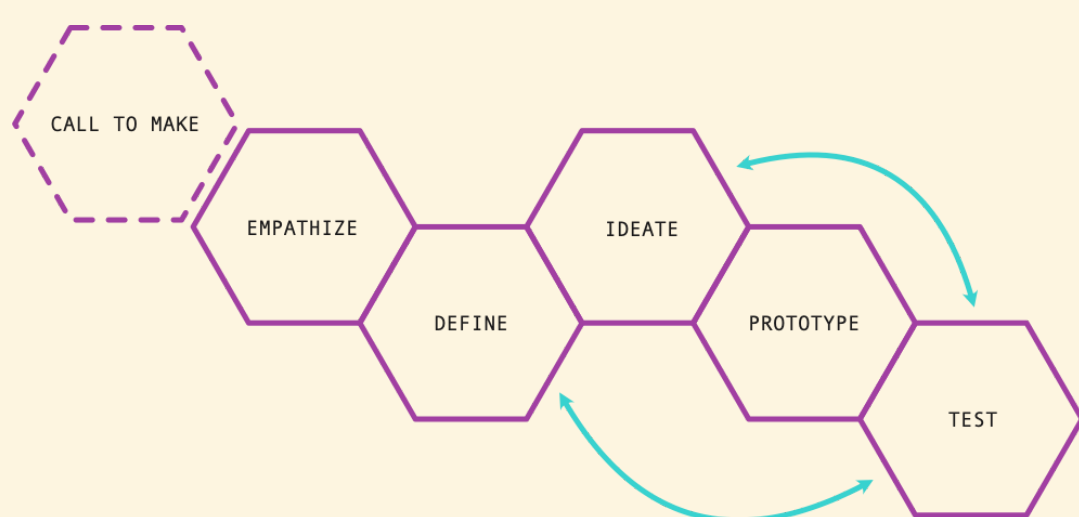
"Deep empathy for people makes our observations powerful sources of inspiration."
—David Kelley