

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.

SOLUTION FOR OCEAN POLLUTION

DESIGN THINKING PROCESS GUIDING QUESTIONS

CALL TO MAKE

What materials can be used to clean up oil spills?
How can we prepare sea vessels to have these materials so they can respond quickly to oil spill emergencies?

EMPATHIZE

How does ocean pollution affect humans and marine life differently?
Where is the connection and how can we raise awareness for people and businesses to see the importance to protect our oceans?

DEFINE

What helped you choose the materials and decide on the size?
How do we decide what will not only help but also not cause other issues?

IDEATE

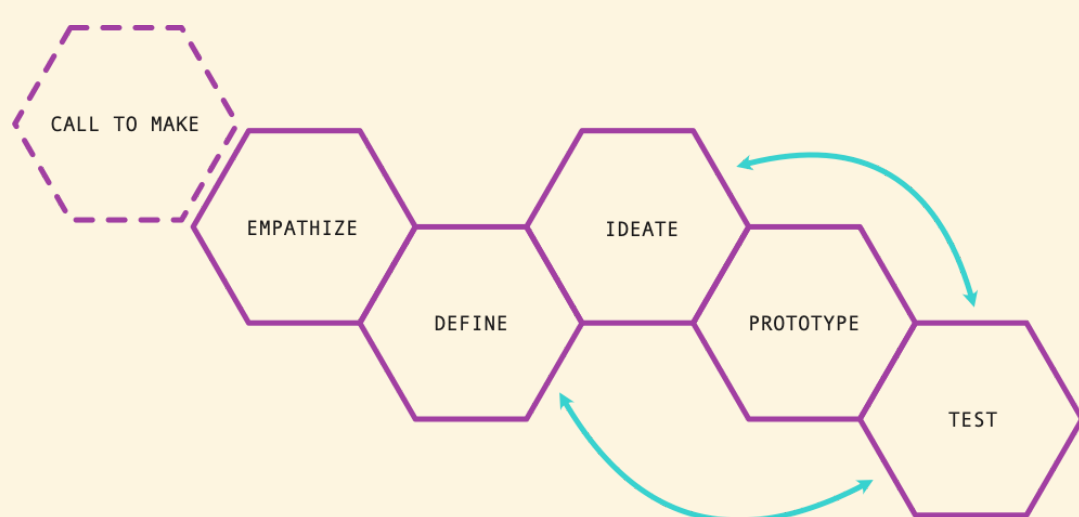
When choosing your boom materials what did you think would be important for it to be successful as a barrier to oil in water?
Did anything from real-life activities inspire you to come up with these ideas?

PROTOTYPE

How do you compare your materials with the ones used for real oil spills?
If you used something that isn't a common material how did it work?

TEST

Which boom materials and what design kept the oil from spreading quickly and why?
How did you measure this?



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

