

BREAKAWAY:

An Intro To Design Thinking For Teachers



Bring Design Challenges into Your Classroom

Turn your curriculum into real world problem-solving exercises that are creative and collaborative.

Registration
OPEN for
FALL 2019
COHORT

JOIN CONSTRUCT FOUNDATION to learn how to leverage design thinking to create engaging, student-centered, real-world learning experiences. Support your students as they develop **creative confidence, collaboration, communication and critical thinking skills** that prepare them to thrive today and tomorrow.



Workshop Outline

SESSION 1

Design for Innovation Experience

FULL DESIGN CYCLE

Participants will complete a design challenge, grounded in a real problem or opportunity facing the local community. Participants will learn the purpose of each phase of design thinking, practice specific design research methodologies, and venture into the surrounding area to meet and understand the needs of real people. You will also practice methods designed for idea generation and rapid prototyping, culminating with testing prototypes with actual users.

Leave the workshop with a prepackaged design challenge to adopt and adapt in your classroom. In preparation for the next session, participants are encouraged to facilitate this design challenge with their students.

7 hours, full day

SESSION 2

Experience to Practice

SCOPE, EMPATHY, SYNTHESIS

The follow up session will focus on the first three steps of building a design challenge: Scope, Empathy, and Synthesis.

We will debrief the experience of implementing your Design Challenge introduced in the first session. Together we will create time and space for reflection on the efficacy of the approach, the structure of the design challenge, and where educators need help refining their approach to facilitation.

Educators will leave the session with another Design Challenge to adopt and adapt in their classroom.

3 hours, evening

SESSION 3

Practice to Design

IDEATION, PROTOTYPE, TEST

This session will cover the final three phases in a design challenge: Ideation, Prototype, and Test.

As you move deeper into your practice as “designer” of creative problem-solving exercises, we will first discuss the experience of implementing the second design challenge. We will reflect on what is working and what is not working when facilitating design challenges in your classroom.

Educators will use planning tools (that we provide) to create their own design challenges for their classrooms.

3 hours, evening

Register Online @ constructfoundation.org