

## 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.

## MAKE SOMEONE SMILE VIDEO CHALLENGE

### DESIGN THINKING PROCESS GUIDING QUESTIONS

#### CALL TO MAKE

How can we use videos to connect with each other?

#### EMPATHIZE

What is different between communicating in person and through video? Put yourself in someone else's shoes, what do you think would make them feel better? What difference would you like to make?

#### DEFINE

What do you need to take into consideration when storyboarding your video?

#### IDEATE

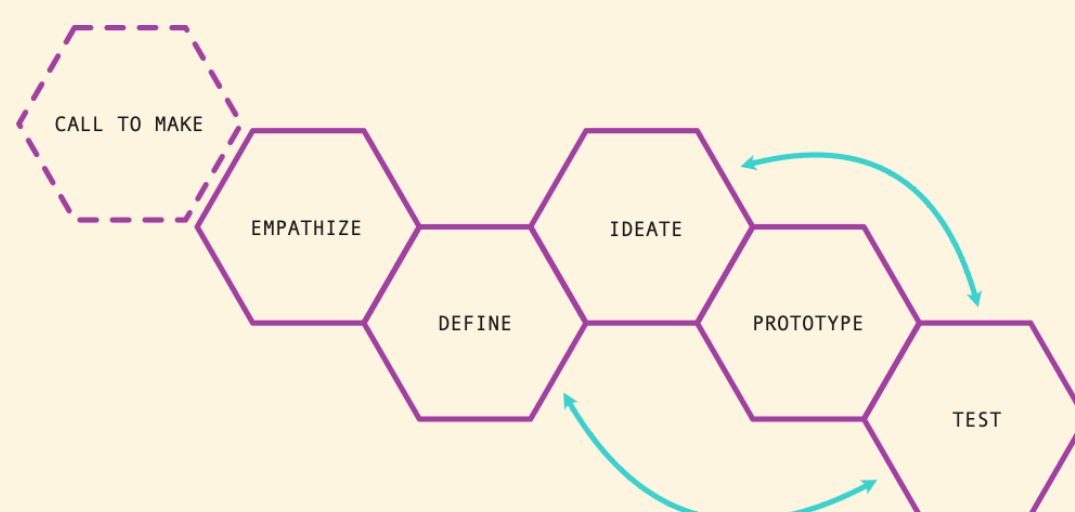
What do you need to take into consideration when creating a video? What tools will you use? What will your story be? Who is your video for?

#### PROTOTYPE

As you watch other videos on the web, what improvements could you make to your video? How is the quality of your audio? What could you do to improve it?

#### TEST

Did it work ? How different is your final product compared to your original design ?



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

