

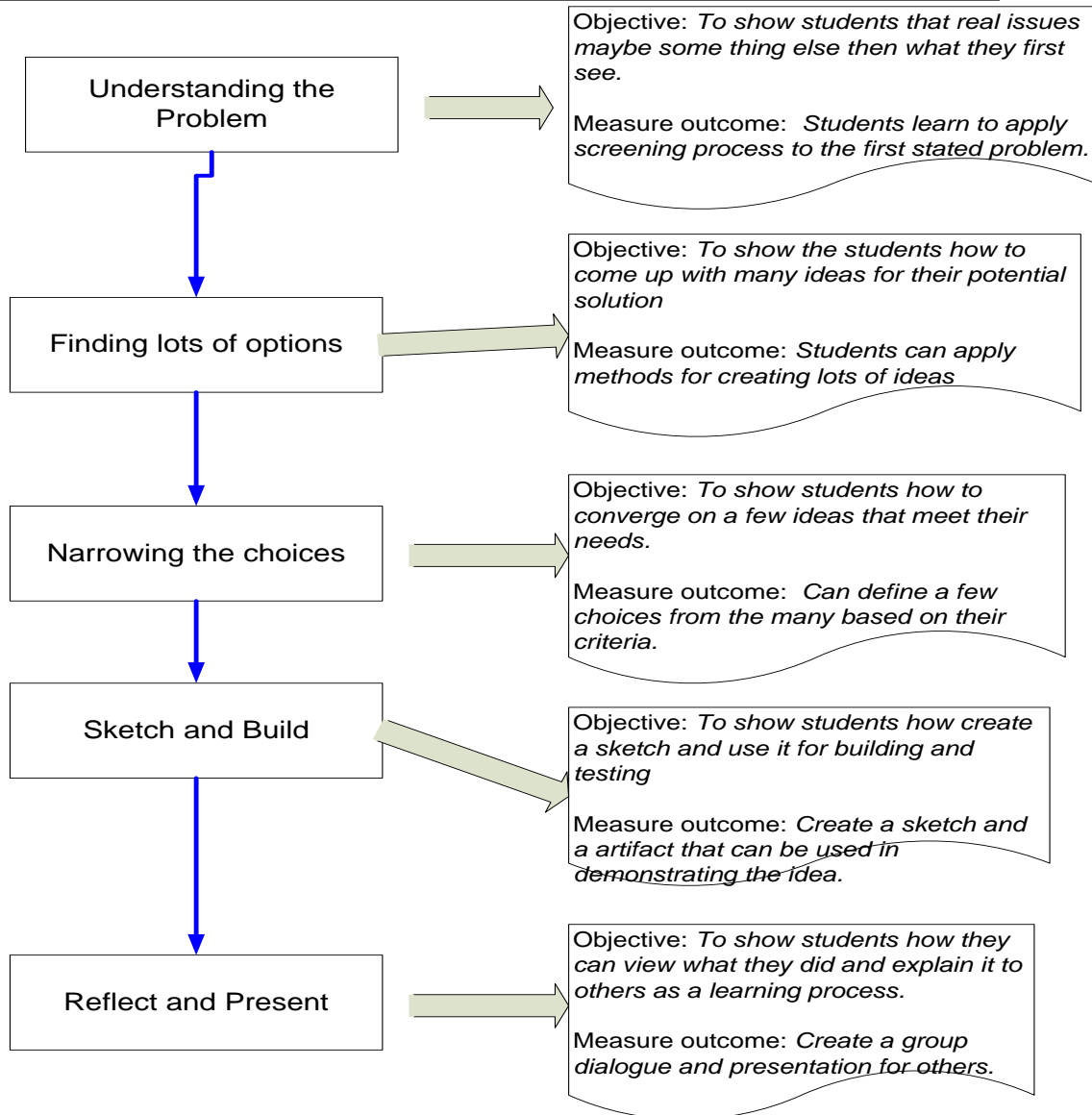
# MLW Workbook ... DESIGN PROCESS

## Design and Tinkering:

Tinkering is a playful style of design by making constant experiments and exploring new ideas in the design process.

