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Engineer a better future: How human-centered design thinking connects with Units of Inquiry

Alpine Elementary IB World School, Longmont, CO
Dede Frothingham – Principal,
Amber Marsolek – IB Coordinator
Axel Reitzig – STEM Coordinator
Jennifer Tatham – PE Teacher



Tuning in



Purpose

 Inquire into how the human-centered design thinking process can support the PYP in developing internationallyminded citizens who can compete in tomorrow's job market.

$$(IB + STEM = ?)$$



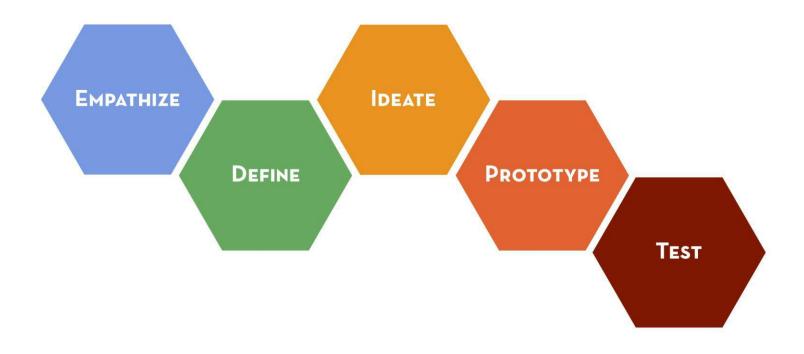
Today's game plan

- Experience each step of the design thinking process.
- Draw connections between the design thinking process and the action cycle.
- Understand how to use a Unit of Inquiry central idea to craft a design challenge.
- Brainstorm ways a design challenge could be used as a provocation, inquiry-based learning opportunity, or assessment.



Design Thinking Process:

Stanford Design School





Empathize

- Understand the nature of a problem or challenge.
- Through research, identify a problem's constraints and requirements.
- Connect with how the client feels or thinks in order to effectively design for them.



Empathize

- Reflect on the perspectives presented in the video.
 - Who is the client?
 - What do you see and hear?
 - What are problems or challenges?
- Consider additional research



Empathize

Video: Building Empathy



Define

- Frame the problem or challenge in a clear way.
- State the problem or challenge in a way that encourages action.

Consider the following central idea: Personal choices and access to resources contribute to our individual health.

<u>Challenge: Design a movement-based classroom</u> <u>break so that students will stay healthy and engaged.</u>



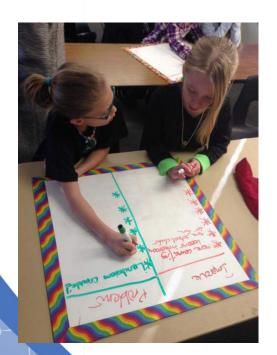
Ideating Gone Bad

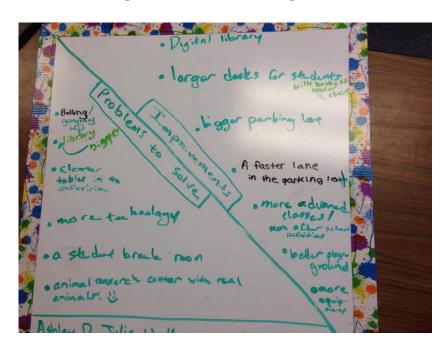
Video: Ideating Gone Bad



Ideate

- Brainstorm as many solutions as possible to the design challenge
- Creativity and open-ended thinking are encouraged







Ideate

- Ground rules for ideation:
 - Accept all ideas Anything goes!
 - Fill up your page
 - Use pictures or headlines
 - Build on the ideas of others

Design a movement-based classroom break so that students will be healthy and engaged.



Prototype

- Move from "think" to "thing."
- Choose the best idea, and draft a 2D iteration.







Test

- Present your prototype and solicit feedback from the client or other interested parties
- Team with another group to present your movement prototype

+ Positives	Δ Changes
? Questions	Additional Ideas



Drawing Connections

- How is the Design Thinking Process connected to the Action Cycle?
- Brainstorm ways a design challenge could be used as a provocation, inquiry-based learning opportunity, or assessment.
- How might this process contribute to student development of the essential elements of the PYP?



Samples of Design Thinking

 Music: Design a playlist for a client for a public event. Choose one song to perform.





Samples of Design Thinking

- Third Grade Unit of Inquiry: Understanding cycles helps us to make predictions about the natural world.
- Video: How can young engineers solve problems related to a 500 year flood?



Planning for a UOI

Using your favorite current UOI, create a design challenge that would engage your students.

What perspectives could be considered?



Questions?

frothingham_deanna@svvd.org marsolek_amber@svvsd.org reitzig_axel@svvsd. tatham_jennifer@svvsd.org

Empathy clip from Ferris Bueller's Day Off