Ideate & Prototype: Design Thinking Part 2

Be sure you’ve completed [“Empathize & Define: Design Thinking Part 1”](https://docs.google.com/document/d/1nSKsLKYGx3dBUImo0-kdR2dziVoMFsiEY5RF2WDvP-g/edit?usp=sharing) prior to completing these steps.

**Ideate**

Step 12: It’s time to think wrong. Instead, as individuals, list 10 of the craziest ways we could address the goal area. Think “What if…” (2 minutes)

Step 13: Share your thoughts with the group and generate a group some of the craziest ideas. List each of your favorite craziest ideas on a separate sticky note. (5 minutes)

Step 14: Continue Brainstorming as a group. Generate the biggest list you can of ideas. Use separate post-it notes for each idea. (5 minutes)

* What the worst possible way to address it?
* How could we fix it with unlimited resources?
* How would the legislature fix it?
* How would a student fix it?
* How would they have fixed it 100 years ago?
* How might they fix it in the future?

**Prototype**

Step 15: Plot your ideas on the Think Wrong graph. Which of these ideas fall under “Thinking Wrong?” Which ideas could be stretched? (5 minutes)

Step 16: Time to prioritize so you can prototype. [Choose a method to prioritize from THIS LIST.](https://docs.google.com/document/d/1qBW_kURRTXldowt9UX1xWCM3NMdOZI1oQFHhTo7DgUk/edit?usp=sharing) This is not to narrow it down to one idea, but to help to create a more manageable list of strategies your group may want to prototype. What’s “safe enough to try?” (10 minutes)

Step 17: Keep the following things in mind when you determine which strategies to prototype.

* WHY do you want to try this change? Have a reason. Have a goal. Name it.
* How will you know if that strategy is successful? What type of data will you need to collect to gauge effectiveness?
* How often will you need to check on that data and effectiveness?