

Record Reminder



Design Thinking for Global Education: At Home Edition

Presented by
Katie Krummeck & Gray Garmon

Today

- 1 Welcome
- 2 Introduction to Human-Centered Design
- 3 Introduction to Collaboration Tools
- 4 Debrief

**Hi,
I'm Katie.**



**Hi,
I'm Gray.**



**hello,
my name is...**



Program Goals

Using human-centered design, we hope to **inspire** and **empower** educators to identify problems and solve them in meaningful ways.



- Create a design-based innovation process for schools participating in the Schools2030 initiative
- Empower school leaders and educators to launch this innovation process on their campuses
- Design tools to support this work and provide coaching materials to equip AKF staff to work with design teams

- Implement a training and support system to ensure that design teams create high-quality solutions that will make positive change on their campuses by increasing the holistic learning outcomes identified by Schools2030
- Support teams to ensure they create fundable and implementable solutions
- Create a system and set of tools that is highly adaptable to a variety of contexts and constraints

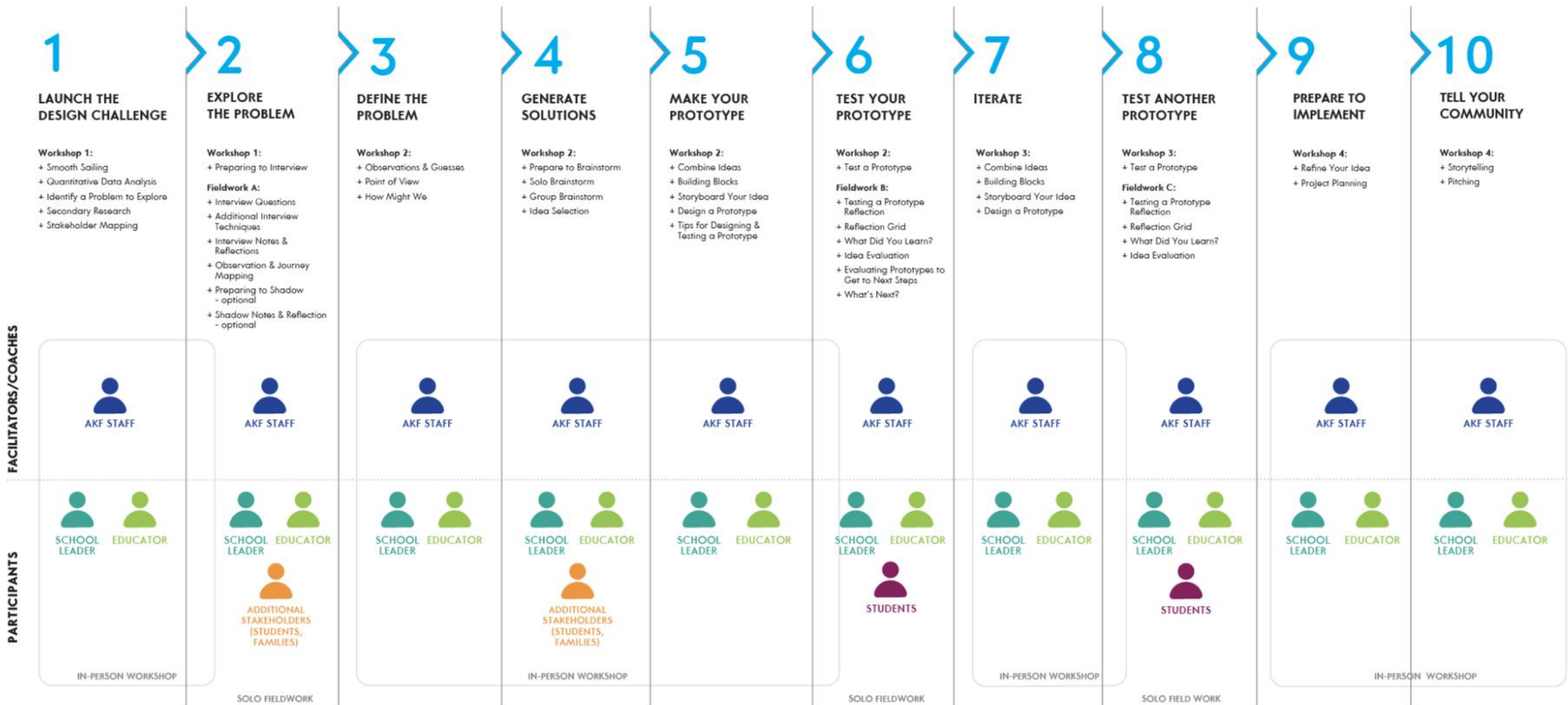


Innovation Process

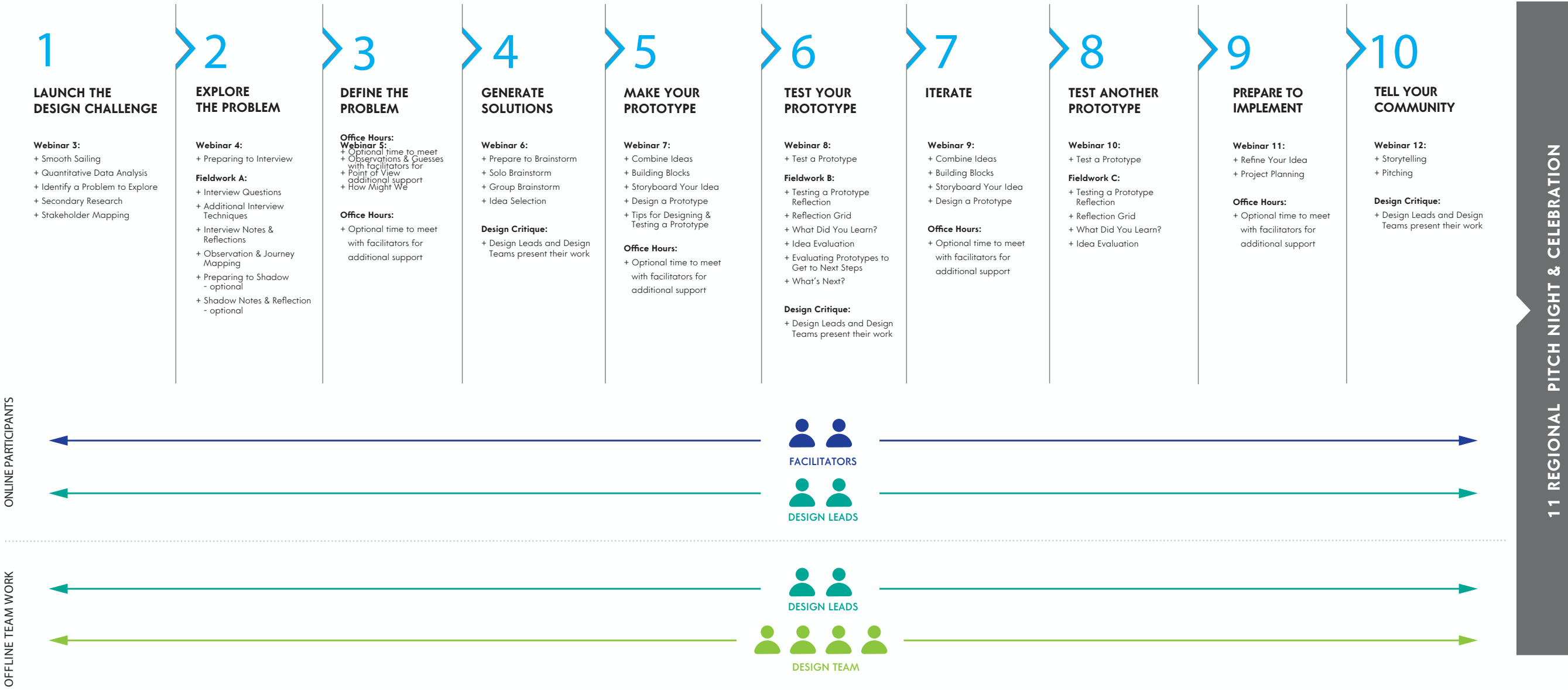
SCHOOLS 2030

PARTICIPANT JOURNEY

Options 1 & 2



SCHOOLS 2030
PARTICIPANT JOURNEY
ONLINE DESIGN CHALLENGE





SCHOOLS 2030 HUMAN-CENTERED DESIGN TOOLKIT



Introduction to Workshop Process

Workshop Dates

May 2020

| SUN | MON | TUE | WED | THU | FRI | SAT |
|-----|-----|-----|-----|-----|-----|-----|
| | | | | | 1 | 2 |
| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 1 | 2 | 31 | 22 | 23 |
| 24 | 25 | 3 | 27 | 28 | 29 | 30 |
| 31 | | | | | | |

