

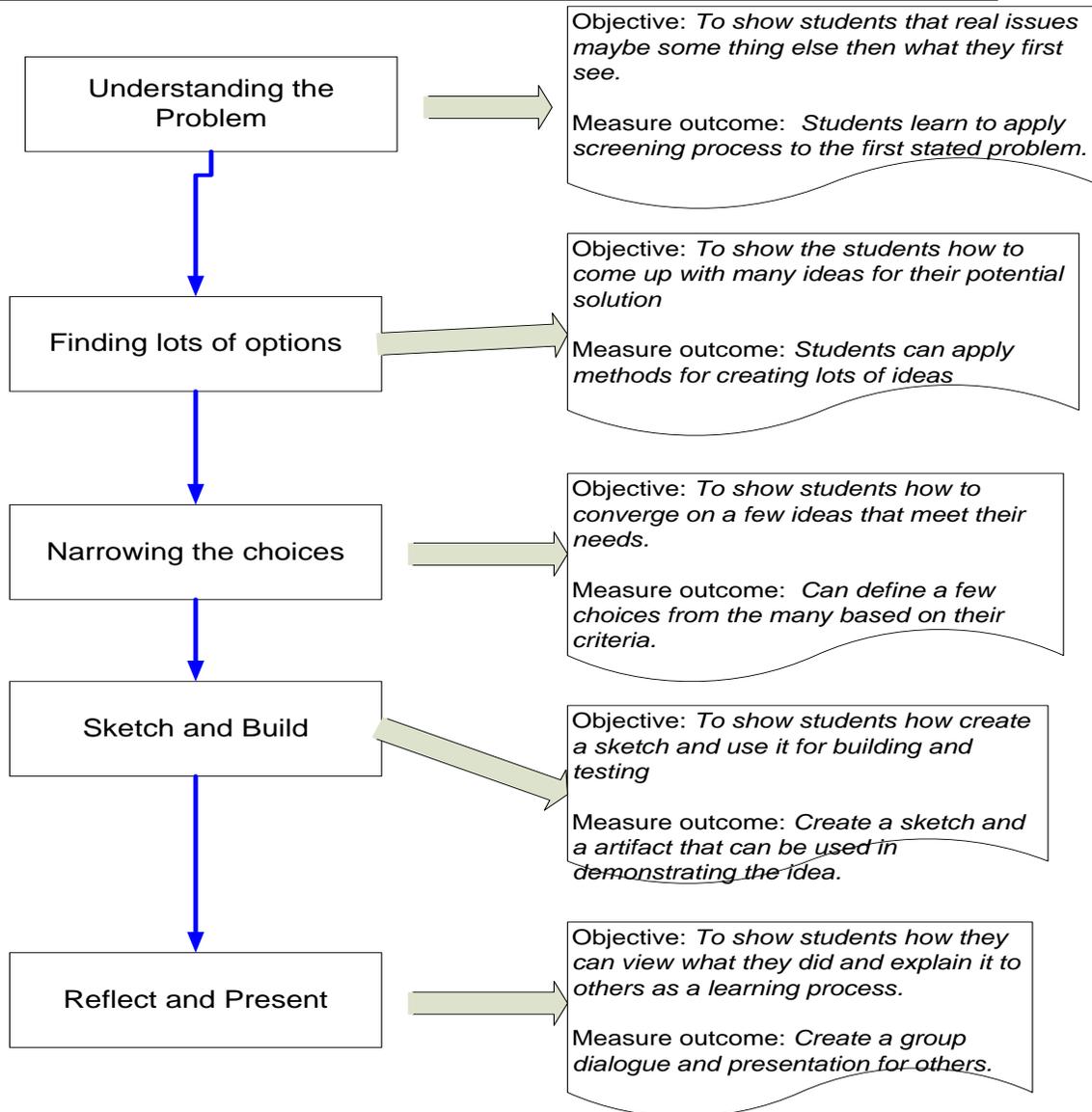
MLW Workbook ... DESIGN PROCESS

Design and Tinkering:

Tinkering is a playful style of design by making constant experiments and exploring new ideas in the design process.

It is celebrating the iterative and divergent/ convergent process that is part of the design process.

What is a Bug/Problem ... Let children explore the essential question What is a problem and how to you solve it?



