

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.

EDUC-ART!

DESIGN THINKING PROCESS GUIDING QUESTIONS

CALL TO MAKE

What if we could flip the story of education around the world? What does education look like in countries around the world? Let's create artwork, using vanishing points, that shows the many faces of quality education.

EMPATHIZE

What are the conditions that make learning possible? What different needs will your quality education scene represent? Reflect on the places you do your best work. What is it about those places that make them great for learning? How might your ideas be different from someone else that lives somewhere else in the world? What do you think are the challenges some children have around the world in trying to access free, quality education?

DEFINE

What are some of the factors keeping kids in other countries from receiving quality education? What environmental, social, economic, or political elements could be changed or added to your plan that would improve this? What are some of the limitations you'll have? How do you draw using a vanishing point?

IDEATE

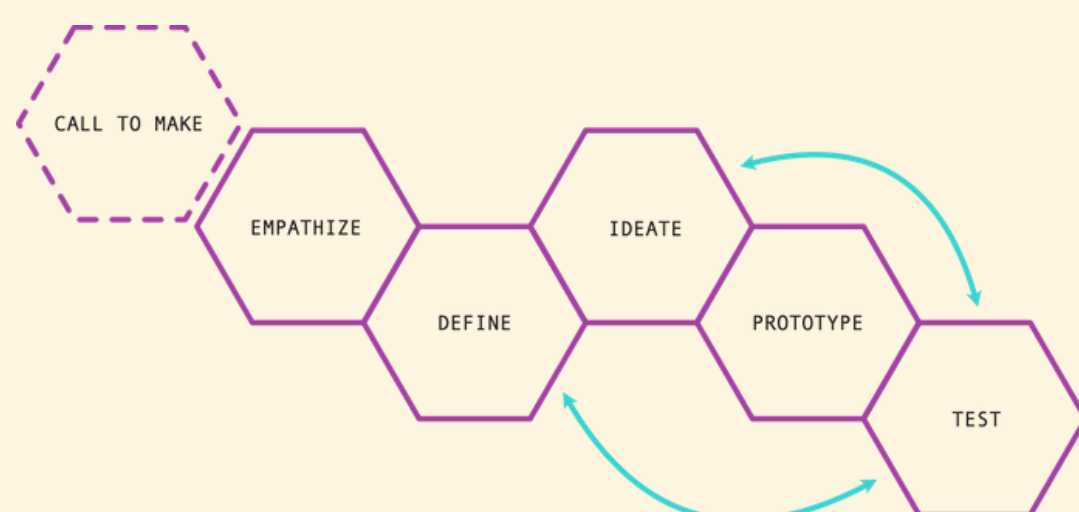
What are some other ideas you could add to your scenes? How will you design the scenes to represent the needs of many types of learning preferences? Which ideas will you include and which will you leave out? Do any of your additions make learning difficult for some people? Explore this idea and make a plan to ensure your spaces represent equitable and accessible education spaces. How can you see what is closer to you or further away in the scene?

PROTOTYPE

Look at the designs of other learning spaces. Which features will you use, and which will you innovate? Sketch your ideas. What needs to be bigger or smaller?

TEST

How different is your final product compared to your original design? Life is all about change, the only constant is change. Looking at your art, what do you think will change in the future? Share your work and get feedback from someone you trust.



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