June 2020

| SUN | MON | TUE | WED | THU | FRI | SAT |
|-----|------|-----|-----|-----|-----|-----|
| | TW 2 | 4 | FW | FW | | |
| 7 | TW 3 | 5 | | DC | | |
| 14 | TW 4 | 6 | | OH | | |
| 21 | TW 5 | 7 | | OH | | |
| 28 | TW 6 | 8 | | | | |

July 2020

| SUN | MON | TUE | WED | THU | FRI | SAT |
|-----|-------|-----|-----|-----|-----|-----|
| | | | FW | FW | | |
| 5 | TW 7 | 9 | | DC | | |
| 12 | TW 8 | 10 | FW | FW | | |
| 19 | TW 9 | 11 | | OH | | |
| 26 | TW 10 | 12 | | DC | | |

August 2020

| SUN | MON | TUE | WED | THU | FRI | SAT |
|-----|-------|-----|-----|-----|-----|-----|
| | | | | | | |
| 2 | TW 11 | 13 | | | | |
| 9 | | | | | | |
| 16 | | | | | | |
| 23 | | | | | | |
| 30 | | | | | | |

Team Work

Team Work 1: Team Activity
Team Work 2: Launch Phase
Team Work 3: Explore Phase
Team Work 4: Define Phase
Team Work 5: Generate Phase
Team Work 6: Make Phase
Team Work 7: Test Phase
Team Work 8: Iterate Phase
Team Work 9: Test Another
Team Work 10: Implement Phases
Team Work 11: Tell Phase

Fieldwork

Fieldwork A: Explore
Fieldwork B: Test
Fieldwork C: Test Another

Webinars 1.5 hours Tuesdays AM

Webinar 1: Intro to HCD + Mural Training
Webinar 2: Morning Routine
Webinar 3: Launch Phase
Webinar 4: Explore Phase
Webinar 5: Define Phase
Webinar 6: Generate Phase
Webinar 7: Make Phase
Webinar 8: Test Phase
Webinar 9: Iterate Phase
Webinar 10: Test Another
Webinar 11: Implement Phases
Webinar 12: Tell Phase
Webinar 13: Wrap Up Event

Design Critiques

Design Critique A: Define
Design Critique B: Test
Design Critique C: Tell

Office Hours

6 AM PST - 8 AM PST

Workshop Dates

- **Webinar 1: Introduction to Human-Centered Design + MURAL**
 - Tuesday, May 19th 7:00 AM CET
 - Alternative time: Tuesday, May 19th, 12 PM Brazil time/4 PM Portugal time
- **Webinar 2: Morning Routine and Getting to Know Your Team**
 - Wednesday, May 20th 7:00 AM CET
 - Alternative time: Wednesday, May 20th, 12 PM Brazil time/4 PM Portugal time
- **Webinar 3: Launch Phase**
 - Tuesday, May 26th 7:00 AM CET
 - Alternative time: Tuesday, May 26th, 12 PM Brazil time/4 PM Portugal time
- **Webinar 4: Explore Phase**
 - Tuesday, June 2nd 7:00 AM CET
 - Alternative time: Tuesday, June 2nd 12 PM Brazil time/4 PM Portugal time
- **Webinar 5: Define Phase**
 - Tuesday, June 9th 7:00 AM CET
 - Alternative time: Tuesday, June 9th 12 PM Brazil time/4 PM Portugal time
- **Webinar 6: Generate Phase**
 - Tuesday, June 16th 7:00 AM CET
 - Alternative time: Tuesday, June 16th 12 PM Brazil time/4 PM Portugal time
- **Webinar 7: Make Phase**
 - Tuesday, June 23rd 7:00 AM CET
 - Alternative time: Tuesday, June 23rd 12 PM Brazil time/4 PM Portugal time
- **Webinar 8: Test Phase**
 - Tuesday, June 30th 7:00 AM CET
 - Alternative time: Tuesday, June 30th 12 PM Brazil time/4 PM Portugal time
- **Webinar 9: Iterate Phase**
 - Tuesday, July 7th 7:00 AM CET
 - Alternative time: Tuesday, July 7th 12 PM Brazil time/4 PM Portugal time
- **Webinar 10: Test Another**
 - Tuesday, July 14th 7:00 AM CET
 - Alternative time: Tuesday, July 14th 12 PM Brazil time/4 PM Portugal time
- **Webinar 11: Implement Phases**
 - Tuesday, July 21st 7:00 AM CET
 - Alternative time: Tuesday, July 21st 12 PM Brazil time/4 PM Portugal time
- **Webinar 12: Tell Phase**
 - Tuesday, July 28th 7:00 AM CET
 - Alternative time: Tuesday, July 28th 12 PM Brazil time/4 PM Portugal time
- **Webinar 13: Wrap Up Event**
 - Tuesday, August 4th 3:00 PM CET

