Tapping the Creative Potential of Teachers & Students As Designers

https://goo.gl/uvT1h5
A little bit about us...

https://goo.gl/uvT1h5
Today you will:

- Collaborate with students and teachers
- Learn strategies to tap into the creative potential of teachers and students as designers
- Rethink the way you engage key stakeholders
- Utilize human centered design as a problem-solving tool

https://goo.gl/uvT1h5
It all started with..
HUMAN CENTERED DESIGN IN Education

Students using HCD!

How might I inspire students to engage in concerns of the environment?

How might I engage students in compelling ways around learning world history?

How might I develop students to be active seekers of knowledge even subjects that they have little knowledge about?

How might I address children from disadvantaged backgrounds increase their vocabulary?

How might I use my classroom space in different ways to help get my students at ease?

How might I create a comfortable space that meets the many needs my students have throughout the day?

How might I reimagine our school's library for the needs and interests of today's learner?

How might I create an exciting and effective space for teachers to collaborate?

How might I design our high school campus to best engage and support today's learner?

Curriculum

Every day you design ways to interact with your students around content. You can follow a design process to be more intentional about connecting this content to the interests and desires of today's learner by finding out more about the things that they care about and making that content you are bringing to them.

Spaces

The physical environment of the classroom sends a signal about how you want your students to behave. Right now we tend to think of our classroom spaces as standard: kids in rows, sitting in desks. By re-thinking the design of spaces, we can send new messages to our students about how they should feel and interact in the classroom.

Processes and Tools

Your school has already designed a host of processes or tools that may or may not be setting you up for school for success. This is typically cut-and-dried classroom and specific interactions around learning, and more around how the system operates. Every process is already designed, and thus can be redesigned! Sometimes creating tools can be essential to supporting newly designed processes.

Systems

Not everyone can always make decisions for the system that they exist within, but everyone can contribute to the design of the system. Designing systems is about balancing the complexity of many different stakeholders needs with the needs of the community. When designing systems, we’re often setting high-level strategies such as statutes, policies, and key communication around these ideas.
Your Design Challenge
3 Things in 3 Minutes

you  Us  Me
EMPATHY FIELDGUIDE
Tell me a little bit about your experience in this space… how you use… what you think about…?

What was your best/worst/craziest/most memorable experience using this space…?

Why do you say that? Tell me more.

How did you feel at that moment, when ______ happened?
Empathy interviews
-seeking stories-
Ideate
How might you translate this session into your own work?
What can you bring with you? What additional resources might be helpful?

https://goo.gl/N1pHNM
ACTIVITIES
- Presentation
- High Tech/low tech
- Students creating /visualizing content

SPACE NEEDS
- Technology / computers, data chargers. R/F cover Smart Boards
- Unrestricted walls + open spaces + classrooms
- Offices near the area (not library)
- Tools
  - Overlap
  - Conferences

CHARACTER
- Bright + Semi color Theme
- Modern + Contemporary
- Warm + cozy