#MakerFun DAILY CHALLENGE

Join us every week day at 10am AST for a new Make-At-Home activity & 1pm AST for an Outdoor activity for a Digital Learning skill while schools are closed.

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.

UNPLUGGED CODED TREASURE MAP

DESIGN THINKING PROCESS GUIDING QUESTIONS

CALL TO MAKE

Treasure maps are fun to follow, but how can we provide directions for our friends to follow without giving them a map? How can you communicate instructions in a language that everyone can understand?Help your friends learn how to read a new language and guide them in the right direction.

EMPATHIZE

How can you make sure people understand the actions behind your code? What will you hide that will be a fun treasure to find?How can you make sure your hidden treasure will not harm animals if they happen to find it? What are some problems that people executing your code might encounter?

DEFINE

What safety measure do you need to consider when hiding your treasure? What will you use as a protective container for your treasure?Where will you safely hide that treasure?What do you need to think about when creating your unplugged code?

IDEATE

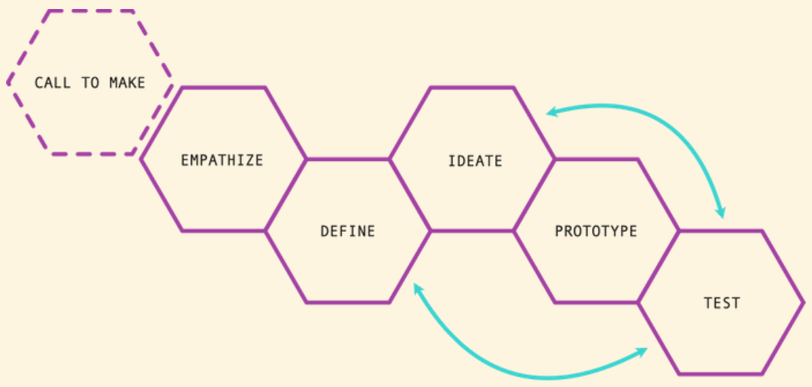
What is the length of one coded step?How large does an object have to be if someone is coded to go under the object?What is a safe height to go over an object?What obstacles may be in the way of your coded treasure hunt?

PROTOTYPE

You will need to do a walk through of your treasure hunt before writing down the official code to your secret treasure location. What are some dangers that might be in the way?How long will each step be in your coded hunt?Did you start from exactly the same spot when you started tracking your steps?

TEST

How many people will you need to test your prototype code?Did your code work for you? What changes will you need to make in your code?Is your code as efficient as possible?



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