Workshop Norms

- Stay open-minded and take a posture of learning — especially when it comes to technology!
- Step up *and* step back in order to be a great teammate
- Participate fully in every activity. We believe you learn best by doing!
- Please keep your focus on our time together — try not to multitask!
- Aim for understanding. This is a safe place to ask questions

Just so you know...

We will share with you...

- Slide decks and resources
- Digital copies of the Educator Toolkit and Facilitators Guides
- All digital tools and frameworks

Social Media

- @agakhanfoundation
- @akdn
- @akf_global
- #Schools2030

**Are we missing
anything you need
to make this a
successful learning
environment?**





Introduction to Human-Centered Design

"Coming out of the worst economic downturn in our professional lifetimes -- and facing a new normal that is distinctly different -- ...CEOs identify creativity as the number one leadership competency of the successful enterprise of the future."

Frank Kern, IBM
2010 Global CEO Survey

creativity

innovation

out-of-the-box ideas

flexible thinking

reimagination

reinvention

disruption

...

**Everybody's talking about
innovation.**

But how do we get there?

and...

**K12 education needs to shift
to meet the needs of the 21st
century.**

**But how are we supposed to
know how to *do* that?**

Design.

Design is●

**Design is a series of decisions
which leads to an
(improved)
experience.**



**Design is a process for making
things right.**

Ralph Caplan

Design Thinking is a problem-solving methodology for creating thoughtful experiences for people.

**If we believe that anyone who
creates experiences for other
people is a designer...**

**Then educators are designers
already.**

Educators can practice the methods of professional designers to amplify their human-centered work.

Design Thinking leverages the methods and tools of design to help non-designers creatively solve messy, human-centered problems.

We have seen first-hand the power of these tools to accelerate positive change in school contexts.

Educators we have worked with have redesigned:

- **Curricula**
- **Lunch & Recess**
- **The Schedule**
- **The Calendar**
- **Relationship-Building**
- **Professional Development**
- **Substitute Teaching**

But it's hard.

**Innovation is not an easy
feat.**



**Schools, in particular, are
resistant and resilient to
change.**

Why?



← 10 15 BELLA CABIN





**What are [some of] the
barriers to innovation?**

Path dependence

**“This is how it has always
been done.”**

Our baggage

“This is how it was for me.”

Risk aversion

**“You are not experimenting
on my kid.”**

Systemic challenges

“You must comply.”

**“Every system is perfectly
designed to get the results it
gets.”**

W. Edwards Deming







**How do we let go of our
assumptions, feel comfortable
taking risks and get energized
to tackle systemic challenges?**

Design.

“It doesn’t occur to most people that everything is design — that every building and everything they touch in the world is designed.”

Bill Moggridge
Designer of the first laptop

Products

Spaces/Buildings

Events

Processes

Tools

Curricula

Systems

Software

...

and in schools...

Lessons

Classrooms

Bulletin Boards

Policies

Rules

Lunch

Budgets

...

“The alternative to good design is always bad design. There is no such thing as no design.”

