

Design Learning Challenge Planner

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| Demonstrate Lesson on March 1 | Activities |
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| <p>Step 4) Demonstrate Finalize, Implement Plan of Action</p> <p>Guide participants as they develop and demonstrate new understandings, skills, and connections to real life.</p> | |
| <p>Finalize Plan of Action</p> <p>4.1 Students review plan of action and adjust as needed to assure the best possible results – then confirm final form of the design solution</p> <p>Iterations of Design, Visualizations</p> <p>4.2 Learners engage in a series of iterative visualizations of prospective top design solutions – apply formative checkpoints, organize and make sense of data collected</p> <p>Adjust, Prototype, Select Design</p> <p>4.3 Students adjust design(s) as needed – select up to 3 concepts to prototype as mock-ups and/or models – apply final checkpoint to then select one design approach</p> <p>Develop Final Design</p> <p>4.4 Learners develop final design based on feedback received at each formative checkpoint along the way – to prepare a story of their learning experiences</p> | <p>Activity 1</p> <p>Demonstrate Part I – Finalize Plan, Visualize, Prototype Final Design (90-min session)</p> <p>Students join the March 1 event at 1pm to collaborate with entrepreneur startup professionals, teachers, professional designers, and college students</p> <p>Initial contact will be with entrepreneurs in a “speed dating” fashion – where teams have 3 minutes to pitch current plans of action and roadmaps (30 min)</p> <p>Students transition into working groups to review and adjust plans based on input, feedback, and checkpoints</p> <ul style="list-style-type: none"> - Next engage in a series of iterative visualizations of top 3 design solutions - Then apply final checkpoints to develop and prototype one final design concept (60 min) |
| <p>Produce Storyboard</p> <p>4.5 Students produce a storyboard – to tell the story of how their design solution solves the problem in purposeful, creative, and innovative ways</p> <p>Generate Process Book</p> <p>4.6 Learners develop final design based on feedback received at each formative checkpoint along the way – to prepare a story of their learning experiences</p> <p>Prepare 3-Minute Video</p> <p>4.7 Students prepare a 3-minute video – to serve as an overview of innovative design solution and experiences with the design learning process</p> <p>Refine Design, Presentation</p> <p>4.8 Students continue refinements as needed to prepare and present their final design solution</p> | <p>Activity 2</p> <p>Demonstrate Part II – Prepare Presentation (60-min session)</p> <p>Teams prepare and deliver a 6-minute presentation for the panel of entrepreneur jury members</p> <p>Jury members assess purposefulness, creativity, and innovative qualities of design solution for the Year 2050</p> <p>Presentations must include the following:</p> <ul style="list-style-type: none"> - Prototype of Final Design Solution - PowerPoint Storyboard or 3-Minute Video <p>Storyboard or video must include the following elements:</p> <ul style="list-style-type: none"> - Demonstrate how humans will interact with the design - Explain the application of upcycled materials - Qualify the impact on Kansas City industry and economy |
| <p>Design Solution Options</p> <p>Art 2D, 3D Expression; Design Product, Communication, Service; The Humanities User Experience, Retrospective, Projection; Science Physical or Natural System Study; Technology Software System or Service; Engineering Structural System; Math Mathematical Model Study</p> | |