#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.

CAN YOU HARNESS THE WIND?

DESIGN THINKING PROCESS GUIDING QUESTIONS

CALL TO MAKE

Why is it important to have clean energy? What is climate change?

EMPATHIZE

What types of energy are available?
How would you feel if you lived without electricity?
What if you had to choose between food or electricity?

DEFINE

What do you need to take into consideration when building your windmill? What problems are you facing while building your windmill and what are the possible solutions? Who invented and when was the first windmill developed and what was it's purpose? What innovations have their been in wind energy over the past 100 years?

IDEATE

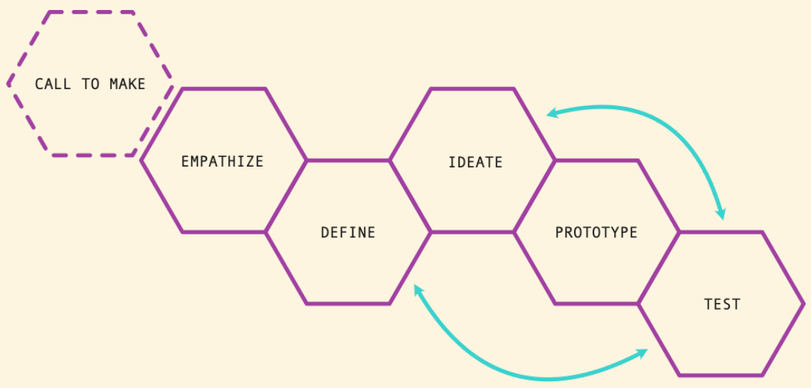
Will the base of your windmill support everything?
What is the best design for the blades?
Where would be the best location in your community or province to place a windmill? Or wind turbines?

PROTOTYPE

What materials do you have access to that will make the best design to solve the problem?
How does your design compare to examples of other windmills?
How can you create "wind" to test the design?

TEST

What changes did you need to make for it to work?
How can you make changes for the object to be lifted higher?



"Deep empathy for people makes our observations powerful sources of inspiration."
–David Kelley