Adam Judge

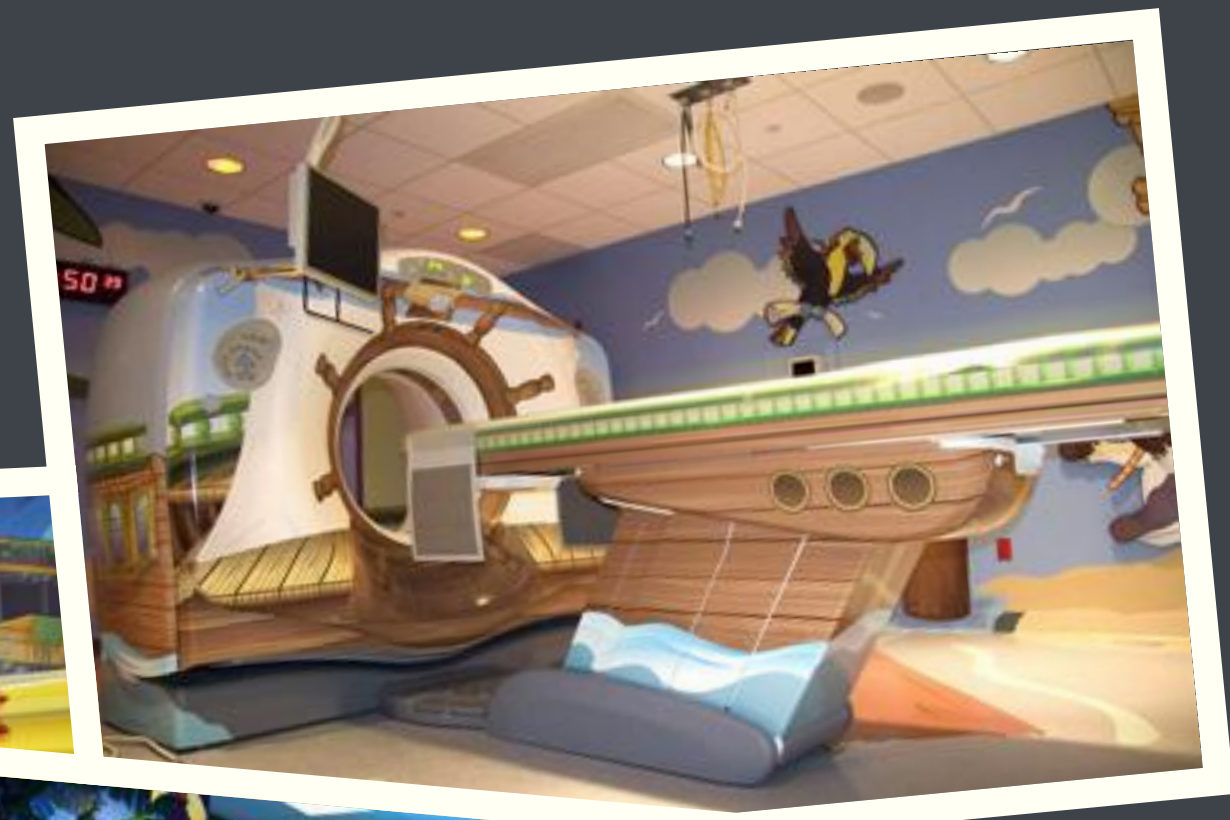
We do not design nouns.