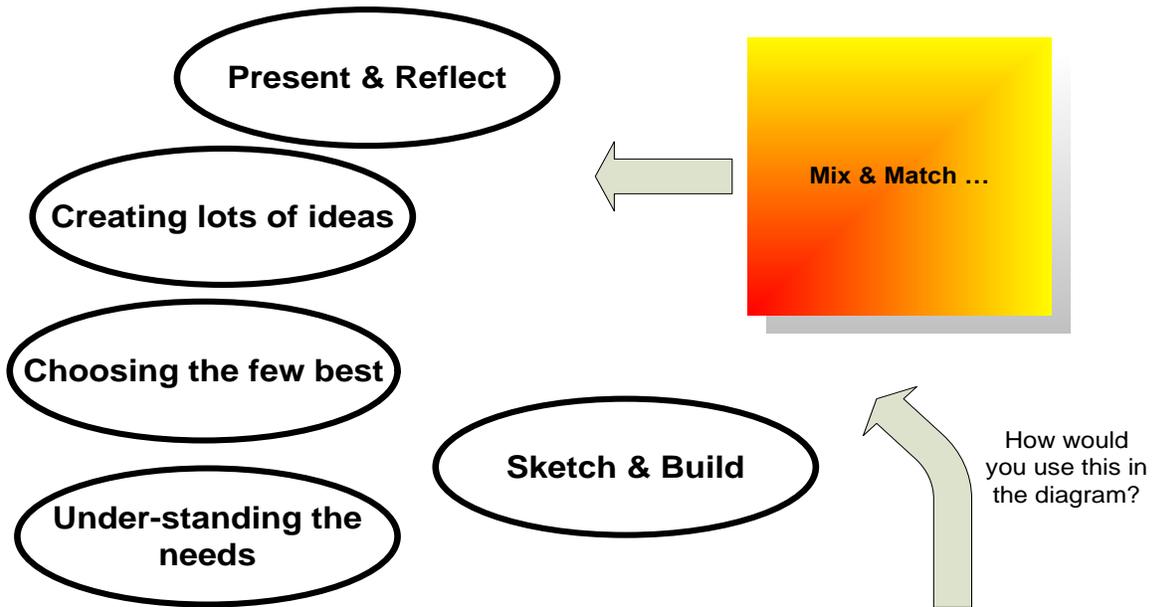
MLW Workbook ... DESIGN PROCESS

Exercise with the Children:

Part to Whole Exercise

Objective; Showing a system view of the process of Design/ Problem solving
Also, these exercises can help the student learn about the process.

Re-order these tasks



- Why is it important to first study the problem?
 - May solve the wrong problem
 - Your teacher may help you
 - People may be upset with your solution
 - You may miss having fun.
- What do you do when you reach a road-block?
 - Ask a teacher for help
 - Try doing the same thing again
 - Learn from what happened and try a new hypothesis
- How do you choose a way to start tackling the problem?
 - Research the root cause of the problem
 - Ask your teacher for help
 - Just begin anywhere

Can we do 3 out of 4 as the right answers?

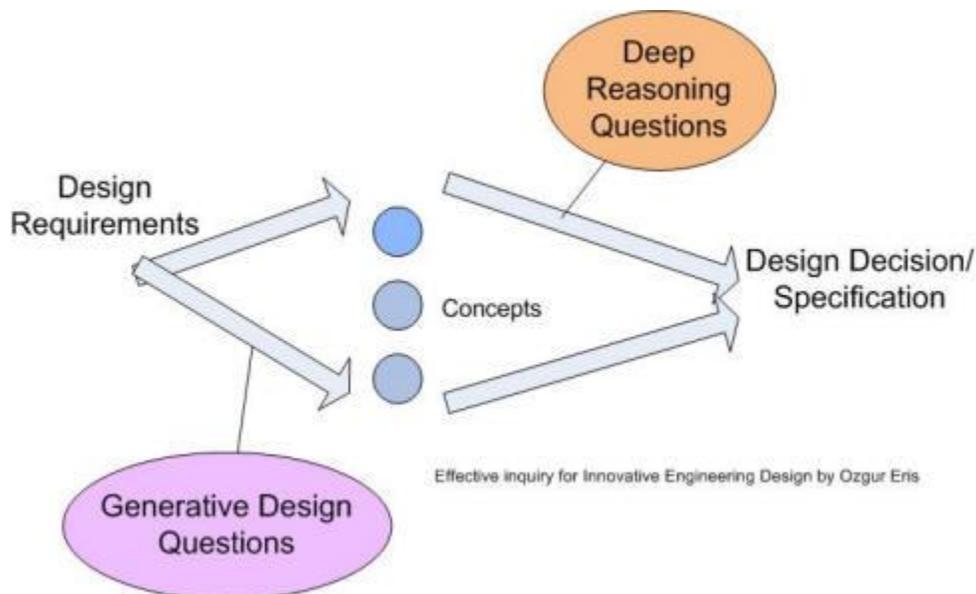
Questions to answer about project

MLW Workbook ... DESIGN PROCESS

Problem Identification:

Research and identify Needs (Requirements)

Design Process: The design process is a series of questions. We generate many ideas with "Generative Design" questions and then make our selection with a series of "Deep Reasoning" questions. It's the divergent and convergent process. Ozgie Eris @ Olin College



Shaping... Take all the ideas and sort them into 3 buckets: Ordinary, Stretch, and Blue Sky (Magical). Looking at the Ordinary and Blue Sky try to see what you can do to move them into the Stretch category.

Narrowing the Choices ... In stories, we find many design challenges the characters have. The students need to follow this process to design a solution for that interesting design challenge. **Select a solution, based on the requirements:**

MLW Workbook ... DESIGN PROCESS

Narrowing the choices	<p>Objective: <i>To show the students how to come up with many ideas for their potential solution</i></p> <p>Measure outcome: <i>Students can apply methods for creating lots of ideas</i></p>
<pre>graph TD; A[From The original group narrow the # to 3-5] --> B[Develop a set of requirements to judge items]; B --> C[Create a decision matrix]; B --> A; B --- D[Have a pop up box that gives examples of requirements
□ Safety
□ Functions
□ Quality
□ Form]; C --- E[Pop-up window
Show the matrix and the weightings];</pre>	
Decision Matrix's	
Building and Testing:	
Reflections and Assessing the Design:	
Updating Ideas:	
Reporting and Presenting	