

# Design a Prototype

*Instructions:* Now that you have developed your idea, it is time to get ready to test it with stakeholders. Before we implement an idea, we always test it through small tests (“prototypes”) designed to test our assumptions about why the stakeholder will like the idea and why the idea is going to meet their needs. Take the assumptions you generated in the second activity and as a team select the three most important assumptions to test. Design prototypes to test those assumptions. These prototypes are small-scale: they should involve a small number of students (or other stakeholders), and require only a short amount of time, both to prepare and implement.

COMBINE  
IDEASBUILDING  
BLOCKSSTORYBOARD  
YOUR IDEADESIGN  
A PROTOTYPETIPS FOR DESIGNING  
& TESTING A  
PROTOTYPE

ASSUMPTIONS:

ASSUMPTIONS:

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**PROTOTYPE 1:**

What will you do?

What are you trying to learn?

How will you make sense of what happened?

**PROTOTYPE 2:**

What will you do?

What are you trying to learn?

How will you make sense of what happened?

**PROTOTYPE 3:**

What will you do?

What are you trying to learn?

How will you make sense of what happened?

**PILOT**

Once you have completed your prototypes, you will combine ideas into a pilot that is bigger in size, time and resources. We will focus on this during the implementation phase.

