

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.

TAKING YOUR SENSES FOR A WALK

DESIGN THINKING PROCESS GUIDING QUESTIONS

CALL TO MAKE

So when we say that we have lost connection to nature, we may have lost our connection to ourselves."A. Goldsworthy
Connecting with nature awakens our senses and improves well-being! However, the time spent in nature has decreased in a significant way. Youth play outside 4-7 minutes a day, while spending more than 7 hours in front of a screen.

EMPATHIZE

How can we connect with nature? What important message does nature seek to communicate? How does being with nature make you feel? Think about the materials you will choose to create your object in 3 dimensions, texture, color, malleability. What emotions would you like people to feel when they see your artwork?

DEFINE

What are some details and observable aspects of your object that will be important to take into account in guiding your creation? Which senses will guide the drawing of your nature object and the creation of the 3D model? What feelings would you like to express in your 3D creation? How will this model help you connect?

IDEATE

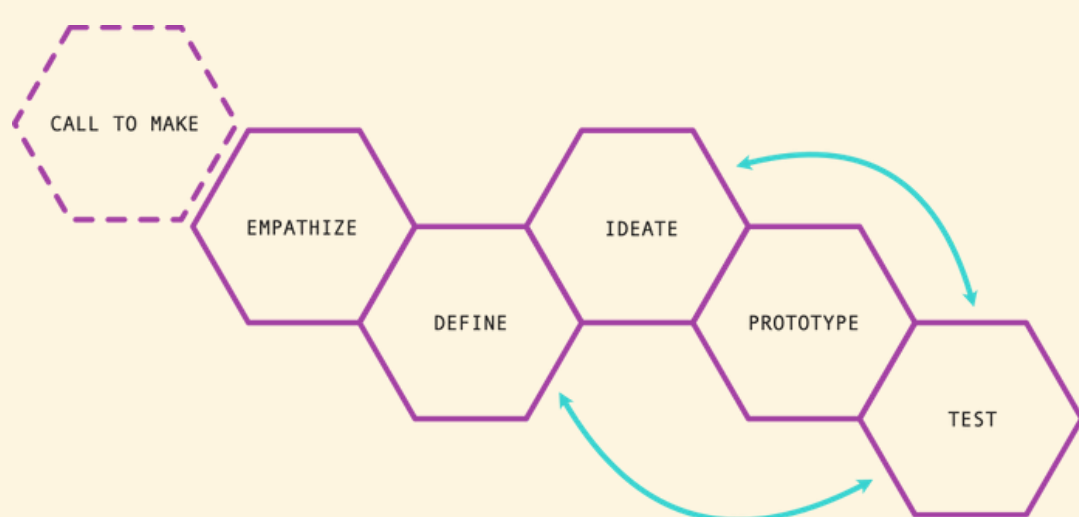
Brainstorm ideas for things you will make. Explore multiple possibilities. Will your 3D creation awaken the senses? What materials could you add to give your creation a scent? Think about the materials you will choose to create your object in 3 dimensions, texture, color, malleability.

PROTOTYPE

Choose an idea from your list and build a 3D model inspired by your natural object. Remember to use materials that will allow your work to emphasize on more than one sense.

TEST

Seek feedback from others. How do they engage with your object? What senses do they use? What does it remind them of? How will this model help you connect to nature? Will this person be able to express which senses are most evoked? Since your work is unique, you will not be able to compare it to others.



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