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
SCHOOLS 2030
PARTICIPANT JOURNEY
Options 1 & 2

1. LAUNCH THE DESIGN CHALLENGE
   - Workshop 1: Smooth Sailing
   - Workshop 2: Preparing to Interview

2. EXPLORE THE PROBLEM
   - Workshop 1: Quantitative Data Analysis
   - Workshop 2: Observations & Questions

3. DEFINE THE PROBLEM
   - Workshop 1: Identify a Problem to Explore
   - Workshop 2: Additional Interview Techniques

4. GENERATE SOLUTIONS
   - Workshop 1: Secondary Research
   - Workshop 2: Literature & Reflections

5. MAKE YOUR PROTOTYPE
   - Workshop 1: Stakeholder Mapping
   - Workshop 2: Brainstorming & Idea Selection

6. TEST YOUR PROTOTYPE
   - Workshop 1: Storyboarding Your Idea
   - Workshop 2: Design a Prototype

7. ITERATE
   - Workshop 1: What’s Next?
   - Workshop 2: What Did You Learn?

8. TEST ANOTHER PROTOTYPE
   - Workshop 1: Evaluation Prototypes to Get to Near Shave
   - Workshop 2: Prototype Reflection

9. PREPARE TO IMPLEMENT
   - Workshop 1: Project Planning
   - Workshop 4: Storytelling

10. TELL YOUR COMMUNITY
    - Workshop 1: Reflection Grid
    - Workshop 4: Pitching
Introduction to Workshop Process
Workshop Dates

May 2020

June 2020

July 2020

August 2020

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

Webinars

Webinar 1: Intro to HCD + Mental 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 Critique

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

Office Hours

6 AM PST - 8 AM PST

Fieldwork

Fieldwork A: Explore
Fieldwork B: Test
Fieldwork C: Test Another
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.
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...
K-12 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.
15 Hilariously Bad Designs for Everyday Objects
by Kyle Vanhemert
Wired.com
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?
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...
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
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.
KEEP CALM AND ZOOM ON
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
Thank You!