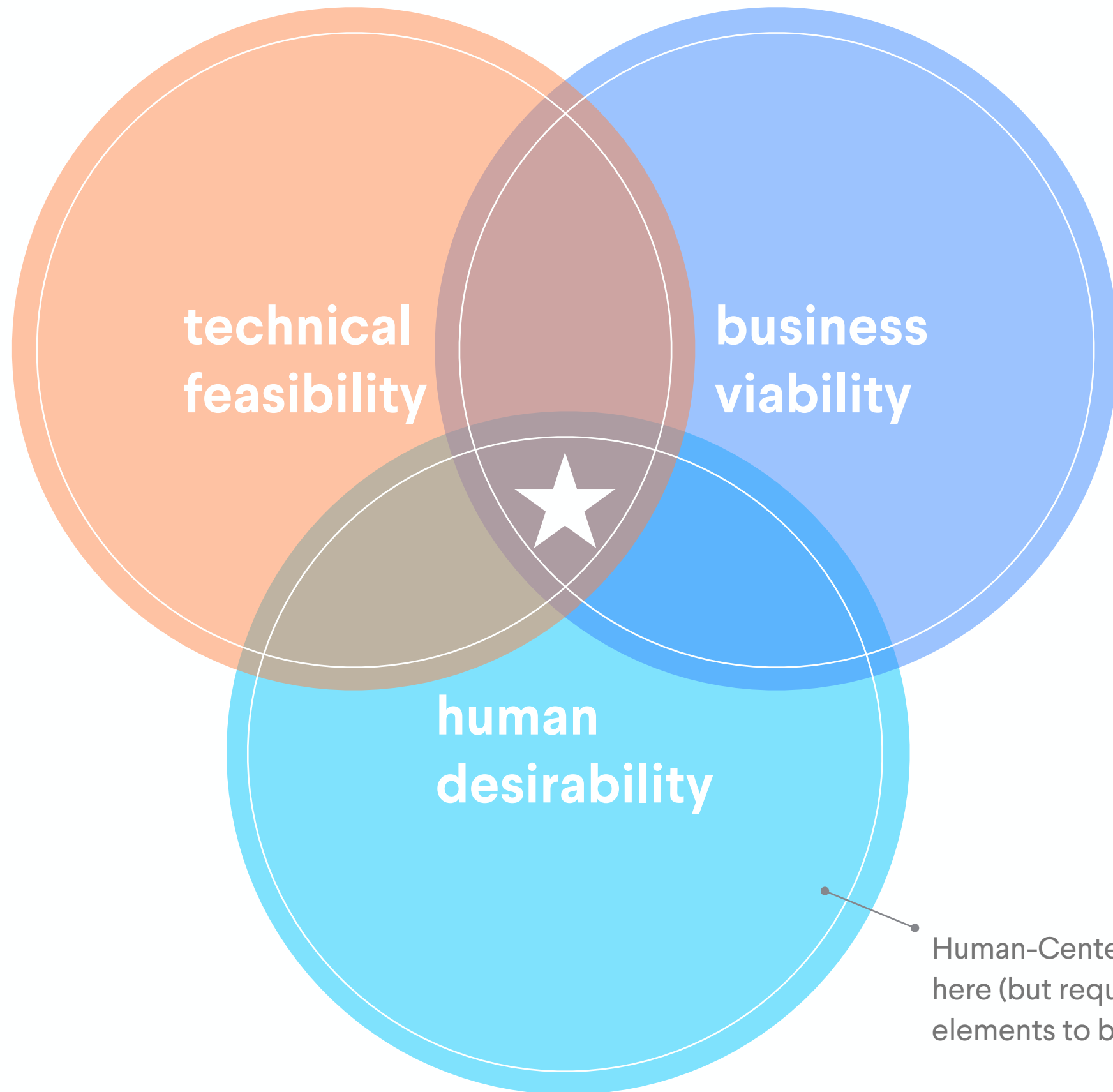
We design verbs.

in health care...









Human-Centered Design starts here (but requires all three elements to be a successful).

in government...



Call for Entries

A Blueprint for Human-Centered Change

How redesigning Michigan's benefits application created a model for vast government transformation.

BY ZACK QUAINANCE / JUNE 2018



in schools...

A Student-Centered Cafeteria Experience

Reimagining school lunch in a large district

CLIENT SFUSD, SEWF

— Tasty, Tangy —
CHICKEN TAMALES



(EACH BOX CONTAINS A FULL
5-COMPONENT MEAL.)



— Freshly Baked —
4 CHEESE PIZZA



(EACH BOX CONTAINS A FULL
5-COMPONENT MEAL.)







