

## 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.

## FLIPBOOK FUN

### DESIGN THINKING PROCESS GUIDING QUESTIONS

#### CALL TO MAKE

Appreciating the natural world is an important step toward protecting our planet. It can also inspire others to protect our biodiversity. What animal do you love the most and why ?

#### EMPATHIZE

Are there any threats to the natural habitat of your favourite animals? If it is on the endangered species list, how can you share your urgency to protect your animal?

#### DEFINE

What animal will you choose to draw? What are it's important adaptations throughout it's evolution? What is the habitat of your animal?

#### IDEATE

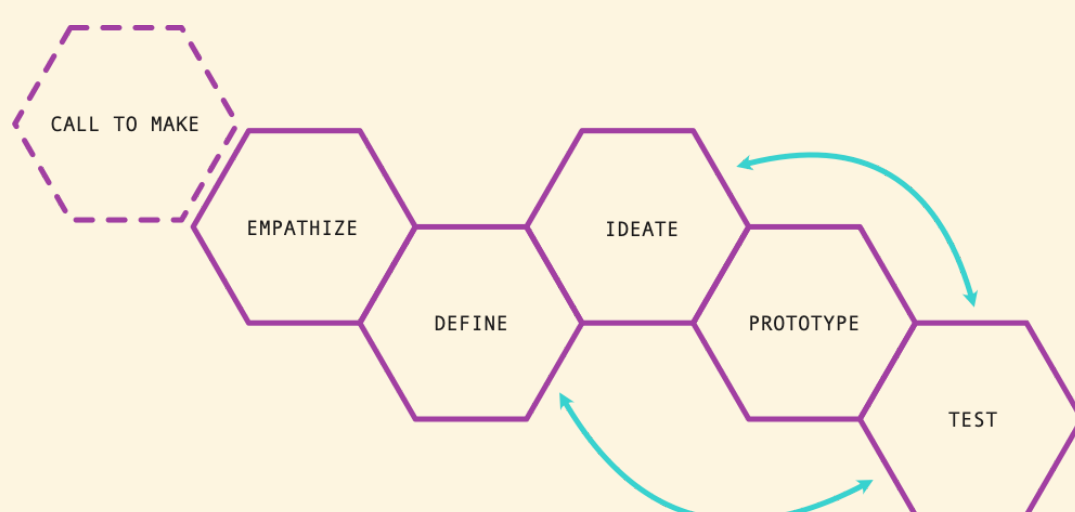
What is the story you want your animation to tell? How many individual drawings will you need? Do all your sheets of paper need to be the same size? What will your animal be doing in the animation? Can you work with a parent or sibling to make your flipbook?

#### PROTOTYPE

Can you start with a simple animation? Maybe a stick figure or bouncing ball? What details do you need on your animal? How will you create their habitat behind them? What part of the habitat is the most important feature to draw?

#### TEST

Does the thickness of the paper you use make a difference? Did you have enough drawings? What can we learn from your animation?



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

