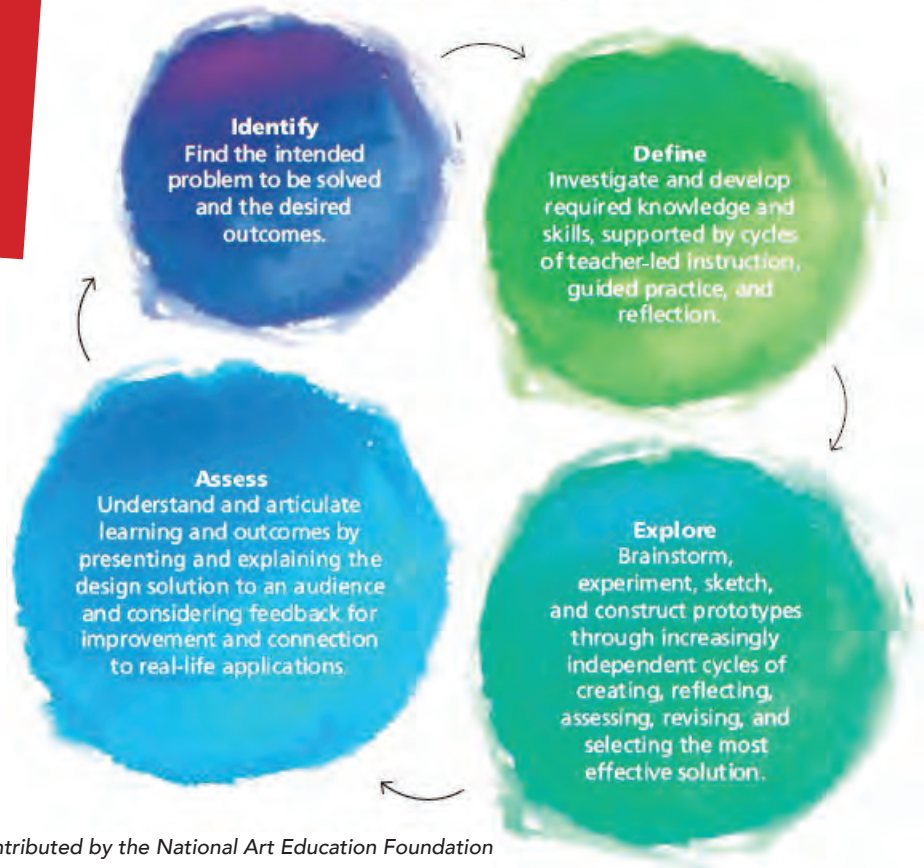


DESIGN THINKING PROCESS

IDEA:
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The Design Thinking Process

Design Thinking is an inventive process through which problems are identified, solutions are proposed and produced, and the results are evaluated.

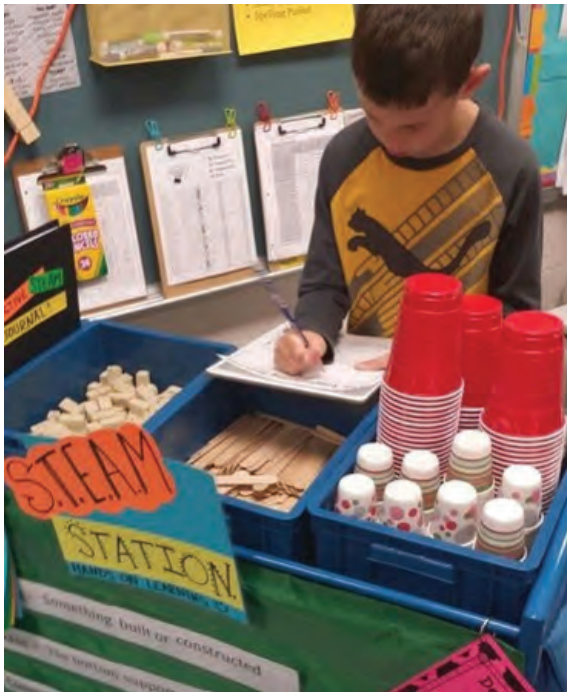


IDEA model contributed by the National Art Education Foundation

IN WHAT WAYS COULD THE **IDEA** DESIGN THINKING PROCESS FIT WITH CONTENT YOUR STUDENTS CURRENTLY ARE OR WILL BE STUDYING?

HOW DOES THE ACRONYM **IDEA** HELP REINFORCE THE ITERATIVE CYCLE OF DESIGN THINKING? AFTER ASSESSING THE SOLUTIONS, HOW CAN STUDENTS FURTHER IDENTIFY, DEFINE, AND EXPLORE IN A CONTINUOUS IMPROVEMENT LOOP?





ARTISTS, ENGINEERS,
DESIGNERS, SCIENTISTS,
TECHNOLOGY EXPERTS,
AND MATHEMATICIANS
WORK TOGETHER TO
SOLVE PROBLEMS



Engineers, designers, artists, scientists, and mathematicians are always thinking and revisiting their ideas for improvement.

HOW COULD YOU USE THE **IDEA** DESIGN THINKING PROCESS TO HELP STUDENTS SEE THE SIMILAR WAYS THESE PROFESSIONALS APPROACH THEIR WORK?

BRAINSTORM EXAMPLES OF WHERE THESE FIELDS COME TOGETHER TO GENERATE SOLUTIONS TO REAL-WORLD PROBLEMS:

- Faster ways to get fresh food to grocery stores before it spoils
- Better ways to get books to children who are home for summer vacations
- Easier ways for older patients with diminished hand strength to open medicine containers
- Nanotechnology for biomedical innovations
- Less expensive ways to repair or replace bridges and outdated highway overpasses

Where else?

What else?

BRAINSTORM PROBLEMS THAT NEED STEAM AREAS OF EXPERTISE TO SOLVE.