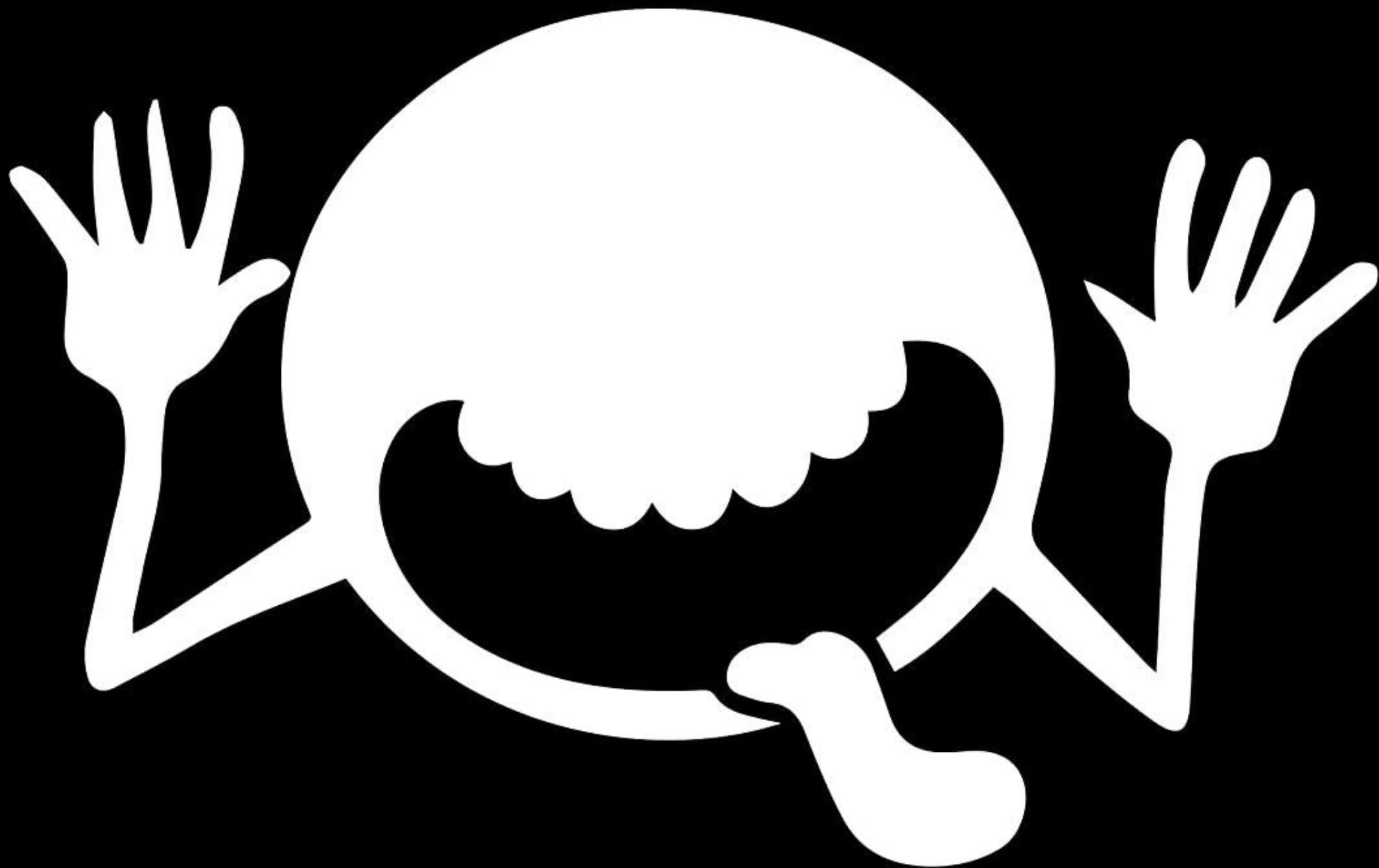
Introduction to Collaboration Tools



- Teams will be sent to a breakout room to work with each other.
- If your team has a question, one person can leave the breakout room to get guidance and then return to the group.
- You will move between breakout rooms and the whole group.
- You will get time warnings in the breakout rooms.



- MURAL Basics
 - We will be using MURAL in our work together.
 - We will get oriented to how to use MURAL together.
 - Navigation
 - Writing on post-its
 - Adding post-its
 - We will share a link to the MURAL board we are using in the Zoom chat box. Right click on the URL in the chat box to open the link.



DON'T PANIC



KEEP
CALM
AND
ZOOM
ON



Debrief



Reflect

For next time...



- Have a blank sheet of paper and a Sharpie marker on hand
- Printer paper and/or colored paper
- Markers
- String and/or rubber bands
- Tape
- Scissors
- Tin foil
- Pipe cleaners
- Paper clips and/or binder clips
- Anything made of cardboard (boxes, toilet paper rolls, etc.)
- There is no set amount -- just gather whatever you have around the house.

Coming soon...

- Slide deck
- MURAL links

A top-down view of various craft supplies scattered on a light gray surface. In the upper left, there are several sticky notes: a yellow one with 'Musical Dance Number' written vertically, an orange one with 'of the', and a light blue one with 'Halloween'. A white permanent marker lies on the blue note. To the right is a yellow sticky note and a pair of scissors with red and black handles. In the center, there are two Expo markers (one blue, one green) and several colorful paper clips (yellow, blue, green, pink, purple). Below the markers are a light blue and a pink sticky note. At the bottom, a pair of scissors with red and black handles is open. To the right of the scissors are orange and dark blue paper scraps, one of which has a purple paper clip attached.

Thank You!