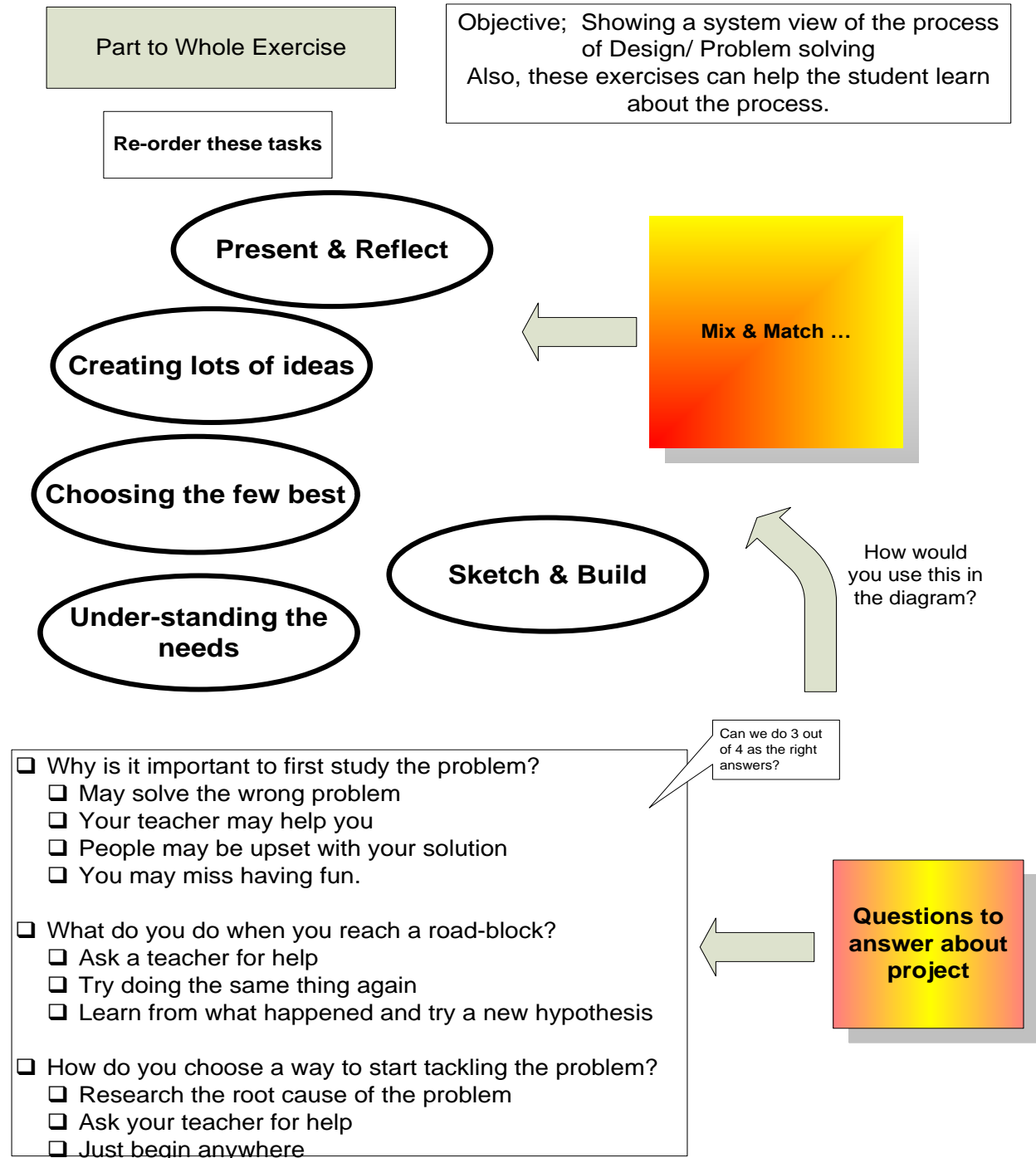
It is celebrating the iterative and divergent/ convergent process that is part of the design process.

What is a Bug/Problem ... Let children explore the essential question What is a problem and how to you solve it?



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## Exercise with the Children:

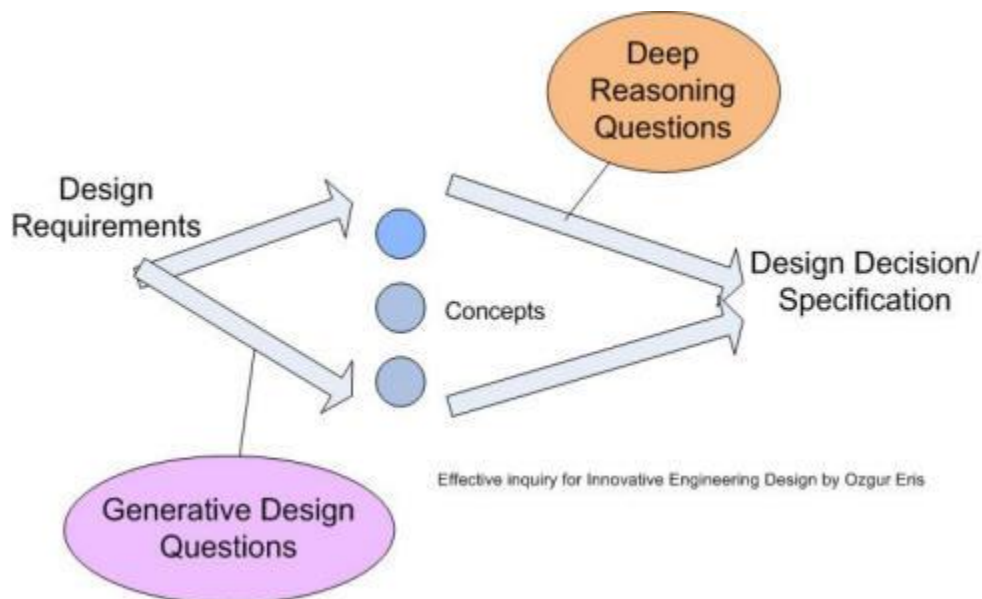


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Problem Identification:

Research and identify Needs ( Requirements)

**Design Process:** The design process is a series of questions. We generate many ideas with "Generative Design" questions and then make our selection with a series of "Deep Reasoning" questions. It's the divergent and convergent process. Ozgie Eris @ Olin College



**Shaping...** Take all the ideas and sort them into 3 buckets: Ordinary, Stretch, and Blue Sky (Magical). Looking at the Ordinary and Blue Sky try to see what you can do to move them into the Stretch category.

**Narrowing the Choices** ... In stories, we find many design challenges the characters have. The students need to follow this process to design a solution for that interesting design challenge. **Select a solution, based on the requirements:**

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<b>Narrowing the choices</b>	<p>Objective: <i>To show the students how to come up with many ideas for their potential solution</i></p> <p>Measure outcome: <i>Students can apply methods for creating lots of ideas</i></p>
<pre>graph TD; A[From The original group narrow the # to 3-5] --&gt; B[Develop a set of requirements to judge items]; B --&gt; C[Create a decision matrix]; B --&gt; A; B --- D[Have a pop up box that gives examples of requirements&lt;br/&gt;□ Safety&lt;br/&gt;□ Functions&lt;br/&gt;□ Quality&lt;br/&gt;□ Form]; C --- E[Pop-up window&lt;br/&gt;Show the matrix and the weightings];</pre>	
Decision Matrix's	
Building and Testing:	
Reflections and Assessing the Design:	
Updating Ideas:	
Reporting and Presenting	